MODULE SPECIFICATION

PART A: GENERAL INFORMATION

1.	**Module Title**	Visual Effects (EXVX7002)
2.	**School**	Escape Studios
3.	**Level**	7
4.	**Total Credits/ ECTS Value**	30 (15 ECTS)
5.	**Total Synchronous Contact Hours**	180
6.	**Programme(s) to which the Module Contributes**	MA Visual Effects Production (3D)
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 / synchronous online
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:

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.
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.
3. Analyse, track and line up a live action shot to a professional standard.
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.
5. Manage time and resources to complete tasks to a given deadline
6. Communicate creative and technical information to a variety of audiences

PART C: RATIONALE AND DELIVERY

12. <u>Synopsis of the Curriculum</u>

- 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.

13. <u>Learning and Teaching Methods</u>

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. <u>Contact Hours</u>

Module Credit Value	Scheduled Learning Activities	Guided Independent Study	Total Learning Hours
30 credits	Skills sessions (90 hours) Studio time (90 hours)	Preparation for classes, guided research, assignment preparation and development (120 hours)	300 hours

15. <u>Assessment Methods</u>

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 Visual Effects Project (50%)

Approximately 4-6 weeks of individual project work.

Assignment 2: Production Logbook (40%)

Approximately 3000 words (+/- 10%)

Assignment 3: Individual Presentation (10%)

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
Learning/ teaching						
Skills sessions	✓	✓	✓	✓	✓	✓
Studio Time	✓	✓	✓	✓	✓	✓
Self-Directed	✓	✓	✓	✓	✓	✓
Assessment method						
Coursework	✓	✓	✓	✓	✓	
Logbook	✓	✓			✓	
Presentation	✓	✓	✓	✓		✓

17. **Indicative Reading List**

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

- 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.

18. **Inclusive Module Design**

We recognise and have 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.

Date of initial approval	July 2023
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