

MODULE SPECIFICATION PROFORMA

Module Title:	Advanced Studio (TV)	Level:	5	Credit Value:	20
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Module code:	CMT524	Is this a new module?	YES	Code of module being replaced:	N/A
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Cost Centre:	GACT	JACS3 code:	W614
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Trimester(s) in which to be offered:	2	With effect from:	September 16
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School:	Creative Arts	Module Leader:	Steven Davies
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Scheduled learning and teaching hours	48 hrs
Guided independent study	152 hrs
Placement	0 hrs
Module duration (total hours)	200 hrs

Programme(s) in which to be offered	Core	Option
BSc (Hons) Television Production and Technology	<input checked="" type="checkbox"/>	<input type="checkbox"/>
BSc (Hons) Professional Sound and Video	<input checked="" type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>

Pre-requisites

Office use only

Initial approval August 16

APSC approval of modification *Enter date of approval*

Have any derogations received SQC approval?

Version 1

Yes No

Module Aims

This module aims to develop the student's proficiency in contemporary television studio environments by building on previous experience with production and post production equipment in order to create innovative media solutions through a combination of techniques.

The aim is to combine skills from single, multi-camera, lighting and visual effects modules to produce advanced studio acquired compositions. This module will offer opportunities for creative and technical development and exploration, to develop skills introduced in the preceding semesters and introduce further single and multiple camera techniques and more advanced post production skills.

Intended Learning Outcomes

Key skills for employability

- KS1 Written, oral and media communication skills
- KS2 Leadership, team working and networking skills
- KS3 Opportunity, creativity and problem solving skills
- KS4 Information technology skills and digital literacy
- KS5 Information management skills
- KS6 Research skills
- KS7 Intercultural and sustainability skills
- KS8 Career management skills
- KS9 Learning to learn (managing personal and professional development, self-management)
- KS10 Numeracy

At the end of this module, students will be able to

Key Skills

At the end of this module, students will be able to		Key Skills	
1	Plan effective solutions to meet a creative brief in line with current health and safety legislation.	KS1	KS4
2	Demonstrate the ability to work as a team member in the production environment.	KS2	KS7
3	Produce artefacts that demonstrate considered responses to contemporary studio based production challenges, to a professional standard.	KS3	KS4
4	Effectively design appropriate setups for various production scenarios, paying attention to practical and physical design and lighting elements.	KS3	KS6

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5	Develop innovative content utilising a combination of specialised hardware and software to meet assessment briefs.	KS3	KS4
		KS5	KS9
Transferable/key skills and other attributes			
<ul style="list-style-type: none"> • Problem solving • Time management • Independent and self-directed learning skills • Team working • Written/Verbal communication skills • Learning skills to enable swift adoption of new technology 			

Derogations
None

Assessment:					
Students will be assessed on their ability to utilise both studio based and portable equipment to maximise efficiency and creative output to meet a production brief.					
Assessment one: First, students will negotiate a production project that will allow technical and creative exploration of contemporary processes in the creation of visual media.					
Assessment two: Practical production and post-production work will take place utilising studio equipment and the resultant final artefact and supporting production material will be compiled to the form of portfolio.					
Assessment three: Continuous reflection and discussion around learning will be recorded as digital journals or blogs in order to identify successes and challenges faced throughout the process.					
Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)	Duration (if exam)	Word count (or equivalent if appropriate)
1	1	Research Proposal	20%		
2	2-3	Portfolio	40%		
3	4-5	Learning logs/journals	40%		2000

Learning and Teaching Strategies:
The module will be presented as a series of lectures that are linked to practical sessions with the associated hardware and software in the television studio, control room and post production suite. Students will receive lectures and seminars on theoretical and practical

subjects to introduce key skills with tutorials targeted to each production brief as the module develops.

Syllabus outline:

Chroma-key and Camera Tracking.
Practical lighting and filming activities.
Real-time effects for live and as-live production.
Layer and node-based post production workflows.
Analysis of on-going and current industry developments/technologies.

Bibliography:

Essential reading

Brinkmann, R. (2008) The art and science of digital compositing: Techniques for visual effects, animation and motion graphics. 2nd edn. Amsterdam: Morgan Kaufmann Publishers/Elsevier.

Dobbert, T. (2012) Matchmoving: The invisible art of camera tracking. 2nd edn. United States: Wiley, John & Sons.

Gress, J. (2014) [Digital] visual effects and Compositing. United States: New Riders Publishing.

Landau, D. (2014) Lighting for cinematography: A practical guide to the art and craft of lighting for the moving image. United States: Continuum Publishing.

Other indicative reading

Ganbar, R. (2014), Nuke 101: Professional Compositing and Visual Effects, Peachpit Press.

Palamar, T. (2016), Mastering Autodesk Maya 2016: Autodesk Official Press, Sybex.

Scoppettuolo, D. (2016), Learning Davinci Resolve 12: A step-by-step guide to editing and color grading, Learning Paths.