Faculty of Science and Technology

2018/2019

Assignment Brief		
Course/s: BSc (Hons) Games Design	**Unit Name:** Modelling for Animation	
	Unit Level: Level 5	
Assignment set by: Jose Fonseca	**QA:** Glyn Hadley	
Assignment Issued: Monday, 12th November 2018	**Recommended time to complete this assignment:** 35 hours	
Date Due: Monday, 14th January 2019	**Unit Weighting:** 70 %	**Assignment number:** 2

SUBMISSION METHOD(S)

Electronic Submission

Assignment is to be electronically submitted by 12:30pm on the due date (please allow sufficient time to upload files before the deadline) via:

Large File Submission Link on *Brightspace*

The Assessment Task:

Students need to **continue modelling the chosen cartoon character to full completion**, using Autodesk Maya 2018. The final model shall bear close resemblance to the design used as reference (the previously approved model sheet) and its polygon mesh shall be carefully structured using quads and edge loops appropriately, to produce the necessary detail. It shall be modelled in such a way that shall be ready to enter the next level of the animation pipeline.

Constraints that must be considered:

- The character must be modelled from reference – model sheet (showing front and side views, at least) – using *Maya Image Planes*;
- The character shall be modelled in polygons and have a maximum of 8000 faces (*quads*);
- There should be no more than one polygonal mesh for the character model. If the character has many parts (e.g. armoured plates) they must be combined, using the combine tool. Floating geometry is not allowed in this assignment;
- The character's geometry shall have no open seams and all the history deleted.

Additionally, **a critical report** with a maximum of 1000 words, describing the modelling process (strategies used to overcome the challenges and options well justified and referenced) and aspects for improvement or critical issues. It must include at least 3 images (print screens) of the model in *Wireframe on shaded* mode, documenting the initial stage, the middle stage and the final stage of the process.

The Deliverables:

You must submit the following items for assessment:

a) A Maya (2018) file containing the character. It shall include also a smoothed version, on the right side of the base model;

b) The reference images (front and side views, from the model sheet) for the character, properly identified;

c) A Word document, with a maximum of 1000 words, as critical report of the work, describing the modelling process and aspects for improvement or critical issues.

The agreed naming for the zipped file is the following: **surname_firstname_mfa_2_2018**

The Submission Deadline(s):

You must submit your work by the following deadline:

12:30pm on Monday, 14th January

The Marking Scheme:

Your assignment will be assessed using the following mark scheme criteria:

a) Visual faithfulness to the reference images(in front and side views) – level of accuracy of the 3D representation

(All the elements of the character are modelled, with the right forms/volumes, properly detailed, placed in the right position and adequately smoothed) ..……..**40%**

b) Topology of the mesh

(Number of faces within the established limit of 8000; edges correctly distributed, conforming to the surface, i.e. evenly distributed (faces with similar size – no areas with very long faces, far above average) but more dense in creased areas or around articulations, for example; proper edge flow; use of quads (absence of triangles and *ngons*); no pinchy areas, open areas or unwelded vertices) ……..……..**45%**

c) Cleanliness of the scene

(History is deleted; transformations are frozen; cleaned up of unnecessary nodes; all elements of the character are combined) ……..…**5%**

d) Written report

(Description of the process (strategies to overcome the challenges and options well justified); critical attitude towards the created model (what could be improved, issues, etc.); referencing the sources) ……..**10%**

Obviously, students will get a good mark if their work bears a good **visual faithfulness** to the reference, with a good **topology** of the mesh, with a good level of **cleanliness of the Maya scene**, and a good **written report**. Likewise, students will get poor, or acceptable, etc., marks if their work is poor, or acceptable, on those parameter sections of the criteria, or the result of them combined. With these number of variables, it is not feasible to list/give examples (as in a Rubric style) of all possible combinations or scenarios.

The Learning Outcomes:

This assignment will assess the following ILOs:

1. Discuss appropriate application of 3D modelling techniques;
2. Demonstrate the ability to interpret 2D concepts and create the corresponding 3D models ready for rigging;
3. Illustrate the ability to appropriately apply different modelling techniques;
4. Critically analyse their own work;
5. Explain concepts of 3D modelling for games animation.

Confirmation that this assignment assesses the relevant ILOs: **Yes**

ASSIGNMENT GUIDANCE NOTES – Academic Year 2018-2019

You must keep a copy of your assignment – the university will not take responsibility for lost assignments. Please make sure you back up your work carefully.

Submission Deadlines:

All Written assignments must be submitted before 12:30pm on the date due – unless otherwise stated on the assignment brief.

Electronic submission time will be 12:30pm on the due date following the above assignment detail, note this deadline is the **time for the upload of the assignment to be completed**, you are advised to begin submission AT LEAST 1 hour before.

For submission of physical assignments/artefacts/USB memory sticks etc, the assignment submission box for Creative Technology can be found on the first floor of Christchurch House, in the corridor near C114. Physical assignments must be submitted in the correct submission box before 12:30pm on the date stated on the assignment brief.

Late Submissions:

Please note that as per the **Standard Assessment Regulations** for any coursework that is submitted within 72 hours after the deadline, the maximum mark that can be awarded is 40%.

Please note that **the 72 hour Late Submission regulation only applies to the first submission of a given assignment** – and **does not apply to resubmissions**, unless they are being undertaken as a first attempt due to approved exceptional circumstances.

