

*100% continuous assessment

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Assessment Criteria

- Below 40% fail: Inability to critically evaluate and apply techniques for the creation of fully rendered 3D computer graphics models as per learning outcomes (1 & 2). Inability to critically evaluate and apply the various 3D projections, e.g. axonometric (isometric, diametric) and perspective projections as per learning outcome (3). Inability to critically assess the theories and practices of 3D modelling techniques and apply these using a computer graphics development application as per learning outcome (4).
General Module Information Module Code TBA Last Revised 17/5/10 Allocated Time (hours/week)
- 40-49%: Pass Ability to critically evaluate and apply techniques for the creation of fully rendered 3D computer graphics models as per learning outcomes (1 & 2). Ability to critically evaluate and apply the various 3D projections, e.g. axonometric (isometric, diametric) and perspective projections as per learning outcome (3). Ability to critically assess the theories and practices of 3D modelling techniques and apply these using a computer graphics development application as per learning outcome (4).
- 50-59%: 2.2 Ability to analyse and classify key concepts in the field of 3D modelling Be able to employ a variety of specialised skills and pre selected tools or techniques within the 3D modelling domain.
- 60-69 % 2.1: Ability to exercise appropriate judgement in applying the key concepts of 3D modelling and demonstrating an ability to be creative in designing and developing solutions to problems using the appropriate skills, tools and/or techniques.
- 70%+: 1: All the above to an excellent level. Ability to demonstrate mastery of specialised 3d modelling skills. Generalise key concepts and deploy solutions to a high standard for a range of complex, specialised and unforeseen problems through the use and modification of advanced skills, tools and/or techniques.

Learning Modes

<i>Learning Type</i>	<i>F/T Hours</i>	<i>P/T Hours</i>
Practical	48	
Independent Learning	87	

Essential Material(s)

"CMP Group, Gamasutra: The Art and Science of Making Games." <http://www.gamasutra.com>
Boardman, T. *3DS Max 7 Fundamentals*. : New Riders, 2005.
Murdock, K.L. *3DS Max 7 Bible*. : Hungry Minds, 2005.
Till, S. *Exploring 3D Modelling with 3DS Max 7*. : Delmar, 2005.

Supplementary Material(s)

Requested Resources