1. **Title of the module**

DIGM6410 (EL641) Digital Visual Effects and Post-Production

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

School of Engineering and Digital Arts

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

Level 6

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

30 credits (15 ECTS)

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

Autumn

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

DIGM5320 (EL532) Professional 3D & Compositing – pre-requisite

1. **The programmes of study to which the module contributes**

BA/MArt in Digital Arts

BA/MArt in Digital Arts with a Year in Industry

1. **The intended subject specific learning outcomes.  
   On successfully completing the module students will be able to:**
   1. Understand the key principles and techniques of live-action cinematography: Shooting and data acquisition for VFX work in film and how these can be used within a digital environment.
   2. Develop and execute various digital alterations and additions to raw video

footage, in order to create ‘photo realistic’ digitally composited shots.

8.3 Use proficiently a range of relevant off-the-shelf 3D and compositing applications.

* 1. Timetable and incorporate individual tasks into a cross-platform digital workflow
  2. Understand clearly a typical production pipeline for digital visual effects and post-

production.

1. **The intended generic learning outcomes.  
   On successfully completing the module students will be able to:**

9.1 Use Information and Communication Technologies

9.2 Present and communicate their creative and technical work in a timely manner

9.3 Work in flexible, creative and independent ways and to think critically

9.4 Learn effectively for the purpose of continuing professional development

1. **A synopsis of the curriculum**

This module introduces the tools and techniques for the integration of live video footage and computer-generated elements so that students will become familiar with what is involved in visual effects film production. Weekly module workshops introduce relevant industry-standard applications, and the techniques necessary for production, resulting in a practical understanding of the entire process.

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

Williams, R. E. (2009). *The Animator’s Survival Kit: Manual of Methods, Principles, and Formulas for Computer, Stop-motion, Games and Classical Animators*. London: Faber and Faber.

1. **Learning and teaching methods**

65 Contact hours  
235 Private study hours  
Total hours 300

1. **Assessment methods**

13.1 Main assessment methods

5-10 sec Camera Tracking and Lighting video (30%)

5-10 sec Short Film and 1000- word reflective report (70%)

13.2 Reassessment methods

Reassessment instrument: 100% coursework.

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* | *9.1* | *9.2* | *9.3* | *9.4* |
| **Learning/ teaching method** |  |  |  |  |  |  |  |  |  |
| Private Study | **x** | **x** | **x** | **x** | **x** | **x** | **x** | **x** | **x** |
| *Workshops* |  | x | x | x | x | x | x | x | x |
| *Lectures* |  | x |  |  | x |  |  |  | x |
| *Footage acquisition session* | x |  |  |  |  |  |  | x | x |
| **Assessment method** |  |  |  |  |  |  |  |  |  |
| *Camera Tracking and Lighting* | x | x | x | x | x | x | x | x | x |
| *Short Film and report* |  |  | x | x | x | x | x | x | x |

1. **Inclusive module design**

The School 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**

This module follows the latest practices and techniques adopted by the global animation and post-production effects industry using industry-standard software.

**FACULTIES SUPPORT OFFICE 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 the delivery of revised version | Section revised | Impacts PLOs (Q6&7 cover sheet) |
| 01/03/18 | Major | September 2018 | 6-8, 10-13 | No |
|  |  |  |  |  |