

**DEFINITIVE COURSE RECORD**

Course Title	<b>BA (Hons) Visual Effects and Post-Production (Film) [progression route]</b>
Awarding Bodies	<b>University of Suffolk</b>
Level of Award <sup>1</sup>	<b>FHEQ Level 6</b>
Professional, Statutory and Regulatory Bodies Recognition	<b>None</b>
Credit Structure <sup>2</sup>	<b>120 Credits Level 6: 120 Credits</b>
Mode of Attendance	<b>Full-time</b>
Standard Length of Course <sup>3</sup>	<b>1 year full-time</b>
Intended Award	<b>BA (Hons) Visual Effects and Post-Production (Film)</b>
Named Exit Awards	<b>None</b>
Entry Requirements <sup>4</sup>	<b>240 credits from a Foundation degree (or equivalent)</b>
Delivering Institution(s)	<b>University of Suffolk at East Coast College (Great Yarmouth)</b>
UCAS Code	<b>W614</b>

This definitive record sets out the essential features and characteristics of the BA (Hons) Visual Effects and Post-Production (Film) [progression route] course. The information provided is accurate for students entering level 4 in the 2018-19 academic year<sup>5</sup>.

**Course Summary**

This dynamic and exciting BA (Hons) Visual Effects and Post-Production (Film) [progression route] degree programme provides a progression route to full Honours degree for students holding an FdA Visual Effects and Post-Production (or similar film/post-production /visual FX level 5 qualification).

This course provides a detailed knowledge of the production context and an understanding of related disciplines that informs visual effects practice, emphasising the importance of complementary filming and visual compositing skills.

You will also explore cover particle effects such as fluid and fire, object dynamics, match

<sup>1</sup> For an explanation of the levels of higher education study, see the [QAA Frameworks for Higher Education Qualifications of UK Degree-Awarding Bodies \(2014\)](#)

<sup>2</sup> All academic credit awarded as a result of study at the University adheres to the [Higher education credit framework for England](#).

<sup>3</sup> Where the course is delivered both full-time and part-time, the standard length of course is provided for the full-time mode of attendance only. The length of the part-time course is variable and dependent upon the intensity of study. Further information about mode of study and maximum registration periods can be found in the [Framework and Regulations for Undergraduate Awards](#).

<sup>4</sup> Details of standard entry requirements can be found in the [Admissions Policy](#)

<sup>5</sup> The University reserves the right to make changes to course content, structure, teaching and assessment as outlined in the [Admissions Policy](#).

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lighting, crowd simulation, advanced keying and other VFX techniques. It is an exciting time to join the Visual Effects industry, with a shortage of skilled creatives in the CGI and VFX industries opening up many career paths.

### **Course Aims**

- To promote a flexible, reflective approach and the development of growing independence to support a career in visual effects and post-production;
- To develop the key and academic skills which will broaden the range of opportunities for work, employment, self-employment within the Film and TV industry;
- To encourage the understanding that learning takes place in all areas of visual effects and post-production activity;
- To develop the specific media production and technical competencies required of a Visual Effects and Post-production practitioner;
- to promote understanding of the global nature of the Film and TV production industry;
- to encourage the assumption of responsibility and the ability to make informed decisions;
- to promote personal and inter-personal skills required for progression within the Visual effects production industry;
- To provide widened participation and enable further progression within the visual effects industry

### **Course Learning Outcomes**

The following statements define what students graduating from the BA (Hons) Visual Effects and Post-Production [progression route] course will have been judged to have demonstrated in order to achieve the award. These statements, known as learning outcomes, have been formally approved as aligned with the generic qualification descriptor for level 4/5/6 awards as set out by the UK Quality Assurance Agency (QAA)<sup>6</sup>.

#### **Subject Knowledge and understanding:**

1. define and appraise the many specific features and principles of digital visual effects in line with the post-production industry standards and working practices through the conceptual and design process
2. distinguish and employ an advanced range of appropriate digital visual effects techniques in the construct self-designed visual effects products

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<sup>6</sup> As set out in the [QAA Frameworks for Higher Education Qualifications of UK Degree-Awarding Bodies \(2014\)](#)

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3. compare and contrast the key roles of individuals in digital visual effects production with reference to the interactive nature of the post-production process
4. demonstrate a sophisticated understanding of a range of design and technical concepts fundamental for visual effects production
5. illustrate through sophisticated practical practice the main key crafting, production processes and professional practices employed relating to visual effects production;
6. prepare and implement a range of appropriate production methods in a working environment

