



games development - animation - augmented reality - virtual reality - architectural visualisation - product visualisation - special effects

HDip 3d Modelling and Animation

The development of new platforms in the entertainment and interaction fields, and the hunger for new experiences from consumers has meant the need for content creation is increasing exponentially month on month. In particular one area of content development has been insatiable, the 3d asset pipeline. This pipeline forms the basis for this 3d Modelling and Animation programme.

The course prepares the student for multidisciplinary roles in the 3d content creation pipeline. This may be for games, film, animation, advertising to name a few. The employability of quality 3d content creators is growing every day and as new platforms such as Augmented Reality and VR increase in popularity, so too will the content needed to keep it fresh.

Course Facts

- 1 Year Course studying 3 days per week
- 3d Asset Pipelines Developed using industry standard practice
- Games Development, Virtual reality and Augmented reality embedded in programme learning
- 100% Practice based learning
- Develop your own personal project and outputs

5 Great Reasons to apply

- This course is taught by industry practicing lecturers
- The course includes work placement to assess industry and form contacts
- Industry based workflows means learning how the industry actually works and not how it works theoretically
- Upskill your 3d knowledge for work or portfolio purposes and improve your chance at a better career
- A fast growing sector with job opportunities, locally, nationally and abroad



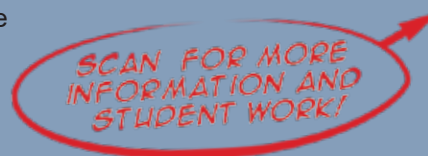
For Further Information and Application Procedures:

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MODULE PIPELINE

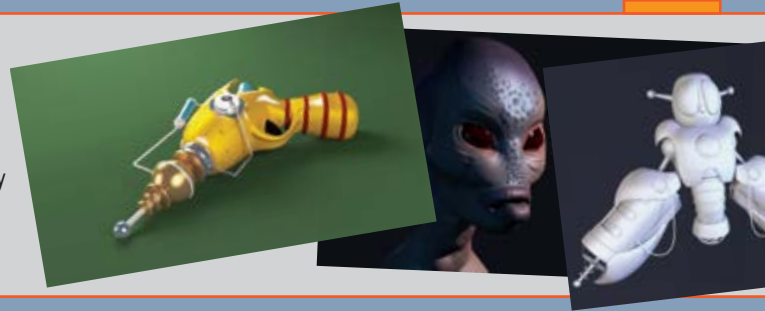
Concept Art for 3d

Students are taught the importance of planning and research as well as key techniques for concepting for 3d. Traditional art is covered here, as is traditional sculpting using polymer clays. Digital painting and the use of concepts in 3d production are also some of the of the key components.



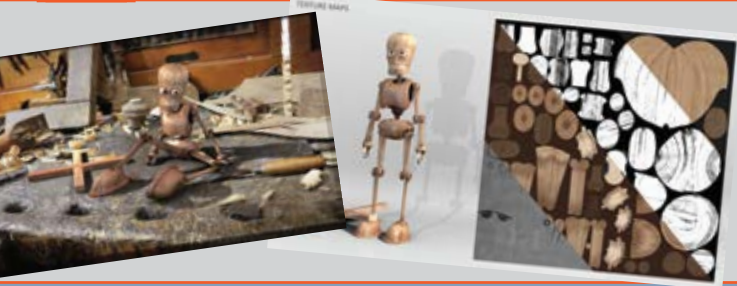
3d Modelling and Sculpting

In this module the student is introduced to key industry tools for digital modelling and sculpting. Key areas of study are topology, mesh density and polygonal modelling. Projects include hard edged modelling and organic modelling to ensure a range of ability and knowledge for use across character, environment and object based modelling.



Texturing and Rendering

Techniques and technologies for texturing and rendering is the focus of this module. Hand made textures, photographic textures and procedural textures are introduced to the student. Different rendering platforms both realtime and offline are also introduced with projects based around technology including games engines, digital compositing and augmented reality platforms.



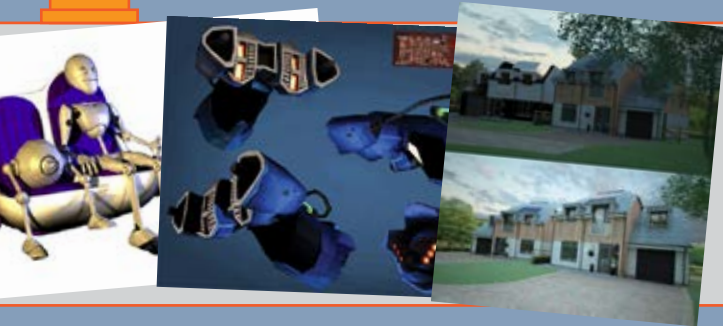
Rigging and Animation

This module covers the basics of rigging and animation using 3d software. Simple rigs for mechanical based simulation as well as character based IK/FK rigs are embedded in projects in this module. The students are also introduced to the key rules of animation.



Work Based Learning

Embedded in the course is the opportunity to work in the industry or work within the college on short group based projects. The student can take up to a day each week throughout the semester or take a block of 2 weeks to acheive this. In the past games companies, architectural companies, illustration projects and animation companies have all taken on students for work experience and the feedback has been excellent.



Final Project

The final project is completely student driven and runs for the entire second semester. These are generally solo projects and the students are encouraged to develop their project around industries or key areas of interest that they may want to work in when the course is complete.

