

PART A: GENERAL INFORMATION

1. Module Title		Compositing for Visual Effects – Core (EXVX4001)
2. School		Escape Studios
3. Level		4
4. Total Credits/ ECTS Value		15 (7.5 ECTS)
5. Total Synchronous Contact Hours		60
6. Programme(s) to which the Module Contributes		BA/MArt The Art of Video Games BA/MArt The Art of Visual Effects BA/MArt The Art of Computer Animation (2D/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
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 theory and role of Compositing in VFX production and its place in the wider creative industries

Demonstrate Intellectual Skills in...

2. Evaluating standard tools, techniques, and approaches for the creation of a final VFX composited shot

Demonstrate Subject Specific Skills in...

3. Selecting and using appropriate compositing tools and techniques for use in a VFX production, to meet specified objectives

Demonstrate Transferable Skills in...

4. Delivering a project to meet a specific set of objectives within defined time and resource constraints
5. Communicating to a variety of audiences in a technical and creative context

PART C: RATIONALE AND DELIVERY**12. Synopsis of the Curriculum**

This module introduces students to the fundamentals of layering multiple image elements in an efficient workflow. It takes students from zero experience to providing a sound foundation on which to build their compositing skills. Through intensive hands-on projects students begin to learn the latest software and techniques, including compositing, colour correction and keying. The aims are:

- To develop students' understanding of the use and role of Compositing in Visual Effects
- To gain a grounding in basic practice that will inform students work and will relate to or complement a chosen career path.

Keywords: Compositing, colour, keying, VFX Outline syllabus:

- Compositing theory and concepts
- Pre-multiplied images
- 2D tracking
- Rotoscoping
- Rig removal
- Keying
- Colour correction and grading

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 Hours	Learning
15 credits	Skills sessions (36 hours), Studio time (24 hours)	Preparation for classes, guided research, assignment preparation and development (90 hours)	150 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: Compositing Project (75%)

Approximately 4 weeks of development work.

Assignment 2: Presentation (25%)

Approximately 10 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
Learning/ teaching					
Skills Sessions	X	X	X	X	X
Studio Time	X	X	X	X	X
Assessment method					
Compositing Project	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.

- *Compositing Visual Effects: Essentials for the Aspiring Artist*, 2nd Edition, Wright, Steve (2011). Focal Press
- *Rotoscoping: Techniques and Tools for the Aspiring Artist*, Bratt, Benjamin, (2011), Focal press
- *Light for Visual Artists: Understanding & Using Light in Art & Design*, Richard Yot, Laurence King Publishers (2011)
- *If It's Purple, Someone's Gonna Die: The Power of Color in Visual Storytelling*, Bellantoni, Patti. (2005). Focal Press
- <https://www.thefoundry.co.uk/>
- <http://www.fxguide.com/>
- <http://www.cinefex.com/>

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.

MODULE SPECIFICATION

Date of initial approval	July 2023
Date of revision	N/A
Version number	1
Effective from	September 2024