1. **Title of the module**

ARCH8620 (AR862) – Architectural Post Production

1. **Division or partner institution which will be responsible for management of the module**

Arts & Humanities

1. **The level of the module (Level 4, Level 5, Level 6 or Level 7)**

7

1. **The number of credits and the ECTS value which the module represents**

15 (7.5 ECTS)

1. **Which term(s) the module is to be taught in (or other teaching pattern)**

Spring

1. **Prerequisite and co-requisite modules**

None

1. **The course(s) of study to which the module contributes**

MA Architectural Visualisation

1. **The intended subject specific learning outcomes.
On successfully completing the module students will be able to:**
	1. Demonstrate an understanding of the role of compositing in still and moving imagery within an architectural visualisation context.
	2. Demonstrate an ability to prepare computer-generated scenes ready for post-production, using industry standard software.
	3. Demonstrate an understanding of the techniques needed to integrate computer-generated imagery with photographic images.
	4. Demonstrate an understanding of the techniques needed to integrate computer-generated animation and video footage.
	5. Demonstrate an ability to seamlessly add photographic props and elements into computer-generated architectural imagery and video.
	6. Demonstrate an ability to seamlessly integrate computer-generated architecture into photographs and video.
2. **The intended generic learning outcomes.
On successfully completing the module students will be able to:**
	1. Identify and apply the appropriate use of software programs for the required task.
	2. Utilise time management skills to meet tight deadlines and manage multiple projects.
	3. Communicate information effectively through audio-visual means.
	4. Have the ability to reflect upon their work in a critical and analytical manner.
3. **A synopsis of the curriculum**

In this module, students will learn the processes and techniques used to composite computer-generated imagery into ‘real’ still and moving film and video footage within an architectural visualisation context, and visa versa. Through a series of lectures and workshops, students develop fundamental skills and a thorough understanding of industry standard software to enable the integration of architecture into site context to a professional standard. Learning techniques, such as compositing, camera tracking, rotoscoping, blending modes and keying, students will produce a portfolio and show reel of architectural imagery using both captured footage and computer-generated modelling.

1. **Reading list (Indicative list, current at time of publication. Reading lists will be published annually)**

Brinkman, R (2008) The art and science of digital compositing. San Francisco: Morgan Kaufmann

Christiansen, M (2014) Adobe After Effects CC visual effects and compositing: studio techniques. Berkeley: Peachpit

Malley, B (2017) Adobe Master Class: Advanced Compositing in Adobe Photoshop CC. US: Adobe Press

Okun, J. and Zwerman, S (2020) The VES Handbook of Visual Effects: Industry Standard VFX Practices and Procedures. London: Routledge

Wright, S (2018) Digital Composting for Film and Video. New York: Routledge

1. **Learning and teaching methods**

Total contact hours: 30 hours

Private study hours: 120 hours

Total study hours: 150 hours

1. **Assessment methods**
	1. Main assessment methods

Project 1 – Portfolio of still composite images (50%)

Project 2 – Show reel of composited videos (50%)

Both of the above assessed components must be passed

13.2 Reassessment methods

Like for like.

1. ***Map of module learning outcomes (sections 8 & 9) to learning and teaching methods (section12) and methods of assessment (section 13)***

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Module learning outcome** | 8.1 | 8.2 | 8.3 | 8.4 | 8.5 | 8.6 | 9.1 | 9.2 | 9.3 | 9.4 |
| **Learning/ teaching method** |  |  |  |  |  |  |  |  |  |  |
| **Private Study** | **X** | **X** | **X** | **X** | **X** | **X** | **X** | **X** | **X** | **X** |
| Lectures/Classes | **X** | **X** | **X** | **X** | **X** | **X** | **X** | **X** | **X** | **X** |
| **Assessment method** |  |  |  |  |  |  |  |  |  |  |
| Project 1 - Portfolio | **X** | **X** | **X** |  | **X** | **X** | **X** | **X** | **X** | **X** |
| Project 2 – Show Reel | **X** | **X** |  | **X** | **X** | **X** | **X** | **X** | **X** | **X** |

1. **Inclusive module design**

The Division recognises and has embedded the expectations of current equality legislation, by ensuring that the module is as accessible as possible by design. Additional alternative arrangements for students with Inclusive Learning Plans (ILPs)/declared disabilities will be made on an individual basis, in consultation with the relevant policies and support services.

The inclusive practices in the guidance (see Annex B Appendix A) have been considered in order to support all students in the following areas:

a) Accessible resources and curriculum

b) Learning, teaching and assessment methods

1. **Campus(es) or centre(s) where module will be delivered**

Canterbury

1. **Internationalisation**

By the nature of the architectural visualisation industry, lectures, seminar teaching and tutorials will continue to draw on international source materials, particularly learning from best examples of contemporary practice. This module will continue engage with national and international industrial partners to ensure to cutting-edge nature of the course and to maximise employability.

**DIVISIONAL USE ONLY**

**Revision record – all revisions must be recorded in the grid and full details of the change retained in the appropriate committee records.**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date approved | Major/minor revision | Start date of delivery of revised version | Section revised | Impacts PLOs (Q6&7 cover sheet) |
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