

Unit Title: 3D Computer Graphics	
Level:	Two
Credit Value:	3
GLH:	24
OCNLR Unit Code:	CQ5/2/LQ/006
Ofqual Unit Reference Number:	A/507/2074

This unit has 3 learning outcomes

LEARNING OUTCOMES	ASSESSMENT CRITERIA
The learner will:	The learner can:
1. Be able to use a variety of modelling tools to build objects and characters.	1.1. Navigate the user interface and set up a scene. 1.2. Model simple objects from life using 3D primitives, extruded, lathed or lofted 2D shapes and transforms, and modifiers applied to the geometry. 1.3. Model a character and its environment, using 3D space and modelling tools.
2. Be able to define and apply surface textures to objects.	2.1. Describe how different aspects of surface texture mapping are used to reduce model complexity where appropriate. 2.2. Demonstrate use of texture mapping to reduce model complexity where appropriate.
3. Be able to use lighting techniques.	3.1. Use lighting techniques in a scene.

Assessment

The grid below gives details of the assessment activities to be used with the unit attached. Please refer to the OCN London Assessment Definitions document for definitions of each activity and the expectations for assessment practice and evidence for verification.

P = Prescribed This assessment method *must* be used to assess all or part of the unit.

O = Optional This assessment method *could* be used to assess all or part of the unit.

Case Study		Project	
Written question & answer/test/exam	O	Role play/simulation	
Essay		Practical demonstration	O
Report	O	Group discussion	
Oral question and answer	O	Performance/exhibition	O
Written description	O	Production of artefact	
Reflective log/diary		Practice file	