

# **BA(Hons) Post-Production & VFX (CFS)**

**Award Document 2026/27**

## Course Map - BA(Hons) Post-Production & VFX (CFS)

### Stage 1

Study Block 1	Study Block 2	Study Block 3
<b>PFR401</b> <b>Visual Storytelling (Joint) (CFS)</b> Compulsory (30 credits)	<b>SCR402</b> <b>Screen Studies (Joint) (CFS)</b> Compulsory (30 credits)	<b>BAPP501</b> <b>VFX Fundamentals 2</b> Compulsory (30 credits)
<b>BAPP404</b> <b>VFX Fundamentals 1</b> Compulsory (30 credits)	<b>BAPP403</b> <b>Shooting for Post Production</b> Compulsory (30 credits)	<b>BAPP502</b> <b>Effects &amp; Practices: Post Production for Audio &amp; Video</b> Compulsory (30 credits)

### Stage 2

Study Block 1	Study Block 2	Study Block 3
<b>BAPP503</b> <b>Finishing for Film and Broadcast</b> Compulsory (60 credits)	<b>BAPP601</b> <b>Collaborative Workflows</b> Compulsory (30 credits)	<b>BAPP603</b> <b>Final Major Project</b> Compulsory (60 credits)
	<b>BAPP602</b> <b>The Professional Post-Producer</b> Compulsory (30 credits)	

## General Course Information

<b>Status</b>	Approved
<b>Qualification (course type)</b>	Undergraduate Course
<b>Course Title</b>	BA(Hons) Post-Production & VFX (CFS)
<b>Intermediate Qualification(s)</b>	BA, Cert HE, Dip HE
<b>Awarding Institution</b>	
<b>Location of Delivery</b>	CFS London
<b>Duration of course</b>	2 years
<b>Professional, Statutory and Regulatory Body Accreditation</b>	
<b>Accreditation Renewal Date</b>	
<b>UCAS Code</b>	
<b>Relevant External Benchmarking</b>	<ul style="list-style-type: none"><li>• Communication, Media, Film and Cultural Studies (2024) - QAA</li></ul>

## Course Aims

BA (Hons) Post Production & VFX at Central Film School is an intense, accelerated two-year course taught by working industry professionals with extensive knowledge and experience. The intention of the course is to provide an immersive educational experience that ensures that students are confident and capable practitioners who are conversant with industry expectations and standards and ready to work collaboratively with a diverse workforce.

Our practical projects mirror the film industry's workflow and creative environments. You will develop your creative and technical skills together with your contextual knowledge. You will engage with the latest digital technologies to develop your technical and craft skills and further inspire your creativity and ambition. You will collaborate extensively with an emphasis on practical and on-set assessments that will build your skills and confidence to enter the industry after graduation. During your studies you will have opportunities to interact with film industry performers and practitioners at all levels of their careers through our Professional Perspective panels and visiting lecturer programmes.

Our graduates will be equipped to make positive and impactful change when entering industry, and ready to work as an agent of change with a lifelong commitment to personal creative responsibility, working equitably with their socially and culturally diverse fellow practitioners in a period of monumental challenge.

## Course specific employability skills

As you progress through the BA Post Production & VFX at Central Film School you will develop an understanding of the art and craft of post production and the associated field of visual effects (VFX). Both transferable and employability skills will be embedded into your learning through structured collaborative practice and reflective thinking, and the progressive execution of your technical expertise. The School also encourages you to think about future career destinations and how you might best prepare for the world of work in the Level 6 module (The Professional Post Producer) where you produce showreel materials that will promote your skills and services to an audience of potential employers.

The course will offer you an opportunity to practice the following skills that can be used in professional settings in film and creative industries, as well as in academia and beyond:

**Industry & Business Knowledge:** You will develop an ability to recognise and apply relevant terminologies, technologies and processes to your creative practice or evaluation of others' work.

**Critical Thinking & Analysis:** You will develop an ability to look below the surface of screen-based production, make connections and reflect on different social and creative perspectives. Through this process, you will build a more profound understanding not only of your specific creative field, but also of values and attitudes in contemporary global societies that influence what you see on the screen.

**Technical Skills:** You will develop the ability to apply established and emerging technologies in an effective and ethical manner, ensuring responsible and informed creative decision-making. You will gain practical experience with industry-standard tools, refining your ability to utilise digital platforms and software. You will understand and apply structured workflows to support creative decision-making. You will develop the capacity to troubleshoot and resolve technical challenges.

**Expanded Worldview:** You will appreciate a range of diverse creative practices and modes of expression. You will also develop social and political sensitivity, especially regarding representation.

**Ethical and Legal Responsibilities:** You will progress your understanding of how to work professionally within industry-standard ethical and legal frameworks.

