

**DEFINITIVE COURSE RECORD**

Course Title	<b>FdA Visual Effects and Post-Production (Film)</b>
Awarding Bodies	<b>University of Suffolk</b>
Level of Award <sup>1</sup>	<b>FHEQ Level 5</b>
Professional, Statutory and Regulatory Bodies Recognition	<b>None</b>
Credit Structure <sup>2</sup>	<b>240 Credits Level 4: 120 Credits Level 5: 120 Credits</b>
Mode of Attendance	<b>Full-time</b>
Standard Length of Course <sup>3</sup>	<b>2 years full-time</b>
Intended Award	<b>FdA Visual Effects and Post-Production (Film)</b>
Named Exit Awards	<b>CertHE Visual Effects and Post-production (Film)</b>
Entry Requirements <sup>4</sup>	<b>Typical Offer: 80 UCAS tariff points (or equivalent)</b>
Delivering Institution	<b>University of Suffolk at East Coast College (Great Yarmouth)</b>
UCAS Code	<b>P391</b>

This definitive record sets out the essential features and characteristics of the FdA Visual Effects and Post-Production (Film) course. The information provided is accurate for students entering level 4 in the 2022-23 academic year<sup>5</sup>.

**Course Summary**

This course features a range of study areas reflecting current issues and professional practices in short film, animation, mobile video and sound for visual media. Study will also include the traditional skills and approaches associated with this demanding sector. The focus of the course is in visual post-production techniques and the use of applied visual effects. The FdA Visual Effects and Post-production (Film) is a course designed to provide you with the practical, critical and theoretical tools required by the contemporary media production and post-production industries. You will develop the problem-solving and reflective abilities necessary for study and subsequent work within these industries. The programme has a focus towards film and television post-production editing and visual effects compositing with strong

<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](#) and further details about Disclosure and Barring Checks (DBS) can be found on the [University's DBS webpage](#).

<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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elements in 3D workflow, animation and visual effects – an area in which skills shortages in the industry continue to be identified. The art of Visual Effects and Post-production (Film) is being seen more frequently within modern film releases and TV programmes, we aim to give students the opportunity to enter this industry and produce visually stunning pieces of work.

### 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

In this section we list what we expect you to gain from studying this course. Our expectations are presented in terms of *learning outcomes*, statements defining specific abilities and skills which you will need to demonstrate to complete the course.

#### *Subject Knowledge and understanding:*

1. define and examine the overall features and principles of digital visual effects commonly used within the industry;
2. describe and employ aspects of many digital visual effects techniques that are commonly used within the industry;
3. identify and compare the collaborative and independence of the roles within digital visual effects production;
4. accurately understand a range of design and technical concepts fundamental for visual effects development;

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5. illustrate through practical application the main production processes and professional practices relating to visual effects production;
6. prepare and implement practical production methods in a working environment.

### *Subject Specific and Practical Skills:*

7. Illustrate competency in the use of a range of specialised moving image software and digital capture hardware;
8. manage self-directed projects and apply appropriate production management practices relevant to the visual effects and post-production industry;
9. demonstrate the ability to set and achieve realistic objectives in moving image production projects and the written mechanisms required to monitor progress of the project;
10. present digital post-production products in accordance with standard professional export conventions and formats;
11. provide considered solutions to problems and unforeseen circumstances encountered in visual effects and post-production projects through evidence of test shots, written justification, annotated images or presentation;

### *Generic and graduate skills:*

12. demonstrate a growing sense of responsibility for the development and design of own creative work and learning through the design process;
13. select and use critically, information from a number of sources, including the use of IT based information sources within a piece of written study;
14. execute a piece of research or professionally-related investigative project to produce a research document;
15. critically reflect on the work they have undertaken through reflective evaluation of the process of completing the work;
16. formulate written content in an academic format whilst using appropriate referencing standards.

## Course Design

The design of this course has been guided by the following QAA Benchmarks and Professional Standards<sup>6</sup>:

- QAA Framework for Higher Education Qualifications (2014)

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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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- 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 FdA Visual Effects and Post-Production (Film) comprises modules at levels 4 and 5.

Module Specifications for each of these modules are 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 4	Personal Development (production planning)	20	M
	Screen Writing	20	R
	Visual Camera Techniques WBL1	20	R
	Enhanced Audio Design	20	R
	Editing and Colour Grading for Visual Effects	20	R
	Motion Graphics for Visual Effects	20	R
Level 5	Visual Effects Techniques	20	M
	Cinematography	20	M
	Major Project - Planning and Preparation	20	M
	Research into Industry Practice	20	M
	2D and 3D Compositing	20	M
	Major Project Realisation and Evaluation (WBL2)	20	M

### Awards

On successful completion of the course, students will be awarded an FdA Visual Effects and Post-production (Film). Students who leave the course early may be eligible for a Cert HE Visual Effects and Post-production (Film) on successful completion of 120 credits.

### Course Delivery

The course is delivered at the University of Suffolk at East Coast College (Great Yarmouth). Students studying full-time on FdA Visual Effects and Post-production (Film) are likely to have approximately 12-15 contact hours per week. The contact hours will be a mix of lectures, workshops, tutorials and practical sessions. Students will normally be expected to undertake

<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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800 hours of independent study per year, but should be prepared for weekly requirements 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 100% coursework (including scripts, sequences, portfolios, reports and essays). All other practical pieces across the modules are submitted as practical coursework in the form of exported films, animations, VFX scenes or similar visual format outlined in the modules.

### 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 FdA Visual Effects and Post-production (Film) will be charged tuition fees as detailed below.

Student Group	Tuition Fees
Full-time UK	£8,220 per year
Part-time UK	Not applicable
Full-time EU/International	£14,598 per year
Part-time EU/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. 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](#).