

Course Title:	Motion Capture Live
Course Code:	DIGD606
Descriptor Start Date:	01/01/2021
Descriptor End Date:	31/12/2023
POINTS:	15.00
LEVEL:	6
PREREQUISITE/S:	DIGD506
COREQUISITE/S:	None
RESTRICTION/S:	None

LEARNING HOURS

Hours may include lectures, tutorials, online forums, laboratories. Refer to your timetable and course information in Canvas for detailed information.

Total learning hours: 150

PRESCRIPTOR

Explores the theory and practice of the use of performance capture in facial performance capture, including pre- and post-visualisation. Focus will be on mapping recorded live performance onto digital 3D animated characters using a range of software applications, as well as exploring innovative approaches to its application across a range of creative and design disciplines.

LEARNING OUTCOMES

1. Effectively map facial performance capture to a real-time 3D animation, gaming and or virtual reality software programme.
2. Conceive, develop and undertake a brief-based and directed animation project involving performance capture data.
3. Explore and critically discuss theoretical and practical issues around negotiating live and virtual performance.
4. Engage with industry practices and applications for performance capture.

CONTENT

- Introduction to various industry approaches to performance capture technologies and workflows, including tracking and retargeting performance data
- Perform close analyses of actor performances and replicate these with 3D animation rigs
- Study and analysis of the historical and technological underpinnings of performance capture

Disclaimer: Course descriptors may be amended between teaching periods/semesters

LEARNING & TEACHING STRATEGIES

The pedagogical approach will emphasise student-centred learning through a blended work environment. There will be a variable mix of individual and group meetings, workshops, seminars, tutorials, presentations, guest critics and the use of the Learning Management System.

ASSESSMENT PLAN

Assessment Event	Weighting %	Learning Outcomes
Assignment	100.00	1-4

Grade Map	MAP1
	A+ A A- Pass with Distinction
	B+ B B- Pass with Merit
	C+ C C- Pass
	D Fail

Overall requirement/s to pass the course:

To gain a pass in this course, a student needs to submit work for all summative assessments and obtain at least a 50% passing grade overall.

LEARNING RESOURCES

-

For further information, contact: Te Ara Auaha - Faculty of Design & Creative Technologies

Principal Programme: AK3619, Bachelor of Design Te Tohu Paetahi mō te Hoahoa

Related Programme/s: AK3352

Disclaimer: Course descriptors may be amended between teaching periods/semesters