

BAPP403 : Shooting for Post Production

Status	Approved
Module Name	Shooting for Post Production
Module Code	BAPP403
Credit Value	30
Level	4
Pre-requisites	
Named Module Leader	Chandler, Katie

Module Aim

To develop an understanding of how shooting choices impact the post-production process and guidance on how to optimise workflows for efficient editing and finishing.

Summary Module Description

This module explores technical and creative aspects of shooting footage with post-production in mind, covering camera settings, codecs, on-set data management, and shooting techniques for VFX. Students will engage in practical exercises to refine their skills in planning and executing shoots that align with post-production needs.

This module is intended to provide a framework into which students can locate their practice in relation to the use of camera in post-production and the creation of VFX. Through a series of workshops students will gain valuable hands-on experience of:

- Basic features of the camera – aperture, iris, shutter speed, WB and HD codecs
- Composition and framing – interpretation, controlling the viewer's eye
- Use of depth of field and focus, focusing decisions, using the right aperture
- Camera work – principles and practices, designing shots and the application of HDR (High Dynamic Range)
- Exposure control – shutter, aperture, ND, light and the application of the Zone System to influence exposure
- Introduction to lighting on location – colour temperatures, principles key, back and Fill – working with/without lighting.

Students will create a shooting plan document demonstrating effective data management and footage preparation.

Module-Specific Employability Skills

The module will offer you an opportunity to practise 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 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.

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.

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.

Assessment Strategy

Learning Outcomes

LO #	Learning Outcome Name	Assessment Criteria Category
1	1. Technical: Identify & apply ideas, creative elements, processes and techniques appropriate to a project	Process
2	7. Innovation: Identify and apply problem solving techniques and test ideas in the realisation of a project	Innovation

Assessment Methods

Assessment Method	Description of Assessment Method	%	Learning Outcomes Assessed	Compulsory or Compensatable
PO	Students will create a shooting plan demonstrating effective data management and footage preparation.	100	LO: 1,2	Compulsory

The following codes for assessment methods apply

PO	Portfolio
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Modes of delivery

Learning Activities	
Type	Hours
Structured Learning Activity	150
Guided Independent Study	450
Total	600

Indicative list of resources

Dinur, E., Taylor and Francis (2024). The filmmaker's guide to visual effects: the art and techniques of VFX for directors, producers, editors and cinematographers. New York, NY, Routledge.

Dominic, C. (2013). Film Technology in Post Production, Taylor & Francis.

Finance, C and S. Zwerman (2010). The visual effects producer : understanding the art and business of VFX. Amsterdam, Boston Elsevier/Focal Press.

Holmes, S. and L. Powers Going (2024). Visual Effects for Indie Filmmakers : A Guide to VFX Integration and Artist Collaboration. New York, NY, Routledge.

Okun, V. E. S. J., J. A. Okun, S. Zwerman and S. Visual Effects (2020). The VES handbook of visual effects : industry standard VFX practices and procedures. London, Routledge.

Named Awards

Course

BAPVFXSFU01 BA(Hons) Post-Production & VFX (CFS)
BAPVFXSIU01 BA(Hons) Post-Production & VFX with Integrated Foundation Year (CFS)