

Course Title: **Performance Capture**

Course Code: **DIGD606**

Descriptor Start Date: **01/01/2024**

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 recording body and facial performances using Performance Capture (PeCap) to retarget onto a range of digital character designs. Focus on understanding the creative and technical concerns of performers and PeCap artists with this process, as well as exploring emerging applications of performance capture across a range of disciplines.

LEARNING OUTCOMES

1. Investigate and evaluate a range of motion capture concepts, ideas and their practical application.
2. Engage with analytical and critical methods to evaluate and synthesise practice.
3. Contribute to a community of practice, founded on the principles and practices of mātauranga Māori, of manaakitanga (care), motuhaketanga (self-determination) and kōrero pono (speaking truthfully).
4. Engage and apply a range of appropriate technologies or processes for the Motion Capture minor.

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 Canvas (Learning Management System).

ASSESSMENT PLAN

Assessment Event	Weighting %	Learning Outcomes
Motion Capture Project	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:

Submit all summative assignments and obtain a minimum C- grade overall.

LEARNING RESOURCES

No prescribed text. Recommended reading lists will be supplied.

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:	INEXCH1 SABRD1

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