|  |  |
| --- | --- |
| **Bachelor of Information Technology**  **IT7x30 Special Topic**  **Assignment 3**  **Process and Tests** | colour_white_logo |

**Due Date and Time**

2rd of Nov 2018

**Extensions**

Extensions of time will only be granted for students who have an acceptable documented reason for not completing the assessment by the specified due date. When applying for an extension please send an email to the lecturer before the assessment due date. Please note the new rules for late assignments.

**Grading**

This assignment is worth 60% 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.

**Introduction**

To date you have been scoping and testing specialized areas of 3D graphics. From here we will evaluate and assess what can realistically be achieved for the final project and work out a plan for your project to progress. You will produce a body of final work and a diary that reflects your processes and reflection.

**Each student is to produce:**

* A **brief** plan of what you are going to produce for the final project. This is to be discussed with the group, approved by your tutor and documented in your diary.
* The assets as planned, ie new works and/or developed works from the previous assignment.
* Diary work demonstrating, reflection, planning process, further tests, reference material **and evaluation of what you are doing**. Your diary **may include any work from throughout the semester** that demonstrates the flow and development of what you are creating.

**Analysis and planning diaries and documentation.**

To date you have been working in specialist areas such as, texturing, modelling, rigging animation, including blend shapes, particle effects, interactive prototyping and others. Many of you have investigated reference material and techniques based around a theme.

You have found a whole range of tools and techniques that work, and others that do not. On a more complex level you will have sourced multiple ways of doing similar types of things and the challenge is going to be finding the best way forward for the time available.

Strong diary work demonstrates a sense of direction and progress. To really support this sense of direction, spend some time going back through what you have achieved to date and consider what is working well and what is not. (Document this reflection) Also continue to consider what you are building the work for and how what you are achieving could fit into the greater picture; for example if you are building a character for a game what should the polygon count be? If you are investigating game environments; what would be built in the modeling software and what would be built in the game engine? Why? You are working is a specialized way but don’t lose sight of the big picture. (Document this investigation.)

Make sure you document all your processes, tests and ideas in your diary/digital or otherwise. This diary is a continuation of the last and should also demonstrate:

- evidence of ideas you and others have generated

-evidence of planning

-reference material

-investigations of how your work relates to industry practices including tutorials you have sourced.

-workflow issues where relevant

- any new tests and experiments

-you should also demonstrate evidence of any social implications that need to be considered in you diary.

-evaluate and reflect on what you have achieved.

**Final Body of Work**

Aim to resolve and bring together what you have achieved into a final work. This work should demonstrate an amalgamation of what you have learned and support your planned goals.

**Presentation**

The presentation will be on the last class of the semester. This should be a summary of what you have achieved throughout the course, what you have discovered and what you would do differently.

**Submission of work**

All work is also to be submitted onto Moodle into the relevant folders/dropboxs except for diaries which may be submitted in hard copy. (I suggest scanning your diary and placing a copy on moodle to prevent any loss of work.)

MARKING SHEET

**IT7x30 Special Topic**

**Assignment 3**

**Plan, create and explore digital media content and interactivity.**

**This assignment is 60% of your overall grade for this paper**

**Student Name :**

|  |  |  |  |
| --- | --- | --- | --- |
| Tasks: | Evidence & Judgement | Mark  value | comment |
| Ideas, reflection planning are developed in relation to a brief. | Students demonstrate:  -evidence of reflection  -evidence of planning, this could include but is not limited to story boards, drawings, timelines reference material.  This process is documented. | 20 |  |
| Process work, digital and other diary/journal work.  Tools and techniques are selected and used to generate assets that support the brief. | Diaries and tests (digital diary work included) demonstrate that content, materials, software and techniques are researched and that experimental tests have been completed and evaluated and are supporting the final work.  Context has been considered this could include:  -investigations of how your work relates to industry practices including tutorials you have sourced.  -workflow issues where relevant  -you should also demonstrate evidence of any social implications that need to be considered in you diary.  -evaluate and reflect on what you have achieved.  Application of technical design testing and problem solving has been demonstrated. | 40 |  |
| The works presented and feedback is given.  Digital video files are saved rendered and stored appropriately | Student presentations are audible, well organized and demonstrate the work, what has been achieve and how. Students actively participate in other students presentations and provide constructive feedback.  Files are in directories specified by the tutor or brief. File size, compression and type is appropriate. | 15 |  |
| A resolved body of work has been produced. | The final work/s communicate in an effective and cohesive way.  The works demonstrate the development of strong independent technical problem solving skills. | 25 |  |
| Totals |  | 100 |  |

**COMMENTS:**