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| **Bachelor of Information Technology**  **IT7x30**  **Assignment 1**  **Presentation**  **Plan, create and explore** | colour_white_logo |

**Due Date and Time**

09/08/2018 12.00AM

**Submission Details**

**Work is to be presented to the class.**

**Work is to be submitted onto moodle in the relevant drop boxes.**

**Grading**

This assignment is worth 10% of the overall course mark

**Terms**

All assessments must be attempted to pass this course.

**Purpose**

Research, evaluate and analyse the background and underlying principles of the major concepts of 3D digital design and technologies. Demonstrate consideration of the business, technical and social implications of the topic.

**Presentation**

* Consider goals, generate ideas
* Investigate a specialized area of 3D
* Gather tutorial information in relation to this specialised area
* Gather visual information in relation to the brief
* Share it with the group

**Why? Consider the process.**

Students who have engaged in IT621 will remember you began with a series of get start exercises in 3D modelling and animation. (These can also be called proof of concept tests.) This knowledge was then used to support a larger project. This course takes a similar approach although your work will be more specialized. As more advanced students you will be sourcing much more of the tutorial information yourselves. Your tutor will be facilitating and advising. You will be expected to share your findings with the class.

**Investigate a specialised area of 3D/investigate tutorial information that supports this.**

In IT6212 students completed a workshop on industry roles these included: texture painting, shader-writing, compositing, modelling, animation, concept design, rigging, shots ie. lighting rendering, areas of technical direction, R and D and others. You then created projects which gave you a start in many of these areas.

In this paper you will be expected to take this further and actually begin to fulfil the role of one of these practitioners. For this assignment you are to investigate these roles to help decide which area/s you wish to work in. Go to credits, websites and see who these people are; read works and look closely at what has been done. Collect samples of work you admire to share with the group. Remember there are a range of areas that we did not explore in IT6212 such as particle animation, phonemes/blend shapes, sort and rigid body dynamics and much more, you are welcome to delve into some of these but work within your limits.

**Gather visual information in relation to the brief**

For this assignment you are to gather visual content, based around your ideas as well as tutorial information. You are to present your findings. For example if you are going to be a modeler find some beautiful images, or toy models and/or do some drawings. This is to demonstrate what you want to achieve.

If you are more interested in game play and interactivity you might like to bring in some of your favorite games and demo parts that are of particular interest to you and discuss how some of these actions could fit within the project. You would also need to consider if the information that would support this type of development is easily available. I have collected some material but the door is open for more. Keep your ideas simple game are made by group of people with more time than you have. Think simple proof of concept tests.

**Present your findings to the class**

Put your images and tutorials together and share what you have found with the class.

MARKING SHEET

**IT7x30 Special topic.**

**Assignment 1**

**Presentation**

**Plan, create and explore**

**This assignment is 10% of your overall grade for this paper**

**Student Name :**

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| Tasks: | Evidence & Judgement | Mark | Student Mark |
| Ideas are generated in relation to a brief. | Students show evidence of ideas generation and investigation of sourced work and content. | 20 |  |
| Research of content has been demonstrated | Students have sourced examples of work that has been done. They can describe the work and the processes that have gone into this. | 20 |  |
| Tools and techniques are selected and used to fulfil the requirements of the brief. | Presentations demonstrate that software and techniques are researched. Techniques selected support the requirements of the brief. The work demonstrates the potential for strong independent technical problem solving skills. | 20 |  |
| Digital video files are saved and stored appropriately to be shared among the group. | Files are in directories specified by the tutor or brief. File size, compression and type is appropriate. | 20 |  |
| Presentation skills are demonstrated. | Presentation/s is clear, audible and well structured. Students share their research findings with others. | 20 |  |
| Totals |  | 100 |  |

**COMMENTS:**