

Module specification

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Module code	CMT540
Module title	Visual Effects
Level	5
Credit value	20
Faculty	FAST
Module Leader	Dan Pope
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 and Production Technology BSc (Hons) Professional Sound And Video BA (Hons) Media Production	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	170 hrs
Module duration (total hours)	200 hrs

For office use only	
Initial approval date	September 2021
With effect from date	September 2021
Date and details of revision	
Version number	1

Module aims

- To explore image manipulation techniques using Visual effects applications. This will include Keying, blend operations, tracking and colour correction.
- To develop further understanding of image channels and their functions.
- To understand the values of different image data types.
- To adhere to colour pipeline methodologies to convincingly blend images together.

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

1	Demonstrate extended practice in the effective manipulation of visual imagery using visual effects techniques.
2	Demonstrate extended technical skills and design techniques using appropriate software to create convincing composite images.
3	Demonstrate an appreciation of the Visual effects pipeline, from Camera to Render.
4	Analyse and evaluate methods of image manipulation, accounting for image format and colour space.

Assessment

Indicative Assessment Tasks:

This section outlines the type of assessment task the student will be expected to complete as part of the module. More details will be made available in the relevant academic year module handbook.

Students will create a unique effect shot, which will take the form of a composition of at least 3 different elements. At least one of these elements must be a unique piece of footage, planned and filmed by the student. All elements will be combined in a manner that creates the illusion all assets were photographed at the same time. The shot should be between 6 and 10 seconds long and utilise techniques such as colour correction, matte creation, blend math, tracking and digital painting. Students should submit their software project files and relevant used elements with a final HD render of their shot.

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)
1	1-4	Coursework	100

Derogations

None

Learning and Teaching Strategies

Lectures will examine Visual effects techniques and their place within production pipelines. Discussing a variety of imaging technologies students will be introduced to common workflow practices that allow for effective and invisible picture manipulation.

Each stage of asset creation will be discussed, looking at pertinent capture considerations through postproduction to final render and delivery.

Practical work will involve, preproduction planning, filming and asset creation, followed by Nodal compositing workflows and rendering.

Emphasis will be placed on colour pipeline, image blending, and File channels.

Indicative Syllabus Outline

Exploring visual effects and techniques used in post-production such as compositing, keying, tracking and colour manipulation. Extending practice using new software skills and developing knowledge in post-production workflows. Additionally, a greater understanding of the relevance of different image types, and their associated metadata will be developed.

Indicative Bibliography:

Please note the essential reads and other indicative reading are subject to annual review and update.

Essential Reads

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

Ganbar, R. (2014), Nuke 101: Professional Compositing and Visual Effects. Peachpit Press.
Gress, J. (2014), Visual Effects & Compositing. New Riders.
Wright, S. (2010), Digital Compositing for Film and Video. Morgan Kaufmann.
Okun J (2020), The VES Handbook of Visual Effects. Focal Press

Other indicative reading

MUTE, Texere Publishing,
<http://www.metamute.com/>
Res, Res Media Group
<http://resfest.com/>
WIRED, Wired UK,
<http://www.wired.com>

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
Ethical

Key Attitudes

Commitment
Curiosity
Resilience
Confidence

Adaptability

Practical Skillsets

Digital Fluency

Organisation

Critical Thinking

Emotional Intelligence