MODULE DESCRIPTOR

Module Title

Visual Development Fundamentals

Reference	CM1116	Version	2
Created	September 2023	SCQF Level	SCQF 7
Approved	August 2017	SCQF Points	15
Amended	April 2024	ECTS Points	7.5

Aims of Module

To provide the student with the ability to understand the fundamental concepts of digital drawing, perspective drawing, composition and compositing, and to enable the student to develop vector and bitmap digital artwork.

Learning Outcomes for Module

On completion of this module, students are expected to be able to:

1	Identify fundamental techniques for drawing objects.
2	Implement raster images and vector graphics using an image editing application.
3	Present effective organisation and management of resources for graphics projects.
4	Employ development techniques for digital artwork in the resolution of a digital project.

Indicative Module Content

Digital drawing: Basic shapes & construction, shading, contouring, hatching, texture, rough & refined line work. Perspective drawing: Basic concepts of perspective, foreshortening, linear perspective, grids, detail & refinement. Underlying concepts: E.g. vector vs. raster graphics, compression, resolution & quality. Illustration in a graphics application: Drawing, tracing, vector & raster. Image manipulation: Cropping, sizing, filtering, scanning, digital photography & printing. Composition: Focus, overlapping, negative & positive space (or shape), lines, balance, contrast and proportion. Compositing: File format, colour space, colour correcting, image manipulation and matte-painting.

Module Delivery

Key concepts are introduced and illustrated through lectures. In the laboratories, the students will progress through a sequence of exercises to develop sufficient knowledge of 2D digital drawing and compositing techniques to enable them to complete the practical design and implementation.

Indicative Student Workload	Full Time	Part Time
Contact Hours	40	N/A
Non-Contact Hours	110	N/A
Placement/Work-Based Learning Experience [Notional] Hours	N/A	N/A
TOTAL	150	N/A
Actual Placement hours for professional, statutory or regulatory body		

ASSESSMENT PLAN

If a major/minor model is used and box is ticked, % weightings below are indicative only.

Component 1

Type:	Coursework	Weighting:	100%	Outcomes Assessed:	1, 2, 3, 4

Description: This is a practical coursework which involves the development of a graphics portfolio.

MODULE PERFORMANCE DESCRIPTOR

Explanatory Text

An overall minimum grade of D is required to pass the module.

Module Grade	Minimum Requirements to achieve Module Grade:
A	The student needs to achieve an A in C1.
B	The student needs to achieve a B in C1.
C	The student needs to achieve a C in C1.
D	The student needs to achieve a D in C1.
E	The student needs to achieve an E in C1.
F	The student needs to achieve an F in C1.
NS	Non-submission of work by published deadline or non-attendance for examination

Module Requirements

Prerequisites for Module	None.
Corequisites for module	None.
Precluded Modules	None.

INDICATIVE BIBLIOGRAPHY

1	SOLARSKI, C., 2012. Drawing Basics and Video Game Art. Watson-Guptill.
2	Lauricella, M., 2019. Anatomy For Artists. Rocky Nook; Illustrated edition (10 May 2019).
3	ART FUNDAMENTALS. 2nd ed. 2020: 3DTOTAL Publishing.
4	3Dtotal Publishing Staff., 2016. Beyond Fundamentals. 3DTotal Publishing; Illustrated edition (27 Sept. 2016).
5	Brehm, M., 2016. How To See It, How To Draw It. Search Press (2 Feb. 2016).
6	Beginner's Guide To Digital Painting In Photoshop. 2nd ed. 3DTotal Publishing; 2nd edition (25 Feb. 2020).