

## Liverpool John Moores University

Title: Virtual Digital Studio  
Status: Definitive  
Code: **6206AMP** (124850)  
Version Start Date: 01-08-2021

Owning School/Faculty: Engineering  
Teaching School/Faculty: Engineering

Team	Leader
Karl Jones	Y

**Academic Level:** FHEQ6  
**Credit Value:** 20  
**Total Delivered Hours:** 44  
**Total Learning Hours:** 200  
**Private Study:** 156

### Delivery Options

Course typically offered: Semester 1

Component	Contact Hours
Lecture	11
Practical	33

**Grading Basis:** 40 %

### Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Portfolio	AS1	A portfolio of virtual studio related material (such as models, videos etc).	100	

### Aims

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

### Learning Outcomes

After completing the module the student should be able to:

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

## **Learning Outcomes of Assessments**

The assessment item list is assessed via the learning outcomes listed:

Portfolio	1	2	3	4
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## **Outline Syllabus**

*Digital 3D programming*

*Live Action camera and lighting techniques for chroma-key*

*TV studio operations for mixed virtual and live environments*

## **Learning Activities**

Content is delivered through targeted lectures and a number of practical activities. The practical work will consist of both individual work and group work within the TV studio.

## **Notes**

This module is for level 6 video production students who wish to integrate a live and 3D environment into a TV programme.