**Health and Safety:** You will enhance your awareness of health and safety guidelines and apply them in professional settings. Your awareness will include matters relating to mental well-being, sustainability, and safe working environments.

**Problem Solving and Innovation:** You will grow your capability to logically and critically evaluate the currently available screen performance practices and progress your creativity towards innovation by applying conceptual models to practical challenges.

**Imagination and Creativity:** You will gain the opportunity to experience exploration of individual and ensemble creativity, practically. You will develop understanding of processes in order to stimulate creativity to develop your craft.

**Collaboration and Team Working:** You will develop a positive attitude when working with others in a respectful, organised and collaborative manner. Your ability to forge productive relationships with others and to understand the essential elements of how creativity is fostered in diverse team environments.

**Organisation:** You will advance your project and time management skills.

**Entrepreneurial skills:** You will learn to identify and take advantage of professional and personal opportunities. You will develop your business awareness and understand what is required working within the creative arts. You will develop practical knowledge in important areas such as marketing and branding for the modern-day professional and gain knowledge on successful practices relevant to the industry today

**Communication skills:** You will practice an ability to articulate your ideas in writing, speech and practice in a coherent and clear manner that can be understood by non-specialist audiences.

**Personal Development:** You will define your priorities, manage your time effectively, develop an understanding of personal strengths and weaknesses and find ways of responding to constructive criticism and feedback.

In addition to its subject focus on your creative discipline the course will prepare you for other types of creative industry careers. All the above skills are transferable, which means that they can be adapted and deployed in a variety of fields and careers.

## Career/future study opportunities

The course will help you become an adaptive thinker, a creator and a supportive contributing team player joining the next generation of writers, performers, producers, directors, analysts, academics and project developers who shape the zeitgeist of contemporary film. Alongside the established career pathways, there are also a multitude of new opportunities for creatives in new media formats (eg Tik Tok) and the games industry.

Typical career destinations of our graduates include:

- Film, television and radio performance
- Branded and Web Content
- Music Video
- Advertising
- Marketing
- Teaching
- Talent Scouting and Development
- Film Exhibition and Distribution
- Sales Agency
- Sales Acquisition & Strategy
- Live Event Broadcast Production
- Research and Development
- Journalism

Further academic study:

- Postgraduate Practice & Research (MA, PhD, ProfDoc)
- PGCE (Teaching Programme)

## Structure of Course Delivery

### Pedagogy

The BA programme is delivered within a suite of courses that provide training in filmmaking screenwriting and screen performance and introduces you to the fundamentals of screen-based technical practice.

The BA (Hons) Post Production & VFX delivers the curriculum using strategies that encourage independence, self-reliance and group co-operation. You are expected to take responsibility for your learning and encouraged to explore the uses of blended learning techniques when working with your peers.

Group work is a vital aspect of the degree as it reflects the collaborative nature of filmmaking and the creative environment in which performance takes place. Creative practice teaching delivered during the programme elucidates the nature of and interrelationship between core roles relating to performance and how they change in different environments. Modules are structured around regular group work which may take place solely between you and your peers on the course or students from different courses. This experience will allow you to become familiar with real-world practices during which you will share knowledge and develop an understanding of cooperation, negotiation, compromise, leadership and management and team hierarchies, as well as the sensitivity to manage equality, diversity and inclusion in preparation for your entry into industry.

### Course Design

At Level 4, modules are designed to introduce you to the fundamental principles, practices and collaborative relationships governing practice of post production. Given that the post production cycle is established in the context of film and screen-based production practices, the first two modules enable students to become totally familiar with the personnel, production practices and ensemble creativity of screenwriters, actors and fellow production specialists that govern this field. At Level 5 you will gain a deeper understanding of the creative process, its wider contexts and develop your technical skills and specialisms. At Level 6 you will develop your technical skills in the context of a longer production. The skills that you will develop and practice are the consolidation of your creative practice and culmination of your study.

### Teaching Sessions

Module teaching, learning and assessment take a variety of forms to offer an inclusive, safe and supportive learning environment for all students and enable multiple possibilities for constructive feedback so that you can fulfil your potential. These modules are led by practising professionals, academics and filmmakers who share their real-world film experience and are supported by a team of experienced technicians. Your learning experience is enriched by regular opportunities to listen and talk to visiting speakers through our Professional Perspectives Programme.

You will be taught by staff in a variety of ways:

**Lectures:** Some teaching will be delivered as 'traditional' lectures, for the conveying of complex ideas or for the clarifying of assessment and other course requirements.

**Seminars:** These are a chance for you to spend time with your tutor and peers investigating ideas and processes. It is a chance to work on your assessments and receive support from a variety of people and a chance to engage with ideas and develop your understanding in a safe and supportive environment.

