PART A: GENERAL INFORMATION

1. Module Title		3D for Visual Effects – Pro (EXVX5001)
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 developing 3D assets for VFX
2. The established theories, principles and tools involved in the creation of 3D content for use in a visual effects production
3. The role of the different elements in the VFX production pipeline

Demonstrate Intellectual Skills in…

4. Evaluating established 3D 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 3D tools and techniques to produce visually real assets for VFX
7. Acting on feedback to improve their practice and providing 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. Designing, planning and delivering 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

This module deepens the student's knowledge and understanding of 3D. Through a series of guided practical sessions, studio time and working with professional-standard software, students will gain a crucial and in-depth understanding of the tools and processes necessary to create digital objects that look real. Tutors will support the learning with focused feedback, and the cohort will, as always, support each other in a collaborative learning environment.

In short, the aim of this module is to develop student's ability to create photorealistic 3D assets to a professional standard using established industry software and techniques.

The aims are:

- To develop students' understanding of and expertise in 3D techniques for use in a professional VFX environment.
- To introduce students to the requirements of visual realism for the VFX process.
- To give students an understanding of VFX industry pipelines including creative development, 3D production and technical processes

Keywords: 3D, VFX, TV, film

Outline syllabus:

- The theory and processes of professional 3D VFX pipelines
- The user interface (GUI)
- NURBS modelling
- Polygonal modelling
- UV mapping
- Texturing/surface techniques
- Materials
- Lighting
- Rendering

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 3D 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		
Presentation									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.

- Production Pipeline Fundamentals for Film and Games, Renee Dunlop, Focal Press (2014)
- Electronic
- http://www.awn.com/vfxworld

- http://www.artofvfx.com/
- http://www.fxguide.com/
- Escape Studios online resources

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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