Ravensbourne

Unit Title	ELECTIVE 1 - VFX
FHEQ Level	Level 5
Unit Code	EEPP182
Credit Value	15 Credits
Unit Type	Elective

Learning Hours

Staff – Student Contact Hours		Independent Study Hours	
Classes	32.5	Independent Study	38
Supervised access to resources	5	Preparation for Assessment	27
		Unsupervised Access to Resources	47.5
Total			150

Unit Description

This elective unit gives you an opportunity to hone your skills in VFX. To undertake this unit, you will need a basic understanding of Photoshop (creating layers working with tools), a basic understanding After FX (interfaces, layers, keyframes), and a good level of editing skills using Premiere.

Beginning with early pioneers such as George Méliès, you will engage with the landmark moments in the history of VFX from *Mary Poppins*, right up to modern day techniques.

You will engage in practical assignments in compositing, roto, keying tracking, and image projection; these are the key skills required for entry positions in the industry.

Workshops around the latest compositing processes / workflow will enable you to develop your knowledge and develop a portfolio of VFX shots.

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

- Key, roto and tracking skills
- History and context of the VFX industry
- Technology and workflow training

Unit Aims

- Understand the importance of compositing in creating a realistic shot.

- To develop a theoretical backbone around the process of exploring real world elements such as lighting and texture to help make informed choices.

- Development practical skills in compositing and workflow.

Unit Learning Outcomes

LO 2 Concept/Ideation

Analyse research materials leading to the generation of the ideation and concepts that inform and lead to project development.

Related Principle: ORIGINATE

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 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

This unit will be delivered using a combination of:
- Briefings
- Lectures
- Project work
- Workshops
- Debate
- Online activity
- Group presentations and critiques
- Self-directed independent study

Assessment methods and tasks

Assessment tasks	Weighting (%) *(one grade or multi-grade unit)*
Project Work	100% **(pass/fail)** Tasks are likely to include: • A final piece or pieces or video work and/or a collection of individual VFX shots • Supporting material including documentation of process.

Indicative Assessment Criteria

Evidence of research for the generation of concepts that lead to project work (LO 2)
Quality of post production skills, and grasp of creative potential of provided materials to deliver a creative outcome. (LO 4)
Evidence of ability to analyse conceptions of diverse professional practices and use this to inform a course of action (LO 6)

Essential Reading list

1. Lanier. L (2015) Compositing Visual Effects in After Effects: Essential Techniques, Focal Press; 1 edition
2. Wright. S (2017) Compositing Visual Effects: Essentials for the Aspiring Artist, Focal Press; 2 edition
3. Wright. S (2017) Digital compositing for Film and Video: Production Workflows and Techniques, Focal Press; 4 edition