Unit Title	Character Modelling and Rigging
FHEQ Level	Level 5
Unit Code	ANI18202
Credit Value	15 Credits
Unit Type	Subject (Compulsory)

Learning Hours

Staff – Student Contact Hours		Independent Study Hours	
Formal Planned learning & teaching delivery (Hybrid)	37.5	Independent Study	80
Supervised access to resources on campus (Hybrid)	0	Preparation for Assessment	10.5
		Unsupervised Access to Resources	22
Total			150

Unit Description

Building on level 4's unit ANI18103, you will continue to develop your modelling skills looking more specifically at character modelling. Building a biped character, you will then be taught how to rig it.

The modelling and rigging of a character is to further support your animation skills, by understanding how characters are developed in a 3D pipeline. This is to encourage you to think how these skills will inform your level 6 projects and your professional practice.

Students will also document their progress and research in the form of a blog throughout the unit, to help them reflect and evaluate their findings for final submission.

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 and rigging workshops.

- Python techniques to support rigging.

- Workflow and pipeline testing.

- Anatomy reference.

- File sharing.

Unit Aims

- To further advanced technical and software knowledge.

- To introduce new roles to support specialist subject.

- To widen student's minds to the animation pipeline.

- To Encourage collaborative thinking.

- To enable students to start identifying their role in a professional context.

Unit Learning Outcomes
(to be selected from the Mini Manual)

LO 3 Development/Prototyping

Analyse a range of potential pathways that result in appropriate solutions, informed by an understanding of the principles of the creative process.

Related Principle: INTEGRATE

LO 4 (Pre) Production

Employ relevant knowledge of production skills alongside a grasp of the creative potential of a

selection of processes, materials and methods that inform creative and academic practice.

Related Principle: COLLABORATE

LO 8 Professional Identity

Investigate specific professional contexts to situate your own practice

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 development blog. (Online) Screen video capture of final Model and Rig in action. (Online)	100% (all work marked holistically)

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. <u>This should be written in line with the Learning Outcomes, the purpose and aims of the unit.</u>

- Analytically explore a range of tests to show your technical understanding. (LO3)

- Produce a finished piece showing a process of the workflows entailing modelling and rigging. (LO4)

- Establish skills that inform your practice within a professional context (LO8)

Essential Reading list

1. Amin, Jahirul. (2015) Beginner's Guide to Character Creation in Maya. UK, 3dtotal Publishing.

2. Legaspi, C. (2015) Anatomy for 3D Artists: The Essential Guide for CG Professionals. UK, 3dtotalPublishing.

3. O'Hailey, T. (2013) Rig it Right! Maya Animation Rigging Concepts. Massachusetts, Focal Press.

4. Galanakis, R. (2014) Practical Maya programming with Python. Birmingham, Packt Publishing.

5. Amin, Jahirul. (2015) Beginner's Guide to Character Creation in Maya. UK, 3dtotal Publishing.

6. Spencer, Scott, Gaboury, Paul and Keller, Eric. (2010) Zbrush Digital Sculpting. Indianapolis. Wiley Pub.

Further reading and resources will be identified in your Project Brief