

## Liverpool John Moores University

Title: ADVANCED MODELLING  
Status: Definitive  
Code: **6500GA** (116704)  
Version Start Date: 01-08-2011

Owning School/Faculty: Liverpool School of Art & Design  
Teaching School/Faculty: St Helens College

Team	Leader
Carole Potter	Y

**Academic Level:** FHEQ6  
**Credit Value:** 24.00  
**Total Delivered Hours:** 45.00  
**Total Learning Hours:** 240  
**Private Study:** 195

### Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	9.000
Practical	27.000
Tutorial	3.000
Workshop	6.000

**Grading Basis:** 40 %

### Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Portfolio	AS1	Digital Portfolio	100.0	

### Aims

1. Independently produce preparatory artwork to underpin production.
2. Examine and modify a 3D asset using a high level of detail to enhance design
3. Deconstruct how textures affect in a positive manner the final appearance.
4. Analyse and synthesis the development of the end outcome.

### Learning Outcomes

After completing the module the student should be able to:

- 1 Independently facilitate the preproduction elements of a creative project
- 2 Conceptually understand the professional rigour necessary in production of a complex model.
- 3 Utilise current trends to explore materials and texturing theory.
- 4 Confidently compose a wide variety of visual material underpinning the creative process.

## Learning Outcomes of Assessments

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

Digital Portfolio                    1    2    3    4

## Outline Syllabus

*The advanced modelling will introduce students to a higher level of asset modelling. It is a continuation of skills learnt in previous modules.*

*Students will then take existing assets and work in detail to enhance the overall quality and look of the model. They will be introduced to new process and techniques within existing software and also new high-poly modelling packages. (such as Mudbox or ZBrush) From this high poly version of the asset you will extract highly detailed normal-maps that can be applied to the mid polygon version to enhance it and make the asset look like the high end version.*

*This module will provide you with a defining opportunity to produce a strong "showcase" piece, which will aid greatly in the production of a final portfolio.*

## Learning Activities

A short series of lectures and demonstrations will explain the methodology and procedure towards learning the digital and creative process needed to complete this task. Workshop sessions will develop your knowledge and skills and tutorials will help inculcate new methodologies and concepts into your practice.

## References

<b>Course Material</b>	Book
<b>Author</b>	Spencer, S.
<b>Publishing Year</b>	2008
<b>Title</b>	ZBrush Character Creation
<b>Subtitle</b>	Advanced Digital Sculpting
<b>Edition</b>	

<b>Publisher</b>	Paperback
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Keller, E.
<b>Publishing Year</b>	2008
<b>Title</b>	Introducing ZBrush
<b>Subtitle</b>	
<b>Edition</b>	
<b>Publisher</b>	Paperback
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Spencer, S.
<b>Publishing Year</b>	2010
<b>Title</b>	ZBrush Digital Sculpting Human Anatomy
<b>Subtitle</b>	
<b>Edition</b>	
<b>Publisher</b>	Paperback
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Lea, D.
<b>Publishing Year</b>	2010
<b>Title</b>	Beyond Photoshop
<b>Subtitle</b>	Advanced techniques integrating Photoshop with Illustrator, Poser, Painter, Cinema 4D and ZBrush
<b>Edition</b>	
<b>Publisher</b>	Paperback
<b>ISBN</b>	

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## Notes

Extract highly detailed normal-maps that can be applied to the mid polygon version to give it the appearance of a high end version.