

BAPP404 : VFX Fundamentals 1

Status	Approved
Module Name	VFX Fundamentals 1
Module Code	BAPP404
Credit Value	30
Level	4
Pre-requisites	
Named Module Leader	Chandler, Katie

Module Aim

To introduce students to essential visual effects techniques used in post-production workflows.

Summary Module Description

This module provides an introduction to compositing, motion tracking, green screen keying, rotoscoping, and digital effects integration across the 2D and 3D production environment. The learning that students will undergo in this module establishes knowledge of the core principles and the associated workflows of VFX production practices. Students will start to learn how to create seamless VFX that will enhance their storytelling and apply industry-standard techniques to their projects.

The module will cover compositing 3D rendered elements, and 2D motion graphics. To develop students' proficiency in creating and integrating 2D visual effects and motion graphics.

Students will create a short sequence utilising a range of 2D and 3D effects techniques, accompanied by a written explanation of the processes applied.

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.

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.

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
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#		Category
1	3. Communication: Identify & apply professional communication and presentation skills	Communication
2	6. Analysis: Identify & apply specialist information and practices	Analysis

Assessment Methods

Assessment Method	Description of Assessment Method	%	Learning Outcomes Assessed	Compulsory or Compensatable
PW	Students will produce a short scene incorporating keying, motion tracking, and digital effects, accompanied by a breakdown of their VFX pipeline.	100	LO: 1,2	Compulsory

The following codes for assessment methods apply

PW	Presentation of Work
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Modes of delivery

Learning Activities	
Type	Hours
Structured Learning Activity	75
Guided Independent Study	225
Total	300

Indicative list of resources

Aggarwal, V. (2024). Adobe After Effects : tips, tricks, and techniques : learn the ins and outs of motion graphics, post-production, rotoscoping, and VFX. Birmingham, Packt Publishing.

Aggarwal, V. (2024). Creative Motion Mastery with Adobe after Effects : Learn the Ins and Outs of Motion Graphics, Post-Production, Rotoscoping, and VFX. Birmingham, UK, Packt Publishing.

Avarese, J. (2020). Post sound design : the art and craft of audio post production for the moving image. Cinotech guides to the film crafts. London, Bloomsbury Publishing.

Byrne, B. (2009). The visual effects arsenal : VFX solutions for the independent filmmaker. Burlington, Mass, Focal Press.

Dinur, E., (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.

Hornung, E. (2010). The art and technique of matchmoving : solutions for the VFX artist. Burlington, Mass. ; New York ; Oxford, Focal/Elsevier.

Kumar, A. and SpringerLink (2022). Beginning VFX with Autodesk Maya : Create Industry-Standard Visual Effects from Scratch. Berkeley, CA, Apress : Imprint: Apress.

Blain, J. M. (2021). Blender 2D animation : the complete guide to the grease pencil. Boca Raton, CRC Press.

Davis, B. (2006). Gardner's guide to creating 2D animation in a small studio. Washington, DC; London, GGC Publishing.

Gilbert, W. (2021). Planning character animation : 3D-2D. Canada, Anamie.

Griffin, H. (2000). The animator's guide to 2D computer animation. Oxford, Focal Press.

Hedgpeth, K. and S. Missal (2004). Exploring drawing for animation. Clifton Park, New York, Thomson/Delmar Learning.

O'Hailey, T. (2014). Hybrid animation: integrating 2D and 3D assets. New York, Focal Press, Taylor & Francis Group: ix, 237 pages.

Pilling, J. (2001). Animation : 2D and beyond. Crans-Près-Céligny ; Hove

New York, N.Y., RotoVision Distributed by Watson-Guption Publications.

Roberts, S. (2007). Character animation : 2D skills for better 3D, Focal Press.

Roberts, S. (2012). Character Animation Fundamentals : Developing Skills for 2D and 3D Character Animation. Independence, CRC Press.

Named Awards

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