



UNIVERSITI TEKNOLOGI MARA

NMC552: BASIC MODELLING AND CHARACTERIZATION

Course Name (English)	BASIC MODELLING AND CHARACTERIZATION APPROVED				
Course Code	NMC552				
MQF Credit	3				
Course Description	This course provides conceptual knowledge in design and detailed framework on the creation 3D virtual space, environment and also 3d digital characters. Students are expected to enhance their basic understanding of working within a virtual space, modelling and designing 3D characters. The software that will be used in this course is iClone 7 & Character Creator 3. Students will be involved in each stage of the development of character design and building a complete virtual 3D environment. Students will also learn of acting in animation and character animation to enhance their skills in getting their 3D characters to act in the scene created.				
Transferable Skills	Character Design Environment Design and Building Virtual Space 3d Animation Modelling Characterization				
Teaching Methodologies	Lectures, Studio, Field Trip, Case Study, Practical Classes, Tutorial, Problem Based Learning (PBL), Discussion, Presentation, Workshop, Small Group Sessions , Self-directed Learning, Directed Self-learning , Computer Aided Learning, Supervision, Industrial Talk, Peer Practice, Collaborative Learning, Project-based Learning, Problem-based Learning				
CLO	CLO1 Understand the theories and concept of 3D modelling and character creation CLO2 Perform the fundamental aspects of 3D modeling, shading, and character creation through a series of creative projects CLO3 Practice the character creation software and 3D Animation software in order to create digital character with character animation				
Pre-Requisite Courses	No course recommendations				
Reading List	<table border="1"><tr><td>Recommended Text</td><td>• George Maestri 2015, <i>Digital Character Animation 2: Software</i> [ISBN: 1562059300]</td></tr><tr><td>Reference Book Resources</td><td>• Richard Williams 2002, <i>The Animator's Survival Kit</i>, Faber & Faber [ISBN: 0571202284]</td></tr></table>	Recommended Text	• George Maestri 2015, <i>Digital Character Animation 2: Software</i> [ISBN: 1562059300]	Reference Book Resources	• Richard Williams 2002, <i>The Animator's Survival Kit</i> , Faber & Faber [ISBN: 0571202284]
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Article/Paper List	This Course does not have any article/paper resources				
Other References	• Website Reallusion Inc. 2018, <i>Character Creator 3</i> http://1. www.reallusion.com/character-creator/tutorial.html				