



Unit Title	Specialism Pathway 2: Special and Visual Effects
FHEQ Level	5
Unit Code	DFP18205c
Credit Value	30
Unit Type	Subject Specialism (Pathway unit)

Learning Hours			
Staff – Student Contact Hours		Independent Study Hours	
Classes	60	Independent Study	150
Supervised access to resources	15	Preparation for Assessment	25
		Unsupervised Access to Resources	50
Total			300

Unit Description

This specialist unit builds on the intermediate skills introduced at Level Four in the Exploring Digital Film Technologies unit, and focuses on the development and application of advanced specialist skills in special and visual effects. You will be encouraged to experiment through combining special and visual effects, developing working practices appropriate to the medium. You will be exposed to the deeper technical, creative, operational, and conceptual aspects of special and visual effects, with a particular focus on developments theatrical make-up and prosthetics, miniatures, modelling, computer generated effects and motion capture technologies, for mixed media environments.

The Five Principles underpin the Mindsets and Skillsets Manifesto and are the foundation upon which all course curriculum frameworks and unit specifications are based. The relevant Principles as stated below have been mapped against the Learning Outcomes relevant to each course unit and at each level (see Programme Specifications for full description of the Five Principles):

1. Cultivate / Where the individual thrives.
2. Collaborate / Where disciplines evolve.
3. Integrate / Where education engages industry.
4. Advocate / Where purpose meets practice.
5. Originate / creativity meets technology.

Unit Indicative Content

This unit is comprised of three areas:

- Intellectual approaches
Case studies on key exponents in special and visual effects; exploration of examples of best practice from diverse media platforms; historical overview of special and visual effects
- Tools and process

High end visual effects technologies; modelling; make-up and prosthetics, motion capture processes

- Planning and Practice

Workflows, combining special and visual effects, special and visual effects conventions and organisation.

Unit Aims

- Expose students to both leading edge practice in special and visual effects and to practitioners who are leaders in their field, and thereby inspire students with a sense of experimentation and freedom in the use of digital constructional tools
- Expand students' intellectual horizons, and allow them to develop and stretch specialised special and visual effects skills in well-considered and appropriate ways that are individual to their needs
- Expose students to new techniques of special and visual effects in response to digital film workflows and methods for new converged and mixed media platforms.
- Extend creativity and project potential through exposure to professional techniques and underpinning theories in special and visual effects, and through access to new digital creation and delivery technologies.

Unit Learning Outcomes

LO 4 (Pre) Production

Employ relevant knowledge of production skills alongside a grasp of the creative potential of a selection of processes, materials and methods that inform creative and academic practice.

Related Principle: COLLABORATE

LO 5 Presentation /Storytelling For Influence

Select and employ effective methods of presentation and communication of projects in considering the audience/client and the purpose of the work, whether in visual, oral or written form.

Related Principle: ADVOCATE

LO 6 Critical and creative mindsets

Analyse conceptions of diverse practice and use this to inform a course of action

Related Principle: ORIGINATE

Learning and Teaching Methods

Lectures
Workshops
Supervised Access to Resources
Self-directed research
Design experiment
VLE support material
Group work
Individual work
Presentation of work in progress
Group Tutorial
Peer Learning

Assessment methods and tasks

Formative Assessment will be offered on an individual basis within a seminar group, and will focus on individual portfolio development.

Summative Assessment will be through a Portfolio comprising final piece with developmental work and Reflective Analysis (1500 words.)

Assessment tasks	Weighting (%) (one grade or multi-grade unit)
Portfolio	100%

Indicative Assessment Criteria

Assessment criteria are the basis on which the judgment of the adequacy of the work is made. A more detailed assessment criteria will be specified in the brief.

Through the Portfolio you will be assessed individually on:

- Level of ability to utilise appropriate skillsets in the construction of a practical portfolio (LO4)

Through the Reflective Analysis you will be assessed individually on:

- Degree of consideration of techniques to support creative intention, and the development of creative solutions (LO5)
- Level of engagement with, and application of relevant theory (appropriately referenced) to an understanding of own constructional and creative contribution (LO6)

Essential Reading list

1. Bode, L. (2017) *Making Believe: Screen Performance and Special Effects in Popular Cinema*, Rutgers University Press, New York, USA
2. Debreceni, T. (2013) *Special Makeup Effects for Stage and Screen: Making and*

Applying Prosthetics, 2nd ed., Focal Press, Oxford

3. Dinur, E. (2017) *The Filmmaker's Guide to Visual Effects: The Art and Techniques of VFX for Directors, Producers, Editors, and Cinematographers*, Focal Press, Oxford
4. North, D, Rehak B, & Duffy, M. (2015) *Special Effects: New Histories, Theories, Contexts*, BFI, London
5. Willard, R. (2013) *Special Effects: How They Are Done in Hollywood*, Robert G Willard, Cincinnati, USA
6. Zwerman, S, & Okun, J (Eds). (2014) *The VES Handbook of Visual Effects: Industry Standard VFX Practices and Procedures*, 2nd ed., Focal Press, Oxford