Virtual Digital Studio

Module Information

2022.01, Approved

Summary Information

Module Code	6206AMP
Formal Module Title	Virtual Digital Studio
Owning School	Engineering
Career	Undergraduate
Credits	20
Academic level	FHEQ Level 6
Grading Schema	40

Teaching Responsibility

LJMU Schools involved in Delivery
Engineering

Learning Methods

Learning Method Type	Hours
Lecture	11
Practical	33

Module Offering(s)

Display Name	Location	Start Month	Duration Number Duration Unit
SEP-CTY	CTY	September	12 Weeks

Aims and Outcomes

Aims	To develop a virtual 3D studio package and integrate with live footage within a TV studio environment.

After completing the module the student should be able to:

Learning Outcomes

Code	Number	Description
MLO1	1	Develop a 3D studio background and other digital artefacts
MLO2	2	Understand use of live chroma-key and lighting effects
MLO3	3	Choreograph live action within a "virtual" environment
MLO4	4	Create and direct a TV programme that integrates live studio programming with digital artefacts and scenery

Module Content

Outline Syllabus	Digital 3D programmingLive Action camera and lighting techniques for chroma-keyTV studio operations for mixed virtual and live environments
Module Overview	
Additional Information	This module is for level 6 video production students who wish to integrate a live and 3D environment into a TV programme.

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Portfolio	Portfolio	100	0	MLO1, MLO2, MLO3, MLO4

Module Contacts

Module Leader

Contact Name	Applies to all offerings	Offerings
Karl Jones	Yes	N/A

Partner Module Team

Contact Name	Applies to all offerings	Offerings