



Unit Title	Using post-production and visual effects
FHEQ Level	Level 5 / Term 1
Unit Code	EDTP181
Credit Value	15
Unit Type	Cross-Departmental Elective

Learning Hours			
Staff – Student Contact Hours		Independent Study Hours	
Classes	37.5	Independent Study	30
Supervised access to resources	0	Preparation for Assessment	22.5
		Unsupervised Access to Resources	60
Total			150

Unit Description

The purpose of **Using post-production and visual effects** is to give an introduction to the potential offered by post-production. This will largely be from the perspective of the programme/film maker, but also for those in the wider creative industries who wish to use video as means of illustrating their work to clients and customers.

The unit will discuss how editing, sound/image post-production and visual effects can transform the look, feel and the construction of a programme – and more practically how you can achieve many of these results with the basic software available to you or using the facilities offered to you by Ravensbourne.

The unit will discuss the editorial viewpoints, what professional kit can do and how to use available software (Final Cut Pro X, Adobe Premiere/AfterEffects, Da Vinci, Avid or others) to emulate the similar effects.

Research project with hands on workshops. Assessed through project folder and report.

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

Introduction

- Vocabulary of editing and post-production
- Digital production and post-production workflows
- What can be achieved: the history of the post-production and visual effects sector.
- Editing as the craft, software as the tool.
- Working as an editor and with an editor. Client-editor relationships
- How to use the basic editing software – plus the facilities in each.

Understanding the basics of the technology

- Post production hardware and software. What professional hardware/software can do - and how to emulate it within the software you have available. Comparing capabilities and limits of different software available.
- Formats, compression, SD, HD and Ultra HD
- Online, quality control and delivery.
- Monitoring quality (what waveforms scopes mean – and software equivalents).
- Colour correction and grading.
- Compositing.

Post-production for sound:

- Sound design, sound effects, foley, ADR and dubbing

Workshops/demos on:

- Demos of Ravensbourne's sound post production suite, online edit suites, grading suite and other facilities.
- Editing craft and software – and other facilities within the program.
- Introduction to 2D compositing/AfterEffects
- Introduction to soundtrack design and using video editing software for sound.

Unit Aims

Introduce the role and potential of post-production in programme making.

Critical approach to appropriate uses of software and effects in programme making.

Understand the options available for post-production and visual effects within available software, Ravensbourne facilities and the wider post-production industry.

Evidence of research for the generation of concepts that lead to project work

Unit Learning Outcomes

(to be selected from the Mini Manual)

LO4 (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.

LO5 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.

LO6 Critical and creative mindsets - Analyse conceptions of diverse practice and use this to inform a course of action

Learning and Teaching Methods

This unit will be delivered using a combination of:

- Briefings
- Lectures
- Project work
- Seminars
- Workshops
- Group work
- Online activity
- Individual Presentations and critiques
- Group presentations and critiques
- Self-directed independent study
- Other (describe below)
- Peer learning, group discussion, guest speakers

Assessment methods and tasks

Brief description of assessment methods

Assessment tasks	Weighting (%)
Project Work	100% (pass/fail)
Post-production report	

Indicative Assessment Criteria

1. Quality of post-production skills applied in project work. (LO4)
1. Exhibit a grasp of creative potential to deliver a creative outcome. (LO5)
2. Evidence an understanding of the post-production industry and techniques employed. (LO6)

Essential Reading list

1. BBC. BBC Academy. Post Production site [Internet]. Available from: <http://www.bbc.co.uk/academy/production/television/post-production> [Accessed 22/03/18]
2. Lanier. L (2015) Compositing Visual Effects in After Effects: Essential Techniques, Focal Press; 1 edition
3. Murch, Walter (2001) In the Blink of An Eye: 2nd Edition: A Perspective on Film Editing. SILMAN-JAMES PRESS; 2Rev Ed edition.
4. Wright. S (2017) Digital compositing for Film and Video: Production Workflows and Techniques, Focal Press; 4 edition