

Module Title:	The Virtual Environment 2
Language of Instruction:	English
Credits:	5
NFQ Level:	8
Module Delivered In	1 programme(s)
Teaching & Learning Strategies:	Lectures Tutorials Private study Practical sessions within a laboratory
Module Aim:	This module aims to give the student the theoretical knowledge and practical understanding of the application of visual effects pipeline and rendering in relevant software aligned with their requirements for Creative Project 2. The aims of the subject are: (1) to develop a greater knowledge of the principles and practice of project management and production workflows, pertinent to the realisation of a virtual set design aligned with Creative Project 2.

Learning Outcomes	
<i>On successful completion of this module the learner should be able to:</i>	
LO1	Demonstrate an understanding of Visual Effects Rendering
LO2	Understand the virtual environment pipeline, components and development environment
LO3	Implement Set Design in a relevant software/platform
LO4	Demonstrate an understanding of project management.
LO5	Manage digital software to development their Creative Project 2.
LO6	Create a virtual set design.

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

Module Content & Assessment

Indicative Content

(1) Realtime Rendering

Camera Rigging, Lighting, Video Export

(2) Set Design and Interaction in Unreal Engine

Sourcing assets, tools to aid in building sets

Assessment Breakdown	%
Continuous Assessment	20.00%
Project	20.00%
Practical	20.00%
End of Module Formal Examination	40.00%

No Continuous Assessment

Project

Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Project	Completion of virtual set design aligned with Creative Project 2.	1,2,3,4,5,6	80.00	Week 14

Practical

Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Practical/Skills Evaluation	Lab practical's in using Unreal Engine	1,2,3	20.00	n/a

No End of Module Formal Examination

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

Module Workload

Workload: Full Time		
<i>Workload Type</i>	<i>Frequency</i>	<i>Average Weekly Learner Workload</i>
Tutorial	Every Week	2.00
Estimated Learner Hours	Every Week	4.00
Total Hours		6.00

Module Delivered In

Programme Code	Programme	Semester	Delivery
CW_CGSDC_B	Bachelor of Science (Honours) in Set Design and Construction	8	Mandatory