

## MODULE SPECIFICATION

**1. Title of the module**

Compositing for Visual Effects – Core – PRSN4003

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

Pearson College London / Escape Studios

**3. The module level of the module (e.g. Level 4, Level 5, Level 6 or Level 7):** Level 4

**4. The number of credits and the ECTS value which the module represents:** 15 credits (7.5 ECTS)

**5. Which term(s) the module is to be taught in (or other teaching pattern)** 2 / Summer

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

None

**7. Which The programmes of study to which the module contributes:**

MArt/BA Art of Visual Effects

MArt/BA Art of Video Games

MArt/BA Art of Computer Animation

**8. The intended subject specific learning outcomes**

On successful co

1. The theory and role of Compositing in VFX production and its place in the wider creative industries
2. Evaluating standard tools, techniques, and approaches for the creation of a final VFX composited shot
3. Selecting and using appropriate compositing tools and techniques for use in a VFX production, to meet specified objectives.

**9. The intended generic learning outcomes**

On successful completion of this module, students will have Transferable Skills (T) in...

1. Delivering a project to meet a specific set of objectives within defined time and resource constraints
2. Communicating to a variety of audiences in a technical and creative context

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### 10. A synopsis of the curriculum

This module introduces students to the fundamentals of layering multiple image elements in an efficient workflow. It takes students from zero experience to providing a sound foundation on which to build their compositing skills. Through intensive hands-on projects students begin to learn the latest software and techniques, including compositing, colour correction and keying. The aims are:

- To develop students' understanding of the use and role of Compositing in Visual Effects
- To gain a grounding in basic practice that will inform students work and will relate to or complement a chosen career path.

Keywords: Compositing, colour, keying, VFX

Outline syllabus:

- Compositing theory and concepts
- Premultiplied images
- 2D tracking
- Rotoscoping
- Rig removal
- Keying
- Colour correction and grading

### 11. Indicative Reading List

#### **Recommended**

- *Compositing Visual Effects: Essentials for the Aspiring Artist*, 2nd Edition, Wright, Steve (2011). Focal Press
- *Rotoscoping: Techniques and Tools for the Aspiring Artist*, Bratt, Benjamin, (2011), Focal press
- *Light for Visual Artists: Understanding & Using Light in Art & Design*, Richard Yot, Laurence King Publishers (2011)
- *If It's Purple, Someone's Gonna Die: The Power of Color in Visual Storytelling*, Bellantoni, Patti. (2005). Focal Press

#### **Electronic**

- <https://www.thefoundry.co.uk/>
- <http://www.fxguide.com/>
- <http://www.cinefex.com/>

## MODULE SPECIFICATION

### 12. Learning and Teaching Methods

Learning and teaching takes place through four key modes of delivery. These provide a blend of technical skills training, exploration of theory and praxis, application in the studio, and self-directed study and development time. The balance differs depending on the type of module. As this is a Craft module, the balance is skewed in favour of Skills Sessions.

Skills Sessions	c. 60 hrs
Tutorials	c. 20 hrs
Studio Time	c. 45 hrs
Self-Directed	c. 25 hrs
<b>Total</b>	<b>150 hours</b>

### 13. Assessment methods and how these relate to testing achievement of the intended module learning outcomes

Formative assessment will be provided throughout the module, both in terms of feedback on work in progress during Skills Sessions and Tutorials.

Summative assessment will be based on a Portfolio and Retrospective, and assessed using one or more of the Assessment Types (see Programme Specification).

#### Compositing exercise (Formative 0%)

This provides formative input into students' development. This is a basic compositing exercise and students will be expected to understand the basic compositing pipeline. Present for formative feedback at a Studio Crit.

#### Assignment 1: Product (75%)

The assessment will test Learning Outcomes: I1, S1, T1

Create a final composited shot from supplied materials to a brief with strict guidelines and limitations. Presenting for a Panel Crit, the student will be required to demonstrate how they have met the Learning Outcomes in their work.

The scope and size of this piece of work will be defined by the brief and the learning outcomes, and will take into account the length of time and skill level of the students.

#### Assignment 2: Retrospective (25%)

The assessment will test Learning outcomes: K1, T2

The student will be required to use the learning outcomes as starting points for an enquiry into their work over the course of the module. How does your work relate to established theory and practice? How well did they do? What might they do differently next time? They will need to write their analysis, give themselves a grade based on the grading criteria, and present this for moderation and assessment.

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**14. Map of Module Learning Outcomes (sections 8 & 9) to Learning and Teaching Methods (section 12) and methods of Assessment (section 13).**

Module learning outcome	8.1	9.1	9.2
Learning/ teaching method			
Skills Sessions	X	X	X
Tutorials	X	X	X
Studio Time	X	X	X
Self-Directed	X	X	X
Assessment method			
Product	X		
Retrospective		X	X

**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 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:**

Pearson College London / Escape Studios

**19. University School responsible for the programme:**

School of Engineering and Digital Arts

## MODULE SPECIFICATION

### 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)