

Course Outline

Title: 3D ANIMATION AND VISUAL EFFECTS

Code: ITECH3223

Formerly: CP762

Faculty / Portfolio: Faculty of Science

Program Level:

	AQF Level of Program					
	5	6	7	8	9	10
Level						
Introductory						
Intermediate			✓			
Advanced						

Pre-requisites: (CP791 or ITECH3221 or ITECH3228)

Co-requisites: Nil

Exclusions: (CP762)

Progress Units: 15

ASCED Code: 020115

Learning Outcomes:

Knowledge:

- K1.** Describe and explain the theory, processes, influencing factors and documentation associated with 3D animation and visual effects;
- K2.** Explain the elements of the creation of 3D animation and visual effects - story, scenes, characters;
- K3.** Demonstrate knowledge of an industry relevant 3D animation and visual effects tool.

Skills:

- S1.** Design of 3D animated objects, including the creation of design and pitch documents;
- S2.** Design and create scenes including 3D animation and visual effects using 3D modelling and/or other multimedia software tools.

Application of knowledge and skills:

- A1.** Exhibit judgement in tailoring a design for a specific target audience.

Values and Graduate Attributes:

Values:

- V1.** Discuss the cultural effects and implication of 3D animation and visual effects play in modern culture;

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V2. Critically evaluate basic theories relating to 3D animation and visual effects.

Graduate Attributes:

Attribute	Brief Description	Focus
Continuous Learning	Students are encouraged to self-educate about features of the software used, beyond that covered in formal classes and carry on self-reliance skills beyond university life	Medium
Self Reliance	Students take responsibility for self-management using skills that contribute to personal and career satisfaction and development	Medium
Engaged Citizenship	Confidently employ and adapt professional expertise regarding the application of 3D modelling and design skills to multiple sectors	Low
Social Responsibility	Consider issues of copyright and intellectual property to the design and implementation of multimedia sequences	Low

Content:

This course extends students' knowledge of the technology, design concepts and cultural effects and implications involved in the technology and cultural place of 3D animation and visual effects. The course will focus on putting theory into practice, requiring students to design and develop an animated short film. The processes and documents involved in a short film design, as well as the tools used for asset and scene creation for a short film will be covered in detail. Design issues and concepts relating to 3D animation and visual effects will be explored and students will be encouraged to experiment and develop their skills. The tools used for the creation of 3D animation and visual effects will be introduced.

Assessment:

Assessment for this course will be based on a number of tasks including practical assignments, design documentation and an end of semester examination covering theoretical aspects of the course.

Learning Outcomes Assessed	Assessment Task	Assessment Type	Weighting
S1, S2, A1	Design and implementation of a 3D animation and visual effects short film, including creation of design documents	Assignments	30% - 50%
K1, K2, K3, A1	Examination questions covering the theory and principles underlying 3D animation and visual effects.	Examination(s) and Tests	50% - 70%

Adopted Reference Style:

APA

Presentation of Academic Work:

<https://federation.edu.au/students/assistance-support-and-services/academic-support/general-guide-for-the-presentation-of-academic-work>