

Coursework Assessment Specification 2018/19

Module Name: 3d Tech for the Web
Module Code: UFCFS3-30-2
Module Leader: Sean Butler

1. Module Details

Code:	UFCFS3-30-2
Run:	Sept 2018
Title:	3D Technologies for the Web
Team:	Sean Butler
Weighting:	70% of 75% = 52.5%
Component and Element Number:	COMPONENT B ELEMENT 1
Element Description:	ASSIGNMENT WITH SUPPORTING DOCUMENTATION
Date Issued to Students:	February 2019
Submission Date:	04 th April 2018
Submission Time:	13:59pm
Submission Place:	Electronic Submission of assets via Blackboard also live demonstration during timetabled session
To be Returned to Students:	16 th May 2018
Deliverables:	Each submission should be in a zip archive which unpacks to a directory named for the module code and your student ID number: UFCFS3-30-2_12345678.zip

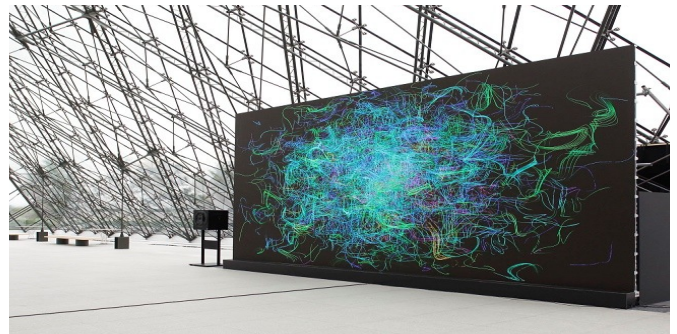
An more significant 3d Web experience building on the materials from the first semester with your research from the second semester.

Realtime 3D Digital Media Artwork

You have been asked to participate in a gallery showing of Digital Media artworks.

All the works will be innovative engaging interactive experiences which invite reflection on some part of your experience of the human condition and/or reflection of current events.

The gallery curator requires all the works will be interactive and make use of 3d Rendering technology as well as some additional technological feature you research such as, but not limited to, fractal noise, procedural generation, stereoscopy, web camera, Augmented Reality, Virtual Reality, GPS, audio input, motion control, ambient conditions etc.



Deliverable Contents

The entire submission should be in a zip archive which unpacks to a directory named for the module code and your student ID number: UFCFS3-30-2_12345678.zip The archive should contain the following:

- **work** A folder/dir containing all the js, css and html files required also any assets, datafiles and scripts necessary to run the system on a local machine like we use in the labs.
- **overview.pdf** A pdf document containing: A URL to the The work deployed on a website. Screen shots of key points and features. Clearly labelled and explaining the features being shown.
- **credits.txt** Where you have used any assets, art, sounds, code from sources which you have not created yourself you must include a clear list including links and licences. Where you have not, include a clear statement to this effect in the credits file.
- **video.mpg** Either a video (mov/mpg/avi) of the work being interacted or a link to an online server containing the same. In which case must be left online so external examiner can review.

You should submit the archived zip in addition to the online version. In the event of blackboard being unable to accept large file sizes physically submit a USB key at the coursework hub.

2. Assessment Criteria

You may receive the following percentage marks for populating your deliverables with artistic features. The effectiveness, efficiency, of your feature will be taken into account. So a partial, ineffective or slow implementations will receive fewer marks overall.

	<u>Component B2 Assignment</u>	Percent
Core Technical	Exploitation of Core Technology. Demonstrating a broad range of javascript and three.js features.	30%
Additional Technical	Integration of Additional Technologies. Demonstrating the incorporation of additional technologies such as those discussed in the module.	20%
Aesthetics	Demonstrating application of the theoretical ideas discussed in the module such as Cybernetics, Procedural Rhetoric etc.	30%
Artistic Statement	Accessible publicly on the internet, with the work. 250-1000 words in total on the following topics: <u>Title of the piece</u> <ul style="list-style-type: none"> - A description of your anticipated audience. - An account of your personal artistic process with explanation of your decisions of the specific forms parts of this work take. - A rationalisation of how the resulting form and content is suitable for the anticipated audience. - Your account and rationalisation should make clear reference to the theoretical ideas discussed on the module during the lectorials. 	20%
Total		100%

3. Controlled Conditions

The university requires we assess you under controlled conditions, this means we must be sure you have carried out the work. Therefore you must carry out the work in part in the presence of tutors.

In addition to the digital submission you may be subject to an in person viva. We will sit with you for a few minutes and have you demonstrate the game 1 to 1. You will have to show us the code and assets you used. You will have to answer a small number of questions about your code to prove understanding and authorship.