**Subject Specific and Practical Skills**

7. Illustrate advanced competency in the use of a range of specialised visual effects software and digital capture hardware through generation of practical assets and products
8. manage effectively self-directed projects and apply sophisticated production management practices relevant to the field;
9. demonstrate an advanced ability to set and achieve realistic objectives in visual effects production projects and the critical reflective mechanisms required to monitor the progress of projects;
10. present completed digital post-production products in accordance with industry professional export and delivery methods, conventions and formats;
11. provide critically developed solutions to problems and unforeseen circumstances encountered in visual effects and post-production projects through evidence based formats;
12. develop and critically evaluate creative ideas, concepts and projects informed by appropriate research and judgements of feasibility intended audience and delivery platform;

**Generic and graduate skills**

13. illustrate an active and sophisticated independence for the development and design of their own visual effects creative work and learning
14. assemble and use critically, information from a number of relevant sources, including the use of IT based information sources for use within written document;
15. design and execute a substantial piece of research or professionally-related investigative project commensurate to Level 6 dissertation standards

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16. critically reflect on work they have undertaken, including monitoring their own learning and identifying areas of strength and weakness;
17. write in an academic format whilst using appropriate academic and referencing standards

### Course Design

The design of this course has been guided by the following QAA Benchmarks and Professional Standards:

- QAA Framework for Higher Education Qualifications (2014)
- QAA Revised Benchmark Statement for Communication, Media, Film and Cultural Studies (2016)
- QAA Revised Benchmark Statement for Art and Design (2017).
- Creative Skillset and the VFX professional standards resource pack: [http://creativeskillset.org/who\\_we\\_help/training\\_educators/standards/resource\\_packs/vfx](http://creativeskillset.org/who_we_help/training_educators/standards/resource_packs/vfx)

### Course Structure

The BA (Hons) Visual Effects and Post-Production (Film) [progression route] comprises modules at levels 4, 5 and 6.

Module Specifications for each of these modules is included within the course handbook, available to students on-line at the beginning of each academic year.

	Module	Credits	Module Type <sup>7</sup>
Level 6			
	Dissertation in Film and TV Post-production	40	M
	Final Project: VFX Enhanced Production	40	M
	Asset Design for Final VFX Project	20	M
	Industry Preparation Portfolio	20	M

### Awards

On successful completion of the course, students will be awarded a BA (Hons) Visual Effects and Post-Production (Film).

### Course Delivery

The course is delivered at University of Suffolk at East Coast College (Great Yarmouth) Students studying full-time on BA (Hons) Visual Effects and Post-Production (Film) [progression route] are likely to have approximately 12 contact hours per week for level 6. The

<sup>7</sup> Modules are designated as either mandatory (M), requisite (R) or optional (O). For definitions, see the [Framework and Regulations for Undergraduate Awards](#)

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contact hours will be a mix of lectures, workshops, tutorials, seminar and practical activity. Students will normally be expected to undertake 25-30 hours of independent study in an average week, but should be prepared for this to vary based on assignment deadlines and class exercises.

### Course Assessment

A variety of assessments will be used on the course to enable students to experience and adapt to different assessment styles. The assessment methods used will be appropriate to assess each module's intended learning outcomes. Assessment on the course overall will be approximately 100% coursework (including essays, reports, presentations, group work, reflective learning journals and research projects and practical assessments).

### Course Team

The academic staff delivering this course are drawn from a team that includes teaching specialists and current practitioners. All staff are qualified in their subjects with their own specialist knowledge to contribute.

### Course Costs

Students undertaking BA (Hons) Visual Effects and Post-Production (Film) [progression route] will be charged tuition fees as detailed below.

Student Group	Tuition Fees
Full-time UK/EU	£9,250 per year
Part-time UK/EU	Not applicable
Full-time International	£13,000 per year
Part-time International	Not applicable

Payment of tuition fees is due at the time of enrolment and is managed in accordance with the Tuition Fee Policy.

Students will be required to pay contributions towards trips and visits they attend voluntarily. There is one (optional) major educational trip per year. Student costs are posted in advance. There are no additional costs for equipment and materials although students are expected to develop their own practitioner toolkit.

### Academic Framework and Regulations

This course is delivered according to the Framework and Regulations for Undergraduate Awards and other academic policies and procedures of the University and published on the [website](#).