**Technical Inductions:** Our technicians will enhance your skills in handling our camera, sound and lighting equipment.

**Workshops:** Workshops involve you developing specific craft skills and applying your learning to productions and assessment. They also facilitate your own personal, creative and professional development.

**Professional Masterclasses:** Your core learning is supplemented by a programme of guest speakers who deliver talks and masterclasses across a range of specialisms and professions.

**Crits/Peer Learning:** We have a wide variety of approaches to peer learning, including pitching/feedback sessions and crits, where you share work-in-progress and support each other in honing work for assessment and beyond. This activity helps you learn how to critique constructively and how to improve your work from reading others' approaches and acting on their feedback.

**Individual Tutorials:** Tutorials with tutors and course leaders allow you to really get to grips with your understanding of a module and/or an assignment as well as to discuss your progress and seek support in terms of time, project and personal management.

**Virtual Learning Environment (VLE) and Online Learning:** Modules may employ different forms of online learning to enhance your experience and add to the diverse ways of learning that you will experience on the course. Online spaces are used to provide a safe and supportive environment to help you stay engaged with work and peers across modules and between periods of teaching and assessment.

### Module Structure:

#### Level 4

- Visual Storytelling
- Screen Studies
- Shooting for Post Production
- VFX Fundamentals 1

#### Level 5

- VFX Fundamentals 2
- Effects & Practices: Post Production for Audio & Video
- Finishing for Film and Broadcast

#### Level 6

- Collaborative Workflows
- The Professional Post-Producer
- Final Major Project

## Course Assessment Strategy

The purpose of assessment is to measure your progress and achievement throughout the course and to confirm that the Learning Outcomes for each module have been met. It is the method by which you receive summative feedback in order to help you develop your practice and performance.

Assessment is governed by the Assessment Regulations as detailed in Central Film School's Academic Framework. Information about it is available on the Central Film School website; details of links are provided in your Course Handbook.

Throughout the modules on all levels, at Central Film School a major assessment method is the on-set assessment of your role. This type of assessment focuses on process rather than outcome. It develops and assesses your core 'hard' skills (e.g. technical) and your 'soft' skills (e.g. professionalism), both vital for your entry into the industry.

Studying screen post production requires you to understand the collaborative nature of filmmaking as well as the interrelationship of a variety of skills and knowledge. We therefore use formative and summative feedback throughout the course. Learning Outcomes and Assessment Criteria, as outlined at the end of this document, relate to specific periods of growth and development during your course of study.

Formative assessment is concerned with progress, development and growth, and summative assessment measures achievement and accomplishment demonstrated at the end of each module.

Each module of study is assessed using the common assessment criteria of Central Film School. Feedback is delivered formatively both in advance of and following summative assessment.

The purpose of assessment is to provide you with:

- An active process that recognises and supports learning and achievement
- As an experience itself it contributes to the integration of learning and practice
- Feedback on progress which identifies strengths and recommendations for improvement
- Opportunities to present work, and articulate ideas and attitudes in a progressively professional manner

Evaluation and assessment provide the course team with:

- A means of offering you guidance in the evaluation of your progress
- A means of offering you advice and guidance on your work
- A means of monitoring and evaluating the course
- A basis for accreditation of modules
- A basis for progression from one level to the next

Each module will have specific requirements and these will be clearly briefed at the appropriate stages of the course. At these points, you will be issued with a Module Guide containing a summary of the briefs, elements of assessment, learning outcomes, assessment methods, marking scheme and the work required for assessment. Please thoroughly read the Module Guide so that you have an

understanding of how the learning outcomes relate more specifically to the project work you will be completing. Ask questions if you are unsure of anything.

Regular seminars, scheduled tutorials and peer review opportunities, as well as bookable tutorials, provide formative feedback on work-in-progress against the learning outcomes and project deliverables. These staff and peer interactions offer you opportunities to ask questions, seek clarification and discuss and share significant findings, areas of research, methods employed and discoveries made.

