

Course Title: **Visualising Motion Capture**

Course Code: **DIGD605**

Descriptor Start Date: **01/01/2023**

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

Develops practical and conceptual skills for exploring a range of experimental visualisations of human movement data. Includes studies of key theories and practices and histories of the representation of human movement. A range of visualisation strategies and tools within the digital realm are explored and applied. Application across a range of disciplines is encouraged.

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

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

CONTENT

- Advanced Motion Capture pipeline from movement data capture, clean-up and application of data to various 3D visualisations, to editing in 3D animation programmes
- Employ a range of 3D dynamic and simulation effects in conjunction with motion capture data
- Specialised use and application of Motion Capture across a range of disciplines including Animation, Visual Effects, virtual production, pre-visualisation, gaming, performance and virtual reality, and motion studies
- Study and analysis of formal/narrative/communicative principles relevant to Motion Capture and Performance

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
Project Portfolio	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

No prescribed text. Recommended reading lists will be supplied.

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

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

Related Programme/s: AK3352

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