

Module specification

When printed this becomes an uncontrolled document. Please access the **Module Directory** for the most up to date version by clicking on the following link: [Module directory](#)

Module code	CMT531
Module title	Advanced Studio (TV)
Level	5
Credit value	20
Faculty	FAST
Module Leader	Glenn Hanstock
HECoS Code	100441
Cost Code	GACT

Programmes in which module to be offered

Programme title	Is the module core or option for this programme
BSc(Hons) Television Production and Technology. BSc(Hons) Professional Sound And Video.	Core

Pre-requisites

None

Breakdown of module hours

Type of Module hours	Amount
Learning and teaching hours	30 hrs
Placement tutor support	0 hrs
Supervised learning e.g. practical classes, workshops	0 hrs
Project supervision (level 6 projects and dissertation modules only)	0 hrs
Total active learning and teaching hours	30 hrs
Placement / work based learning	0 hrs
Guided independent study	170hrs
Module duration (total hours)	200 hrs

For office use only	
Initial approval date	08/09/2021
With effect from date	20/09/2021
Date and details of revision	
Version number	1

Module aims

This module aims to develop the student's proficiency in a contemporary television studio environment and build on previous experience in screen media and production and post-production modules.

The aim is to combine skills in screen media, multi-camera, lighting and visual effects content to produce genre specific TV show content. 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.

It will also contain the communication between the working groups, demonstrating the students' appreciation of the roles within a production team.

Module Learning Outcomes - at the end of this module, students will be able to:

1	Plan effective solutions to meet a creative brief in line with current health and safety legislation.
2	Demonstrate the ability to work as a team member in the production environment.
3	Produce TV artefacts that demonstrate considered responses to contemporary studio-based production challenges, to a professional standard.
4	Effectively design appropriate setups for various production scenarios, paying attention to practical and physical design and lighting elements for television.

Assessment

Indicative Assessment Tasks:

Students will be assessed on their ability to utilise both studio based and portable television production equipment to maximise efficiency and creative output to meet a live production brief.

Assessment 1:

A practical operational test covering the safe rigging of lighting in the studio. This to include the operation and control of the lighting grid.

Assessment 2:

Following lectures and tutorials, students will create a presentation 5-10 minutes in length that describes the signal paths within the TV studio. Your presentation should demonstrate your appreciation of the signal flow and reference all major pieces of equipment found in the gallery and present on the studio floor.

Assessment 3:

Working in defined groups students will respond to a 'live' production brief that allows technical and creative exploration of contemporary processes in the creation of visual media for television and demographically sensitive pre-recorded TV show. The show must contain a myriad of elements including but not exclusively

- A title sequence
- Set Build
- Pre-recorded segments

- Live interview set up / guest segments
- An externally recorded package
- Graphical overlays
- Set and lighting design

Assessment 4:

Create a digital production portfolio containing all relevant production documentation including (but not exclusively)

- Pre-show floor plan
- Set design(s)
- Timed running script
- Lighting set-ups for the production
- Camera set ups for the production.
- A range of production still images

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)
1	1	In-class test	10
2	2-3	Presentation	20
3	4	Group Project	50
4	4	Portfolio	20

Derogations

N/A

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.

Material to be made available asynchronously informed by ALF.

Indicative Syllabus Outline

- TV Studio Signal Paths.
- Vision mixing
- Live studio based chroma-key and compositing
- Broadcast safe levels for broadcast
- Tally and Talkback systems
- Practical lighting and studio broadcast filming activities.
- Real-time effects for live and as-live production.
- Analysis of on-going and current industry developments/technologies specific to the production of various TV show formats

Indicative Bibliography:

The student is not expected to read whole texts. Suitable sections will be selected by those delivering lectures.

Essential Reads

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.

Brown, L. (2016) The TV Studio Production Handbook Paperback – I B Tauris 1st Ed'
Utterback, A. (2015) Studio television Production and Directing: Concepts, Equipment, and Procedures. Focal Press.

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.

Other indicative reading

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

Employability skills – the Glyndŵr Graduate

Each module and programme is designed to cover core Glyndŵr Graduate Attributes with the aim that each Graduate will leave Glyndŵr having achieved key employability skills as part of their study. The following attributes will be covered within this module either through the content or as part of the assessment. The programme is designed to cover all attributes and each module may cover different areas.

Core Attributes

Engaged
Enterprising
Creative

Key Attitudes

Commitment
Curiosity
Resilience
Confidence
Adaptability

Practical Skillsets

Digital Fluency
Organisation
Emotional Intelligence
Communication