MONASH University **Handbook**

Unit

FIT2087 Character animation

Overview

This unit builds upon the skills, techniques and theory introduced in FIT1033 Foundations of 3D and extends their research and skills in 3D character design and motion capture technologies for games and 3D animation. Students will be introduced to advanced techniques for character detailing (modelling and texturing) character animation (motion capture systems) and 3D environmental design. The theoretical and practical considerations contributing to the conceptualisation and preparation of 3D characters for animation sequences will constitute a key focus of this unit.

Faculty:
Faculty of Information Technology

Owning organisational unit:
Faculty of Information Technology

Study level:
Undergraduate

SCA band:
2

EFTSL:
0.125

Credit points:
6

Open to exchange or study abroad students?

Yes

Offerings

S1-01-CLAYTON-ON-(

Location: Clayton

Teaching period: First semester

Attendance mode: On-campus

Requisites

Prerequisite

→ FIT1033 6 CP

Foundations of 3D

OR

→ DIS1911 6 CP

3D design and visualisation

Contacts

Chief Examiner(s)

Mr Josh Olsen

Email: Josh.Olsen@monash.edu

Offering(s):

- Applies to all offerings

Unit Coordinator(s)

Mr Bennett Owen

Email: Bennett.Owen@monash.edu

Offering(s):

- Applies to all offerings

Learning outcomes

On successful completion of this unit, you should be able to:

1. Research, evaluate and implement complex 3D geometry, 3D texturing and 3D animation techniques;
2. Design and modify 3D characters for motion capture;
3. Formulate and enact 3D motion capture sequences;
4. Devise and create 3D animated sequences featuring 3D characters and environments.

Teaching approach

Active learning

Assessment

Assignment 1: Charac culpting

Value %: 20

Assignment 2: Character Texturing and Rendering

Value %: 20

Assignment 3: Character Rigging and Animation

Value %: 30

Test 1: Retopology

Value %: 10

Test 2: UV Mapping and Texturing

Value %: 10

Test 3: Rigging and Animation

Value %: 10

Scheduled teaching activities

Applied sessions

Total hours: 36 hou

Offerings:

- Second semeste s

Lectures

Total hours: 12 hours

Offerings:

- Applies to all offerings

Tutorials

Total hours: 36 hours

Offerings:

- First semester, Clayton, On-campus

Workload requirements

Workload

Minimum total expected workload to achieve the learning outcomes for this unit is 144 hours per semester typically comprising a mixture of scheduled online and face to face learning activities and independent study. Independent study may include associated reading and preparation for scheduled teaching activities.

Availability in areas of study

Interactive media