



<b>Unit Title</b>	Modelling to Camera
<b>FHEQ Level</b>	Level 4
<b>Unit Code</b>	ANI18103
<b>Credit Value</b>	15 Credits
<b>Unit Type</b>	Subject (Compulsory)

Learning Hours			
Staff – Student Contact Hours		Independent Study Hours	
Formal Planned learning & teaching delivery (Hybrid)	45	Independent Study	65
Supervised access to resources on campus (Hybrid)	0	Preparation for Assessment	15
		Unsupervised Access to Resources	25
<b>Total</b>			<b>150</b>

## Unit Description

This unit will offer you the opportunity to explore different skills that will enhance and prepare your scenes on other level 4 units. You will learn the basics of *modelling* simple assets in 3D, which will be later used in units ANI18104 and 18105 as props, to help stage and populate your scene.

Whilst modelling, you will be introduced to understanding *camera* techniques within a 3D space. Considering layout and staging, your props will be used to teach you how to set up your camera and stage a range of shots, understanding filmic language techniques that will inform unit ANI18104 in term 2 and prepare you for unit ANI18105 in term 3.

This unit is to give students the time to engage and focus on each of the two areas separately from other units that would require such knowledge, modelling in term 2 and camera in term 3.

### Hybrid Delivery

Hybrid is commonly used to describe courses in which some traditional face to face teaching has been replaced with online learning activities.

The purpose of hybrid delivery is to take advantage of the best features of both online and face to face learning. This unit will however be taught fully online throughout the term. If necessary, resources will be available in the building for students to access.

The Five Principles underpin the Mindsets and Skillsets Manifesto and are the foundation upon which all course curriculum frameworks and unit specifications are based. The relevant Principles as stated below have been mapped against the Learning Outcomes relevant to each course unit and at each level (see Programme Specifications for full

description of the Five Principles):

1. Cultivate / Where the individual thrives.
2. Collaborate / Where disciplines evolve.
3. Integrate / Where education engages industry.
4. Advocate / Where purpose meets practice.
5. Originate / creativity meets technology.

### Unit Indicative Content

- Modelling workshops.
- Camera Workshops.
- Experimenting and testing methods.
- Film analysis.
- Shot creation for layout and staging.

### Unit Aims

- Identifying new roles and identities within your specialism.
- Demonstrate storytelling skills.
- Demonstrate new technical skills.
- Show effective communication skills on a range of levels.

### Unit Learning Outcomes

*(to be selected from the Mini Manual)*

#### **LO 3 Development/Prototyping**

Demonstrate a range of tests and solutions, informed by knowledge of the principles of the creative process.

**Related Principle: INTEGRATE**

#### LO 4 (Pre) Production

Identify, select and apply an appropriate selection of processes, materials and methods that inform creative and academic practice.

**Related Principle: COLLABORATE**

#### LO 8 Professional Identity

Evidence an emerging personal creative and professional identity

**Related Principle: CULTIVATE**

### Learning and Teaching Methods

We will deliver our courses using a hybrid approach – however for this unit, it will be taught fully online using the below:

- Briefings - Online (Unit leader – Synchronous)
- Lectures - Online (Course team - Synchronous)
- Seminars - Online (Course team – Synchronous and Asynchronous)
- Workshops - Online (Course team – Synchronous and Asynchronous)
- Tutorials Online (Asynchronous)
- Self-Directed Study – Online or booked access Physical Resources as required

### Assessment methods and tasks

*Brief description of assessment methods*

*Formative assessment* will be held half way into the unit. This will be a one to one session with your tutor discussing your progress.

*Summative assessment* will be graded with written or audio feedback on your final submission/s which will be uploaded using Moodle and Google drive.

Assessment tasks	Weighting (%) (one grade or multi-grade unit)
A range of 3D models. (Online)	50%

A range of camera shots or possible camera moves. (Online)	50%

### Indicative Assessment Criteria

*Assessment criteria are the basis on which the judgment of the adequacy of the work is made. A more detailed assessment criteria will be specified in the brief. This should be written in line with the Learning Outcomes, the purpose and aims of the unit.*

- Demonstrate an understanding of 3D modelling workflows. (LO3, LO4)
- Evidence of experimenting filmic language skills through composition. (LO3, LO4)
- Identify your specialism in relation to the new workflows on a professional level. (LO8)

### Essential Reading list

1. Ghertner, E. (2010) Layout and Composition for Animation. MA, Focal Press.
2. Thesen, P. (2018) Composition for the 21<sup>st</sup> Century, Vol2: Composition for the Character. Florida, CRC Press.
3. Mercado, G. (2010) The Filmmaker's Eye: Learning (and breaking) the Rules of Cinematic Composition. MA, Focal Press.
4. McKinley, Michael. (2010) Maya Studio Projects: Game Environments and Props. Indianapolis, Ind. Wiley Pub.

Further reading and resources will be identified in your Project Brief