The 72 hour Late Submission regulation only applies to coursework submissions and does not apply to examinations.

If coursework is submitted **more than 72 hours after the deadline, a mark of zero (0%)** will be awarded.

Capped assignments will be considered by the Assessment Board and cannot be retrospectively uncapped by Academic Staff.

Exceptional Circumstances:

If you have any valid **exceptional circumstances** which mean that you cannot meet an assignment submission deadline and you wish to request an extension, you will need to complete and submit the **Exceptional Circumstances Form** for consideration to your Programme Support Officer (based in C114) together with appropriate supporting evidence (e.g, GP note) **before the coursework deadline**.

Further details on the procedure and the exceptional circumstances form can be found on **Brightspace** or via the link below:

https://www1.bournemouth.ac.uk/students/help-advice/looking-support/exceptional-circumstances

For further guidance on exceptional circumstances please see your Programme Leader or PSO.

Avoiding Plagiarism:

Plagiarism is the act of copying the work or ideas of others without proper acknowledgement of this work. Plagiarism also includes self-plagiarism or duplication: the inclusion in coursework, or a dissertation, or project, of any material which is identical or substantially similar to material which has already been submitted for any other individual assessment within the University or elsewhere.

Avoiding plagiarism is best achieved through the use of proper academic referencing and minimising direct quotations (i.e. re-write others' ideas in your own words, but still provide the reference of where these ideas came from). Further information can be found via the following links:

http://libguides.bournemouth.ac.uk/bu-referencing-harvard-style

https://www1.bournemouth.ac.uk/discover/library/using-library/how-guides/how-avoid-academic-offences

Further Information related to assessment can be found with the SciTech Faculty area of Brightspace, or via the following link:

https://brightspace.bournemouth.ac.uk/d2l/le/content/6633/viewContent/62565/View

Accessing Learning Support:

Student with Additional Learning needs are advised to contact the Learning Support team. Further details can be found via the following link:

www.bournemouth.ac.uk/als

Version: RELEASE_021018_PostEE

Lecturer Feedback

Specific feedback and feed-forward will be given to students based on the quality of the submitted work, the application of adequate techniques to achieve the proposed result, according to the topics listed in the above marking scheme criteria, which reflect the unit ILOs. See example of marking sheet, with feedback and feed-forward, below:

Bournemouth University
Faculty of Science and Technology
Dept. of Creative Technologies

Coursework Feedback | **Academic Year:** 2018/19

Family name: | **First name:**

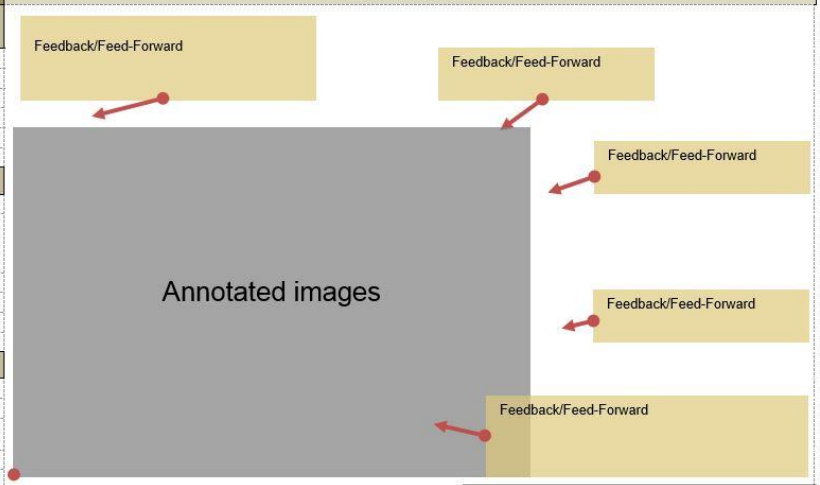
Course: Games Design | **Level:** 5

Unit Title: Modelling for Animation

Assignment Number: 2 (finished Character Model) | This assignment is a formal element of coursework and worth **70%** of the overall unit mark.

Criteria		Mark %
***a)* Visual faithfulness to the reference images(in front and side views) – level of accuracy of the 3D representation**	40	0%
All the elements of the character are modelled		
Right forms/volumes		
Properly detailed		
Placed in the right position		
Smoothness of forms		
Creases properly defined		
***b)* Topology of the mesh**	45	0%
Number of faces within the established limit of 8000		
Edges correctly distributed, conforming to the surface, i.e. evenly distributed (faces with similar size – no areas with very long faces, far above average) but more dense in creased areas or around articulations, for example		
Proper edge flow		
Use of quads (absence of triangles and Ngons)		
No pinchy areas (resulting from inverted normal, etc.)		
No open areas or unwelded vertices		
***c)* Cleanliness of the scene**	5	0%
History is deleted		
Transformations are frozen		
Cleaned up of unnecessary nodes (visible in the Outliner)		
All elements of the character are combined		
Smooth copy correctly created on side (1 level of smooth)		
***d)* Written report**	10	0%
Description of the process (strategies to overcome the challenges and options well justified)		
Critical attitude towards the created model (what could be improved, issues, etc.)		
Referencing the sources		

Comments



Overall Feedback:

Marker's signature: Jose Fonseca | **Date:** | **Percentage mark awarded:** 0%