MODULE SPECIFICATION

1. **Title of the module**: Compositing 2 – PRSN7014
2. **School or partner institution which will be responsible for management of the module**: Escape Studios, Pearson College London
3. **The level of the module (e.g. Level 4, Level 5, Level 6 or Level 7)**: Level 7
4. **The number of credits and the ECTS value which the module represents**: 30 credits (15 ECTS)
5. **Which term(s) the module is to be taught in (or other teaching pattern)**: Autumn or Spring
6. **Prerequisite and co-requisite modules**: None
7. **The programmes of study to which the module contributes**: MA Visual Effects Production (Compositing)
8. **The intended subject specific learning outcomes**
   On successfully completing the module students will be able to…
   8.1 demonstrate systematic knowledge and understanding of the intermediate theory and concepts of seamlessly compositing 2.5D projected and CG renders elements in a visual effects production environment.
   8.2 critically evaluate and select intermediate tools and techniques to seamlessly integrate 2.5D and CG renders elements into moving images.
   8.3 seamlessly composite complex 2D and CG rendered elements for a visual effects production.
9. **The intended generic learning outcomes**.
   On successfully completing the module students will be able to:
   9.1 manage time and resources to complete tasks to a given deadline
   9.2 communicate creative and technical information.
10. **A synopsis of the curriculum**
    Introduction to 2.5D/3D camera projection techniques
    Lens distortion and Camera tracking
    Compositing 3D render passes
    2D and CG element integrations and interactions
11. **Reading List (Indicative list, current at time of publication. Reading lists will be published annually)**
    Digital Compositing for Film and Video, Steve Wright, Focal Press, ISBN 978-0240813097
12. **Learning and Teaching methods**
    Students undertake direct instruction from tutors in theory and practice in the context of the discipline, supported by directed reading and study. Practice and practical work in a studio environment is supervised by tutors and supported by studio assistants. Additional materials and support is provided through the VLE.
    Tutor-led studio sessions: 135 hours
Module Specif

ication Template (May 2018)

Studio assistant supported practice: 45 hours
Directed study: 120 hours

13. Assessment methods.
13.1 Main assessment methods
Coursework 50%
This is a practical project involving compositing of 2D/2.5D and CG rendered elements (LO 8.1, 8.2, 8.3, 9.1)
Production logbook (3000 words) 40% (LO 8.1, 8.2, 9.1)
Individual presentation (15 minutes) 10% (LO 8.1, 8.2, 9.2)

13.2 Reassessment methods

14. Map of Module Learning Outcomes (sections 8 & 9) to Learning and Teaching Methods (section12) and methods of Assessment (section 13)

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<thead>
<tr>
<th>Module learning outcome</th>
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<th>8.2</th>
<th>8.3</th>
<th>9.1</th>
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<tbody>
<tr>
<td>Learning/ teaching method</td>
<td>Hours allocated</td>
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<tr>
<td>Tutor-led studio sessions</td>
<td>135</td>
<td>30</td>
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<tr>
<td>Studio assistant supported practice</td>
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<td>Assessment method</td>
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<td>Logbook</td>
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<td>Presentation</td>
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15. Inclusive module design
The Collaborative Partner recognises and has embedded the expectations of current disability equality legislation, and supports students with a declared disability or special educational need in its teaching. Within this module we will make reasonable adjustments wherever necessary, including additional or substitute materials, teaching modes or assessment methods for students who have declared and discussed their learning support needs. Arrangements for students with declared disabilities will be made on an individual basis, in consultation with the Collaborative Partner’s disability/dyslexia student support service, and specialist support will be provided where needed.
16. **Campus(es) or Centre(s) where module will be delivered:**
   Escape Studios

17. **Internationalisation**
   Visual effects is by its nature an international discipline, and learning resources, materials and directed learning will include resources, examples and case studies from across the world.

18. **Partner College/Validated Institution:**
   Escape Studios, Pearson College London

19. **University School responsible for the programme:**
   Engineering & Digital Arts

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

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<thead>
<tr>
<th>Date approved</th>
<th>Major/minor revision</th>
<th>Start date of the delivery of revised version</th>
<th>Section revised</th>
<th>Impacts PLOs (Q6&amp;7 cover sheet)</th>
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