

MODULE DESCRIPTOR

Module Title

Design Principles in Composition

Reference	CM3128	Version	3
Created	September 2023	SCQF Level	SCQF 9
Approved	July 2018	SCQF Points	15
Amended	April 2024	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 Contrast compositional design elements and principles in the context of design project briefs.
- 2 Assemble design principles in the context of composition for a variety of digital media contexts based on design project briefs.
- 3 Make judgement on appropriate design principles for the production of digital media artefacts and appropriate tools in the manipulation of these artefacts.
- 4 Schedule 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:
A	To achieve an A, the student needs to achieve an A in Component 1
B	To achieve a B, the student needs to achieve a B in Component 1
C	To achieve a C, the student needs to achieve a C in Component 1
D	To achieve a D, the student needs to achieve a D in Component 1
E	To achieve an E, the student needs to achieve an E in Component 1
F	To achieve an F, the student needs to achieve an F in Component 1
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	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.