

MODULE SPECIFICATION



1. **Title of the module:** Advanced Compositing for Visual Effects
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:** Compositing 2
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 a systematic knowledge and understanding of the advanced theory and concepts of compositing complex 2D and 3D elements to a professional standard for complex visual effects productions..
 - 8.2 critically evaluate and select advanced tools and techniques to combine complex diverse projection and 3D rendered assets applying visual effects production pipeline knowledge to integrate them into a complicated visual effects environment.
 - 8.3 use advanced production software tools and techniques to create intricate 2D/2.5D assets for compositing into complex live action plates.
 - 8.4 use advanced projected elements and CG passes in applying professional level integration techniques to a high standard.
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 to a variety of audiences.
10. **A synopsis of the curriculum**
Advanced 2D and 3D Toolsets
Advanced CG Integration using photographic applications
Advanced lens distortion applications
Lens simulation and filtering effects for CG
Advanced 3D Environments and techniques
3D workflow techniques to customise creating environments

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

Nuke User Guide [<http://www.thefoundry.co.uk/products/nuke/user-guides/>]

Nuke 101: Professional Compositing and Visual Effects, Ron Ganbar, Peachpit Press, ISBN 978-0321733474

Digital Compositing for Film and Video, Steve Wright, Focal Press, ISBN 978-0240813097

Digital Compositing with Nuke, Lee Lanier, Focal Press, ISBN 978-0240820354

Production Pipeline Fundamentals for Film and Games, Renee Dunlop, Focal Press, ISBN 0415812291

The art and science of Digital Compositing, Ron Brinkmann, Morgan Kaufmann Publishing, 2008, ISBN-13: 978-0123706386

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.

Coursework 50%

This is a practical project involving the creation and integration of a 2D and 2.5D assets into a visual effects shot (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)

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	60				30	30
Assessment method							
Coursework		✓	✓	✓	✓	✓	

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Logbook		✓	✓	✓	✓	✓	
Presentation		✓	✓				✓

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