Module Title:	Introduction to 3D Digital Art
Language of Instruction:	English

Credits:	10

NFQ Level:	6

Module Delivered 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 knowledge in the area of creating elements for 3D environments and characters.

Learning Outcomes	
On successful completion of this module the learner should be able to:	
LO1	Develop skills in the creation of 3D assets using a combination of 2D & 3D Industry Standard Software.
LO2	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	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	
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	

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 assets
Develop 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 Art
Introduction 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

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

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