

PART A: GENERAL INFORMATION

1. Module Title		Compositing for Visual Effects – Pro (EXVX5002)
2. School		Escape Studios
3. Level		5
4. Total Credits/ ECTS Value		30 (15 ECTS)
5. Total Synchronous Contact Hours		90
6. Programme(s) to which the Module Contributes		BA/MArt The Art of Visual Effects
7. Related Modules	Pre-requisites	None
	Co-requisites	None
	Post-requisites	None
	Excluded Combinations	None
8. External Accrediting Body (If applicable)		N/A
9. Modes of Study		Full-time
10. Delivery Site(s)		Escape Studios, London

PART B: MODULE LEARNING OUTCOMES**11. Learning Outcomes**

On successfully completing the module students will be able to:

Demonstrate Knowledge & Understanding of...

1. The creative process involved in combining multiple elements into one VFX shot
2. The established theories, principles and tools involved in compositing for use in a visual effects production
3. The role of the different elements of the VFX production pipeline, and where compositing fits in that

Demonstrate Intellectual Skills in...

4. Evaluating established compositing solutions to respond to a given VFX brief
5. Developing a response to a given brief that meets the creative and technical requirements

Demonstrate Subject Specific Skills in...

6. Using established industry compositing tools and techniques to combine multiple elements for VFX.
7. Acting on feedback to improve their practice and to provide constructive feedback on the creative and technical work of peers
8. Communicating and presenting ideas in a technical and creative context

Demonstrate Transferable Skills in...

9. Design, plan and deliver a project that meets a defined set of objectives within given time and resource constraints
10. Developing their skills and knowledge through engagement with their peers and wider professional community

PART C: RATIONALE AND DELIVERY

12. Synopsis of the Curriculum

Complementing the 3D for Visual Effects - Pro module, this module aims to deepen knowledge and application of advanced compositing skills. Often referred to as “the invisible art”, compositing is the creative process of combining different elements from multiple sources, to create a final lifelike illusion. The students will be using industry-standard software to create these illusions, with tutorials, studio time, and practical sessions equipping them with the skills they need to become high-end compositors.

In short, the purpose of this module is to develop students’ ability to combine multiple image elements to a professional standard using established industry software and techniques. The aims are:

- To develop students’ understanding of and expertise in compositing techniques for use in a professional VFX environment.
- To introduce students to the requirements of compositing for visual realism in the VFX process.
- To give students an understanding of VFX industry pipelines including creative development, compositing and technical processes

Keywords: Compositing, VFX, TV, film

Outline syllabus:

- The theory and practice of professional VFX compositing pipelines
- Compositing CG renders
- Camera tracking
- 3D projections and environments
- Advanced 2D toolset

13. Learning and Teaching Methods

The module follows the Craft module model, with practical tutor-lead sessions in studio being the primary mode of delivery. In these sessions students are introduced to theory in the context of exercises, building their knowledge and understanding alongside their intellectual and practical skills.

14. Contact Hours

Module Credit Value	Scheduled Learning Activities	Guided Independent Study	Total Learning Hours
30 credits	Skills sessions (54 hours) Studio time (36 hours)	Preparation for classes, guided research, assignment preparation and development (210 hours)	300 hours

15. Assessment Methods**Formative Assessment**

Formative assessment will be provided throughout the module, both in terms of feedback on work in progress during the contact hours.

Summative Assessment**Assignment 1: Individual Compositing Project (75%)**

Approximately 6 weeks of development work.

Assignment 2: Presentation (25%)

Approximately 15 minutes

Re-sits

Students who fail this Module will be permitted to submit revised assessment components in accordance with the Academic Regulations

16. Map of Module Learning Outcomes to Learning, Teaching and Assessment Methods

Learning outcome	1	2	3	4	5	6	7	8	9	10
Learning/ teaching										
Skills Sessions	X	X	X	X	X	X	X	X	X	X
Studio Time	X	X	X	X	X	X	X	X	X	X
Assessment method										
Individual 3D Project	X	X	X	X	X	X	X	X		
Retrospective									X	X

17. Indicative Reading List

This is an indicative list, correct at the time of publication. Reading lists will be published at least annually.

- Digital Compositing for Film and Video, 3rd edition, Wright, Steve (2010)
- The Art and Science of Digital Compositing: Techniques for Visual Effects, Animation and Motion Graphics, 2nd edition, (The Morgan Kaufmann Series in Computer Graphics), Brinkmann, Ron (2008)

MODULE SPECIFICATION

- Nuke 101: Professional Compositing and Visual Effects, 1st edition, Ganbar, Ron (2011), Peachpit Press.
- Nuke 101: Professional Compositing and Visual Effects, 2nd edition, Ganbar, Ron (2014), Peachpit Press
- Digital Compositing with Nuke, Lanier, Lee (2012). Focal Press.
- <http://www.nukepedia.com/>
- Association for Computing Machinery - <http://dl.acm.org/>

18. Inclusive Module Design

The College recognises and has incorporated 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 relevant policies and support services. Furthermore, the module design has sought to embed inclusive curriculum content.

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