



# DART2221 Visual Effects 3

Term T2, 2020

## Course Information

Units of Credit: 6

## Course Overview

### Course Description

#### Fully Online Delivery Term 2 2020

Some adjustments have been made to this course to allow for fully online delivery during the COVID-19 situation. Please refer to the Resources section at the back of this document for more information about materials and resources required to complete this course outline.

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This course supports you in exploring how Computer Generated Imagery (CGI) and Visual Effects strategies are used to realise complex creative ideas. Throughout the course, you will investigate new possibilities for advanced CGI and Visual Effects techniques by researching and engaging with examples of contemporary media arts practice. As you work on your own creative project, you will also have the opportunity to develop more advanced understandings of key CGI and Visual Effects concepts and principles, as well as embed effective production management and workflow skills into your creative process.

### Course Learning Outcomes

On completion of this course, the student should be able to:

1. Apply advanced 3D computer generated imagery and visual effects techniques to develop an individual prototype.
2. Experiment with 3D computer generated imagery and compositing concepts to create an individual prototype.
3. Work independently and collaboratively to contribute specialist skills, artistry and professional standards to a visual effects project.
4. Reflect on and situate visual effects practice in broader creative and cultural contexts.

### Teaching and Learning in this Course

This course uses a variety of teaching approaches:

#### Blended/online

- Review – Assessment / Feedback Tool
- Collaborate Ultra in Moodle – Virtual Classroom
- Microsoft Teams - Teamwork Hub and Group Chat Platform
- Zoom - Video and Audio Conferencing, Chat, and Webinars
- Moodle - Learning Management System

## Assessment

	TITLE	WEIGHTING	ASSESSMENT TYPE
Assessment Task 1	Visual Effects Prototype	40%	Project
Assessment Task 2	Visual Effects Project	60%	Project

## Resources

Depending on the animation project you choose to undertake and may include software like Adobe Photoshop, Adobe AfterEffects, Autodesk Maya, Autodesk Mudbox, Substance Painter.

See Moodle and Leganto for weekly resources related to the course.