

PFR504: Animation & Virtual Production

Status	Approved
Module Name	Animation & Virtual Production
Module Code	PFR504
Credit Value	30
Level	5
Pre-requisites	
Named Module Leader	Collins, Amanda

Module Aim

This module aims to provide a foundation in digital animation and special effects techniques, enabling students to explore, experiment and collaborate with creating specialist visual effects.

Summary Module Description

This Level 5 module aims to equip students with animation skills tailored specifically for filmmaking. Participants will delve into the intricacies of animation, exploring techniques, tools, and workflows used in the film industry. The module will cover both 2D and 3D animation, providing a comprehensive understanding of animation principles and their application in filmmaking. Through a combination of theoretical concepts, industry best practices, and practical exercises, students will develop the skills necessary to bring imaginative ideas to life on the screen.

Module-Specific Employability Skills

The module will offer you an opportunity to practice the following skills that can be used in professional settings in film, television 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 film and television, make connections and reflect on different social and creative perspectives. Through this process, you will build a more profound understanding not only of film and television but also of values and attitudes in contemporary global societies that influence what you see on the screen.

Problem Solving and Innovation: You will grow your capability to logically and critically evaluate the currently available film and television practices and evolve your creative innovation by applying conceptual models to practical challenges.

Collaboration and Team Working: You will develop a positive attitude when working with others in a respectful, organised and collaborative manner.

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

Personal Development: You will be advised on how to 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. Your ability to forge productive relationships with others and to understand the essential elements of how creativity is fostered in team environments will go on to support you and your ambitions in your academic career and beyond.

Learning Outcomes

LO #	Learning Outcome Name	Learning Outcome Description	Assessment Criteria Category
BAPFMASFU01 BA(Hons) Practical Filmmaking (2 year) - CFS v1.2			
1	Technical	Demonstrate ideas, creative elements, processes and techniques appropriate to a project	PROCESS
2	Collaboration	Demonstrate constructive relationships and work effectively in the conception and delivery of a team project	COLLABORATION
3	Communication	Demonstrate professional communication and presentation skills	COMMUNICATION
4	Professionalism	Demonstrate self-management skills and set priorities for personal and professional progression	ORGANISATION
5	Research	Demonstrate the use of research, resources and methodologies that inform a project	RESEARCH
6	Analysis	Demonstrate the ability to analyse specialist information and practices	ANALYSIS

7	Innovation	Demonstrate problem solving techniques, independent enquiry, practice and experimentation in the realisation of a project	INNOVATION
8	Industry	Demonstrate industry vocabulary and knowledge to support your engagement with the commercial marketplace	INDUSTRY
BAPFMISFU01 BA(Hons) Practical Filmmaking with Integrated Foundation Year (3 years) - CFS v1.2			
1	Technical	Demonstrate ideas, creative elements, processes and techniques appropriate to a project	PROCESS
2	Collaboration	Demonstrate constructive relationships and work effectively in the conception and delivery of a team project	COLLABORATION
3	Communication	Demonstrate professional communication and presentation skills	COMMUNICATION
4	Professionalism	Demonstrate self-management skills and set priorities for personal and professional progression	ORGANISATION
5	Research	Demonstrate the use of research, resources and methodologies that inform a project	RESEARCH
6	Analysis	Demonstrate the ability to analyse specialist information and practices	ANALYSIS
7	Innovation	Demonstrate problem solving techniques, independent enquiry, practice and experimentation in the realisation of a project	PROCESS
8	Industry	Demonstrate industry vocabulary and knowledge to support your engagement with the commercial marketplace	INDUSTRY

Assessment Methods

Assessment Method	Description of Assessment Method	%	Learning Outcomes Assessed	Compulsory or Compensatable
PO	Group portfolio: pre-production materials group film & individual Reflection statement	100	CLO: 1 , 2 , 6 , 1 , 2 , 6	Compulsory

The following codes for assessment methods apply

PO	Portfolio
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Modes of delivery

Module Target Learner Hours: 300	
Activity	Hours
Lecture	21
Seminar	12
Tutorial	6
Project supervision	6
Demonstration	6
Practical classes and workshops	12
Supervised time in studio/workshop	12
Guided independent study	225

Indicative list of resources

Lanier, L. (2013) *Digital Compositing with Nuke*. Burlington, MA: Focal Press.

Lanier, L. (2010) *Professional Digital Compositing Techniques: Essential Tools and Techniques*. Indianapolis, IN: Wiley Publishing.

Foster, J. (2010) *The Green Screen Handbook: Real-World Production Techniques*. Indianapolis, IN: Wiley Publishing.

Wright, S. (2010) *Digital Compositing for Film and Video, 3rd Ed.* Amsterdam and London: Focal Press.

Van Hurkman, A. (2011) *Color Correction Handbook*. Berkeley: Peachpit Press.

Sawicki, M. (2007) *Filming the Fantastic: A Guide to Visual Effects Cinematography*. Amsterdam and London: Focal Press.

Brown, B. (2002) *Cinematography Theory and Practice*. Amsterdam and London: Focal Press.

Dobbert, T. (2005) *Matchmoving: The Invisible Art of Camera Tracking*. Indianapolis, IN: Wiley Publishing.

Named Awards

Course
BAPFMASFU01 BA(Hons) Practical Filmmaking (2 year) - CFS
BAPFMISFU01 BA(Hons) Practical Filmmaking with Integrated Foundation Year (3 years) - CFS