



**REFERRED/DEFERRED ASSESSMENT - SESSION 2010/11  
SUMMER 2011**

<b>COURSE CODE</b>	<b>COMP 1627</b>
<b>COURSE TITLE</b>	<b>Advanced 3D Animation</b>
<b>COURSE COORDINATOR</b>	<b>Emmanouil Kanellos</b>

**To Students**

If you have failed a course or part of a course and have been allowed by the Progression and Award Board to be reassessed in one or several of the courses, this will be indicated in your result letter. On the back of the result letter, the words '*Failed -retake permitted before the next academic year*' will appear next to the relevant assessment items or course(s).

In that case, you are required to submit coursework and/or to take an examination again as appropriate in August 2011.

**Examination timetable**

The detailed examination timetable will be posted on the University website **towards the end of July**. Deferred/referred examinations should be timetabled between 15<sup>th</sup> and 26<sup>th</sup> August 2011. The link can be followed from here:

<http://www.gre.ac.uk/students/exams>

**Deadline for submitting coursework**

Coursework must be delivered by hand no later than **Monday 15<sup>th</sup> August 2011** to the School of Architecture & Construction.

If you send your coursework by post, it must be sent by first class recorded delivery (keep a copy of both the postal receipt and the coursework) **no later than Monday 15<sup>th</sup> August 2011** to:

Referred/Deferred Coursework  
School of Architecture & Construction  
Mansion Site  
Bexley Road  
London SE9 2PQ  
UK

**Coursework submission**

All coursework must be submitted by the deadline and method as above and must be accompanied by the appropriate electronic header sheet.

## **Deadline for submitting portfolios**

Portfolios of design or visual work can be submitted either:

- (i) in person **on Monday 15<sup>th</sup> August 2011 between 10:00am and 4:00pm**, to the Mezzanine Studio, **or**
- (ii) by first class recorded delivery ( keep a receipt), **on or before Monday 15<sup>th</sup> August 2011**, to:

Referred/Deferred Portfolios  
School of Architecture & Construction  
Mansion Site  
Bexley Road  
London SE9 2PQ  
UK

## **Submission of portfolios**

Portfolios of design or visual work must be submitted by the deadline and method as detailed above.

Make sure your portfolio is labelled, inside and outside with your name, year and contact details.

You must print **2 copies of the electronic header sheet**. Please attach one copy securely to the outside of your portfolio. The 2<sup>nd</sup> copy will be scanned into the Banner receipting system for proof of submission.

## **Postal Submissions**

All postal submissions, Coursework and Portfolios, will be receipted with the date of postage as the date of submission.

It is the responsibility of the student to ensure that the work is submitted on time by the above method.

## **Queries**

Any queries should be emailed to

[acqueries07@gre.ac.uk](mailto:acqueries07@gre.ac.uk)

with

- Your full name
- Your student ID number
- Your Programme of Study e.g. BA Architecture
- The title and code of the course(s) with which you have a query
- The nature of the query

<p><b>Please note that this email address will only be monitored until Friday 23<sup>rd</sup> September 2011, after this date enquiries should be sent direct to the Course Coordinator.</b></p>
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Staff email addresses and contact numbers can be looked up here:

[http://www.gre.ac.uk/staff\\_intranet/directory](http://www.gre.ac.uk/staff_intranet/directory)

<b>COURSE CODE</b>	<b>COMP 1627</b>
<b>COURSE TITLE</b>	<b>Advanced 3D Animation</b>

**Please find below details of the coursework to be submitted and/or examination advice as appropriate.**

<b>Assessment item</b>	<b>Portfolio of work including TV AD</b>
<b>Electronic header sheet number</b>	<b>184079</b>
<p><b>Details of work to be undertaken: see below</b>  <b>Project/Coursework Title: TVAD</b></p> <p><b>Brief</b>  Produce a TV AD video for any product, organisation or service with the use of 3d character animation. You must include one or more 3d characters that will talk. For the production of this animated video you must use <i>lip sync</i>; <u>projects without lip sync will fail</u>. The TV AD must be engaging and creative. Make sure that you have identified your target audience before the execution of this project.</p> <p><b>Weight: 50%</b></p> <p><b>Submission</b></p> <ul style="list-style-type: none"> <li>• concept art</li> <li>• storyboards</li> <li>• 3d models</li> <li>• A DVD with your TV AD (animated video). Format: Quick time, Dimensions:720 X 576, Duration: 0:15-0:30</li> <li>• A4 image of your character posing with the product.</li> <li>• Sketchbooks</li> </ul> <p><b>Assessment Criteria</b>  You will be assessed for your submitted work  The way you created the 3d characters and props: modelling-texture-animation  TV AD (creativity, design, effectiveness)  Sketchbooks  Lip Sync</p>	

<b>Assessment item</b>	<b>Portfolio of work including A3 print</b>
<b>Electronic header sheet number</b>	<b>184080</b>
<p><b>Details of work to be undertaken: see below</b>  <b>Project/Coursework Title:</b> Shakespeare's Characters</p> <p><b>Brief</b>  Create with the use of Zbrush (or any other similar software) a character from William Shakespeare's plays. Pay attention in modelling, texturing and rendering. The character must have a traditional portrait painting pose. The treatment must be photo-realistic. Try to picture the personality of the character through the expression and design of your 3d model.</p> <p><b>Weight:</b> 20%</p> <p><b>Submission</b></p> <ul style="list-style-type: none"> <li>• concept art and sketches</li> <li>• 3d models in a CD</li> <li>• A3 of your final rendering</li> </ul> <p><b>Assessment Criteria</b>  You will be assessed for your submitted work  The way you created the 3d characters: modelling-texture-rendering</p>	

<b>Assessment item</b>	<b>Portfolio of Visual Sound work</b>
<b>Electronic header sheet number</b>	<b>184081</b>
<p><b>Details of work to be undertaken: see below</b>  <b>Project/Coursework Title:</b> Visual Sound</p> <p>Visual Sound is a post-modern development of Visual Music. 3d imagery is employed to represent real world sound recordings. Produce your own visual sound screen-based artwork. The final piece must be a visual representation of sound. Put extra effort to create an immersive environment with the use of realistic imagery and engaging sound design. Synchronisation (of image and sound) is a very important element of visual sound.</p> <p><b>Weight:</b> 30%</p> <p><b>Submission</b></p> <ul style="list-style-type: none"> <li>• concept art and sketches</li> <li>• Visual sound work</li> </ul> <p><b>Assessment Criteria</b>  You will be assessed for your submitted work  Sound design  3d Design  Immersion  Synchronisation</p>	

**Availability of course tutor for consultation:**

Please email  
Emmanouil Kanellos  
Ke27@gre.ac.uk