

MODULE SPECIFICATION

1. **Title of the module:** Visual Effects – PRSN7017
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:**
7. **The programmes of study to which the module contributes:** MA Visual Effects Production (3D)
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 concepts behind the use of advanced software tools and advanced CG techniques to produce and integrate photo-real 3D imagery for a live action shot in a visual effects environment.
 - 8.2 critically evaluate and select relevant production tools and CG techniques to create and seamlessly composite photorealistic 3D assets into a live action shot as part of the visual effects production pipeline.
 - 8.3 analyse, track and line up a live action shot to a professional standard.
 - 8.4 model, light and texture and render to seamlessly composite a photo-realistic 3D object into a live action shot to a professional standard as part of the visual effects production pipeline.
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**

Analysing live action shots.
Camera tracking to a professional standard with industry standard tools.
Advanced texturing and lighting techniques.
Advanced rendering techniques for professional compositing workflows.
Introduction to compositing using industry standard tools.
11. **Reading List (Indicative list, current at time of publication. Reading lists will be published annually)**

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Computer Graphics: Principles and Practice: Principles and Practices, J.F. Hughes, A. Van Dam, J.D. Foley and S.K. Feiner, Pearson Education

Mathematics for computer graphics, John Vince, Springer Science & Business Media.

Autodesk User Guide [<http://download.autodesk.com/global/docs/>]

Introducing Autodesk Maya (Autodesk Official Training Guides), Dariush Derakhshani, John Wiley & Sons

Mastering Autodesk Maya (Autodesk Official Training Guides), Todd Palamar, Lee Lanier, John Wiley & Sons

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

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 the production of a visual effects shot. (LO 8.1, 8.2, 8.3, 8.4, 9.1)

Production logbook (3000 words) 40% (LO 8.1, 8.2, 9.1)

Individual presentation (15 minutes) 10% (LO 8.1, 8.2, 8.3, 8.4, 9.2)

13.2 Reassessment methods

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	8.2	8.3	8.4	9.1	9.2
Learning/ teaching method	Hours allocated						
Tutor-led studio sessions	135	30	45	30	30		
Studio assistant supported practice	45		15	15	15		
Directed Study	120	30	30	15	15	15	15
Assessment method							
Coursework		✓	✓	✓	✓	✓	
Logbook		✓	✓			✓	
Presentation		✓	✓	✓	✓		✓

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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.

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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

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)