

<b>Unit Title:</b>	Games: 3D Tools
<b>Unit Level:</b>	Three
<b>Unit Credit Value:</b>	3
<b>Unit Code:</b>	WNI811
<b>Unit Type:</b>	Academic Subject Content
<b>Unit Review Date:</b>	31/12/2028
<b>Graded / Ungraded:</b>	Graded

### This unit has 3 learning outcomes:

Learning outcomes	Assessment criteria
<b>The learner will:</b>	<b>The learner can:</b>
1. Know how to use a 3D modelling package for a specific purpose.	1.1. Develop basic skills in a 3D modelling package to model a polygonal object, to include: (a) UV unwrapping of an object and layout map (b) the application of a range of textures (Metallic roughness or Specular Gloss workflow, normal maps, alphas, emissive)  1.2. Discuss the concept of high to low polygon workflow.
2. Be able to plan and create an idea for a 3D model.	2.1. Create concept art for a 3D model for a particular purpose, including: (a) ideas/ development process (b) rough sketches (c) concept art (d) timeline/schedule
3. Be able to create a 3D model for a purpose.	3.1. Create a high or low polygon model, using a variety of tools for a specific purpose.

### Assessment (Graded)

- |  |                          |
|--|--------------------------|
| 1. Meets assessment criteria   | At least a Pass          |
| 2. Further grading   |                          |
| <ul style="list-style-type: none"> <li>▪ Meets assessment criteria but not merit grading standards</li> <li>▪ Meets assessment criteria and merit but not distinction grading standards</li> </ul> | <p>Pass</p> <p>Merit</p> |

- Meets assessment criteria and distinction grading standards

Distinction