

Requirements
This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.

Co-requisite Modules

No requirements listed

No Co-requisite modules listed

DIGI: Introduction to 3D Digital Art

University				
Module Title:		Introduction to 3D Digital Art		
Language of Instruction:		English		
Credits: 10				
NFQ Level:	6			
Module Delivered	i In	2 programme(s)		
Teaching & Learning Strategies:		Lectures / Studio based Projects / Tutorials / Seminars / Case Studies / Industry engagement. Module will be delivered in a studio based environment. Lecture / practical and projects will run simultaneously.		
Module Aim:		Using a learning by doing, project based approach. Introduction to 3D digital art creation using industry standard 3D software. Understand and engage in the area of 3d illustration / modeling, and gain knowled in the area of creating elements for 3D environments and characters.		
Learning Outcom	nes			
On successful com	npletion of th	nis module the learner should be able to:		
LO1 Deve	Develop skills in the creation of 3D assets using a combination of 2D & 3D Industry Standard Software.			
	Demonstrate a good awareness of the design principles and the design process, its stages and cyclical nature. Demonstrate creative concept development using design principles and related skills			
LO3 Deve	Develop a portfolio of 3D assets used in various media streams.			
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				



DIGI: Introduction to 3D Digital Art

Module Content & Assessment

Indicative Content

2D Illustration / Sketching

Enhance digital drawing skills, using industry standard tools. Develop skills to take a concept from sketch to digital asset. Create user engaging assets that meet the design and user requirements of your project. Engage with the design process regarding critical analysis and evaluation of created assets. Further develop illustration, image creation and manipulation skills using various industry software products. Build on previous colour theory to create engaging designs for user interaction.

3D illustration, character and assetsDevelop a knowledge of the area of 3d illustration. Understand the principles, and processes involved and begin to develop a skill set that demonstrates this.

3D Digital ArtIntroduction to 3D Digital Art using Industry Standard Software. Develop an understanding of the 3D software user interface and the ability to combine various applications for a better workflow.

Assessment Breakdown	%
Project	40.00%
Practical	60.00%

No Continuous Assessment

Project				
Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Project	The subject will be assessed through the completion of project briefs and the submission of a final solution and research journal/ notebook / Sketchbook. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2,3	20.00	Week 6
Project	The subject will be assessed through the completion of project briefs and the submission of a final solution and research journal/ notebook / Sketchbook. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2,3	20.00	Week 11

Practical				
Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Practical/Skills Evaluation	The subject will be assessed through the completion of in-class tutorials and practical assignments. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2,3	5.00	Week 2
Practical/Skills Evaluation	The subject will be assessed through the completion of in-class tutorials and practical assignments. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2,3	10.00	Week 3
Practical/Skills Evaluation	The subject will be assessed through the completion of in-class tutorials and practical assignments. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2,3	5.00	Week 4
Practical/Skills Evaluation	The subject will be assessed through the completion of in-class tutorials and practical assignments. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2,3	5.00	Week 5
Practical/Skills Evaluation	The subject will be assessed through the completion of in-class tutorials and practical assignments. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2,3	5.00	Week 7
Practical/Skills Evaluation	The subject will be assessed through the completion of in-class tutorials and practical assignments. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2,3	10.00	Week 8
Practical/Skills Evaluation	The subject will be assessed through the completion of in-class tutorials and practical assignments. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2,3	5.00	Week 9
Practical/Skills Evaluation	The subject will be assessed through the completion of in-class tutorials and practical assignments. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2,3	10.00	Week 10
Practical/Skills Evaluation	The subject will be assessed through the completion of in-class tutorials and practical assignments. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2,3	5.00	Week 12

No End of Module Formal Examination

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



DIGI: Introduction to 3D Digital Art

Module Workload

Workload: Full Time		
Workload Type	Frequency	Average Weekly Learner Workload
Laboratory	12 Weeks per Stage	4.00
Lecture	12 Weeks per Stage	1.00
Independent Learning Time	15 Weeks per Stage	12.67
	Total Hours	250.00

Module Delivered In

Programme Code	Programme	Semester	Delivery
CW_KCIAD_B	Bachelor of Science (Honours) in Computing in Interactive Digital Art and Design	4	Mandatory
CW_KCIAD_D	Bachelor of Science in Computing in Interactive Digital Art and Design	4	Mandatory

Discussion Note:	TEST