

COMPUTER GRAPHICS and DESIGN

Level 3

Common Assessment Task

Work Requirements:

Unit 2 – Design studios, Core design studio: 3D Modelling.

Assessment Type:

Extended response

Criteria being assessed:

- Criterion 7 - all elements

Suggested conditions:

- This task should take learners 40 minutes in total for the creation of the response
- 600 – 800 words
- This task requires an individual response by each learner.

Task Description:

You will need to write an essay of 600-800 words on Contemporary 3D modelling.

What you need to do:

You will write an essay to discuss Contemporary 3D modelling and how several systems can be used to produce content for developing design solutions.

Your essay must include:

1. Describe some methods to manipulate and edit base primitive objects to create more complex objects in a polygon based 3D modelling workflow.
2. Explain why it is important to ensure there is a need for good mesh topology in 3D polygon based modelling
3. Describe the differences between subdivision surface modelling, solid modelling and surface modelling. Indicate the practical design applications that these systems are best suited for.

Teacher use only - What needs to be submitted for assessment?

Learners respond to the questions in a separate document, clearly addressing each question.