GRAP: Motion Graphics

Module Title:	Motion Graphics
Language of Instruction:	English

Credits:	10

NFQ Level:	6

Module Delivered In	1 programme(s)

Teaching & Learning Strategies:	This module is delivered as a mix of traditional lectures and practical sessions within a laboratory setting with a blend of interactive lectures and practical work. Learners are actively participating in class work throughout each scheduled session. Students will be assigned practical exercises that address the learning outcomes.

Module Aim:	To give the student the theoretical knowledge and practical understanding of the application of computer graphics, animation and physics to game development.

Learning Outcomes	
On successful completion of this module the learner should be able to:	
LO1	Demonstrate an understanding of graphics fundamentals
LO2	Demonstrate an understanding of the fundamentals of the physics of motion
LO3	Implement and demonstrate 2D games incorporating graphics and physics simulations.
LO4	Creation of animated objects

Pre-requisite learning
Module Recommendations *This is prior learning (or a practical skill) that is recommended before enrolment in this module.*
No recommendations listed
Incompatible Modules *These are modules which have learning outcomes that are too similar to the learning outcomes of this module.*
No incompatible modules listed
Co-requisite Modules
No Co-requisite modules listed
Requirements *This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.*
No requirements listed

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Module Content & Assessment

Indicative Content
Introduction Devices, Graphics, interaction
2D Techniques Animated images in Games, Procedural Content Creation, User interaction
Interactive Graphics Sprites , Ray Casting, Lighting, Rendering, Textures, Particle Effects,
Using an Animation Editor Create animations using an Animation tool, including rigging, skinning and Posing
Physics Motion with Vectors, applying forces to rigid bodies, collision response

Assessment Breakdown	%
Project	70.00%
End of Module Formal Examination	30.00%

No Continuous Assessment

Project				
Assessment Type	*Assessment Description*	*Outcome addressed*	*% of total*	*Assessment Date*
Project	Small projects in Programming for graphics and animation and physics	1,2,3,4	35.00	Week 6
Project	Small projects in Programming for graphics and animation and physics	1,2,3,4	35.00	Week 11

No Practical

End of Module Formal Examination				
Assessment Type	*Assessment Description*	*Outcome addressed*	*% of total*	*Assessment Date*
Formal Exam	formal written exam	1,2,3,4	30.00	End-of-Semester

SETU Carlow Campus reserves the right to alter the nature and timings of assessment

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Module Workload

Workload: Full Time		
Workload Type	*Frequency*	*Average Weekly Learner Workload*
Lecture	12 Weeks per Stage	2.00
Laboratories	12 Weeks per Stage	6.00
Independent Learning	15 Weeks per Stage	10.27
	Total Hours	250.00

Module Delivered In

Programme Code	Programme	Semester	Delivery
CW_KCCGD_B	Bachelor of Science (Honours) in Computer Games Development	4	Mandatory