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## MODULE DESCRIPTOR

### Module Title

Design Principles in Composition

Reference	CM3128	Version	2
Created	December 2020	SCQF Level	SCQF 9
Approved	July 2018	SCQF Points	15
Amended	March 2021	ECTS Points	7.5

### Aims of Module

To provide the student with the ability to evaluate design principles and methods, and apply them to composition in different digital media contexts.

### Learning Outcomes for Module

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

- 1 Evaluate compositional design elements and principles in the context of design project briefs.
- 2 Apply design principles in the context of composition for a variety of digital media contexts based on design project briefs.
- 3 Apply design principles to the production of digital media artefacts and utilise appropriate tools in the manipulation of these artifacts.
- 4 Apply a structured approach to planning and development of design project briefs.

### Indicative Module Content

Basic Principles: Rule of thirds, Rule of odds, Centre of interest, Rabatment, Eye line/horizon, Perspective (1, 2 and 3-point) Photography: Filtering, Framing, Balance, Angle of View/Perspective Layout and composition for storyboarding, Concept Art, Matte Painting, Film, Games, Animation

### 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 design and composition techniques to enable them to complete the practical design and implementation.

**Indicative Student Workload**

	Full Time	Part Time
Contact Hours	30	N/A
Non-Contact Hours	120	N/A
Placement/Work-Based Learning Experience [Notional] Hours	N/A	N/A
TOTAL	150	N/A
<i>Actual Placement hours for professional, statutory or regulatory body</i>		

**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:	Coursework involving creation and evaluation of digital artefacts applying design principles in composition.				

**MODULE PERFORMANCE DESCRIPTOR****Explanatory Text**

The calculation of the overall grade for this module is based on 100% weighting of Component 1. An overall minimum grade D is required to pass the module.

Module Grade	Minimum Requirements to achieve Module Grade:
<b>A</b>	To achieve an A, the student needs to achieve an A in Component 1
<b>B</b>	To achieve a B, the student needs to achieve a B in Component 1
<b>C</b>	To achieve a C, the student needs to achieve a C in Component 1
<b>D</b>	To achieve a D, the student needs to achieve a D in Component 1
<b>E</b>	To achieve an E, the student needs to achieve an E in Component 1
<b>F</b>	To achieve an F, the student needs to achieve an F in Component 1
<b>NS</b>	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	Freeman, M., 2017. The Photographer's Eye: Composition and Design for Better Digital Photographs. Hachette UK
2	Bacher, H. P., 2018. Vision: Color and Composition for Film. Laurence King Publishing
3	Ghertner, E., 2010. Layout and Composition for Animation. Focal Press.