Institute of Coding Skills Bootcamp

Aber Code: XC24110

Title: Microcredentials: Applied 3D Graphics

Location: Online

Cost: Free

Contact Hours: 1x 2 hours per week,

Course length: 8 weeks

Signup Link: https://www.aber.ac.uk/en/lifelong-learning/courses/course/details/SL106_XC24110/

Synopsis:

The module will form a generic introduction to 3D graphics. It will cover aspects of fundamental concepts of 3D mesh editing, positioning and lighting through the form of self-paced lectures, interactive workshops and tutorials.

Notes:

The module is aimed at learners with GCSE mathematics or similar qualification/experience who may not have studied the subject for some time.

Assessment:

The module will consist of a single assessment that includes a piece of practical work (mini-project) alongside a short report (800 words).

Aims:

This module will introduce students to 3D graphics concepts, such as 3D meshes and mesh editing, positioning and lighting, materials and textures, and basics of animation.
The course will be presented in a number of blocks - each will have a worksheet with linked mini-videos and an online workshop - the latter will be recorded so you can study the course at times that suit you.

Learning Outcomes:

On successful completion of this module students should be able to:

Express a consolidated and extended understanding and knowledge of 3D graphics tools, topics and techniques, such as: 3D modelling, 3D positioning, 3D textures, 3D lighting and animation.

Compare, critically evaluate and discuss alternative techniques.

Apply techniques to create a professional output.