<https://centralfilmschool.com/cfs-policies/>

## Course Learning Outcomes

LO name	Level 4	Level 5	Level 6
1. Technical	Identify & apply ideas, creative elements, processes and techniques appropriate to a project	Demonstrate ideas, creative elements, processes and techniques appropriate to a project	Evaluate ideas, creative elements, processes and techniques appropriate to a project
2. Collaboration	Identify & apply constructive relationships and work effectively on a project	Demonstrate constructive relationships and work effectively in the conception and delivery of a team project	Evaluate constructive relationships and work effectively in the conception and delivery of a team project
3. Communication	Identify & apply professional communication and presentation skills	Demonstrate professional communication and presentation skills	Evaluate professional communication and presentation skills
4. Professionalism	Identify & apply self-management skills and set priorities for personal and professional progression	Demonstrate self-management skills and set priorities for personal and professional progression	Evaluate self-management skills and set priorities for personal and professional progression
5. Research	Identify & apply research, resources and methodologies that inform a project	Demonstrate the use of research, resources and methodologies that inform a project	Evaluate research, resources and methodologies that inform a project
6. Analysis	Identify & apply specialist information and practices	Demonstrate the ability to analyse specialist information and practices	Evaluate and analyse specialist information and practices and formulate reasoned arguments.
7. Innovation	Identify and apply problem solving techniques and test ideas in the realisation of a project	Demonstrate problem solving techniques, independent enquiry, practice and experimentation in the realisation of a project	Evaluate problem solving techniques, independent enquiry, practice and experimentation in the realisation of a project
8. Industry	Identify and apply industry vocabulary and knowledge to enable you to support your engagement with the commercial marketplace	Demonstrate industry vocabulary and knowledge to support your engagement with the commercial marketplace	Evaluate industry vocabulary and knowledge to enable you to present your work and support your engagement with the commercial marketplace

## TPA Table

Module Code	Level	Module Name	Credits	Study Block	Compulsory (C) or Option (O)	Assessment Methods*	Contributing towards the Learning Outcomes* (Taught (T), Practised (P) and/or Assessed (A))									
							1	2	3	4	5	6	7	8		
PFR401	4	Visual Storytelling (Joint) (CFS)	30	1	C	SP		A		A						
BAPP404	4	VFX Fundamentals 1	30	1	C	PW										
SCR402	4	Screen Studies (Joint) (CFS)	30	2	C	OT					A					A
BAPP403	4	Shooting for Post Production	30	2	C	PO										
BAPP501	5	VFX Fundamentals 2	30	3	C	PW										
BAPP502	5	Effects & Practices: Post Production for Audio & Video	30	3	C	PO										
BAPP503	5	Finishing for Film and Broadcast	60	1	C	AR RE										
BAPP601	6	Collaborative Workflows	30	2	C	GR										
BAPP602	6	The Professional Post-Producer	30	2	C	PO										
BAPP603	6	Final Major Project	60	3	C	AR CE										

Learning Outcomes*
1. Technical
2. Collaboration
3. Communication
4. Professionalism
5. Research
6. Analysis
7. Innovation
8. Industry

## TPA table

LEVEL 4								Contributing towards the Learning Outcomes (Taught (T), Practised (P) and/or Assessed (A))							
								1	2	3	4	5	6	7	8
Module Code	Level	Module Name	Credits	Study Block	Compulsory (C) or Option (O)	Assessment methods*	Technical	Collaboration	Communication	Professionalism	Research	Analysis	Innovation	Industry	
PFR 401	4	Visual Storytelling (Joint)	30	1	C	SP	TP	TPA	TP	TPA	TP	TP	TP	TP	
SCR402	4	Screen Studies	30	1	C	RE or PR	TP		TP	TP	TPA	TP	T	TPA	
BAPP403	4	Shooting for Post Production	30	2	C	PO	TPA	TP	TP	TP	TP	TP	TPA	TP	
BAPP404	4	VFX Fundamentals 1	30	2	C	PW	TP	TP	TPA	TP	TP	TPA	TP	TP	

<b>LEVEL 5</b>							Contributing towards the Learning Outcomes (Taught <b>(T)</b> , Practised <b>(P)</b> and/or Assessed <b>(A)</b> )							
							<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>
Module Code	Level	Module Name	Credits	Study Block 1, 2 or 3	Compulsory (C) or Option (O)	Assessment methods*	Technical	Collaboration	Communication	Professionalism	Research	Analysis	Innovation	Industry
BAPP501	5	VFX Fundamentals 2	30	3	C	PW	TP	TP	TP	TPA	TP	TPA	TP	TP
BAPP502	5	Effects & Practices: Post Production for Audio & Video	30	3	C	PO	TP	TP	TP	TP	TPA	TPA	TPA	TP
BAPP503	5	Finishing for Film and Broadcast	60	1	C	AR, RE	TPA	TPA	TPA	TP	TP	TP	T	TPA

<b>LEVEL 6</b>							Contributing towards the Learning Outcomes (Taught <b>(T)</b> , Practised <b>(P)</b> and/or Assessed <b>(A)</b> )							
							<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>
Module Code	Level	Module Name	Credits	Study Block 1, 2 or 3	Compulsory (C) or Option (O)	Assessment methods*	Technical	Collaboration	Communication	Professionalism	Research	Analysis	Innovation	Industry
BAPP601	6	Collaborative Workflows	30	2	C	GR	TPA	TPA	TPA	TP	TP	TP	TP	TP
BAPP602	6	The Professional Post-Producer	30	2	C	PO	TP	TP	TP	TPA	TP	TP	TP	TPA
BAPP603	6	Final Major Project	60	3	C	AR, CE	TP	TP	TP	TPA	TPA	TPA	TPA	TP

