

MAVP05 : Final Major Project

Status	Approved
Module Name	Final Major Project
Module Code	MAVP05
Credit Value	60
Level	7
Pre-requisites	
Named Module Leader	Chandler, Katie

Module Aim

The final project, over two study blocks, involves the full process of virtual production: creative concept development, academic and professional research into appropriate pre-existing models of work, pre-production, shooting, and post-production. This is a group project that synthesises knowledge and skills gained throughout the course.

Summary Module Description

This module, delivered over two 12-week study blocks, is built around a negotiated project led by students with tutor support. The first half of MAVP05 initiates a continuous project development portfolio, and the second supports the realisation and post-production of the major graduation group project. The work begins with concept development, where ideas are developed, optionally alongside MA Filmmaking and MA Screenwriting students, then pitched and refined. Detailed pre-production planning, including storyboarding, other kinds of pre-visualisation and asset creation follows.

Learners then transition into production in the second study period of the module, utilising virtual environments, motion capture, and studio shooting techniques to bring their vision to life. Emphasis is placed on seamlessly blending live-action footage with digital elements using advanced compositing and editing skills. All stages of the workflow and their outcomes will be outlined and evaluated for a final screening and discussion of the work, reflecting on the student's experience and learning and allowing them to reflect and analyse their own skill sets and their employability.

Module-Specific Employability Skills

The module will offer you an opportunity to develop and refine advanced skills that can be applied in professional settings across the film and creative industries, as well as in academia and beyond. Through critical research, industry engagement, and professional practice, you will develop expertise that positions you as a skilled entrant in your field.

Industry & Business Knowledge You will build an advanced understanding of industry structures, business strategies, and evolving creative economies. You will critically engage with emerging business models, funding structures, and entrepreneurial opportunities to position yourself within contemporary industry developments.

Expanded Worldview You will critically engage with diverse global creative practices, exploring how cultural, social, and political contexts shape media production and consumption. Your work will reflect an informed, inclusive, and forward-thinking approach to representation and storytelling.

Health and Safety You will take a proactive approach to health and safety, embedding best practices into your professional and academic work. Your awareness will extend beyond compliance, incorporating emerging concerns around mental well-being, sustainability, and safe working environments.

Problem Solving and Innovation You will refine your ability to apply complex theoretical models to creative challenges, developing original solutions that drive industry and academic innovation. Your work will reflect a deep engagement with research-led creative problem-solving.

Collaboration and Team Working You will cultivate high-level collaboration and leadership skills, working across disciplines to develop ambitious, industry-relevant projects. You will refine your ability to foster creativity in team environments, navigating complex professional dynamics with confidence and adaptability.

Organisation You will master strategic project and time management, balancing creative, technical, and research-driven workflows. You will develop the ability to plan and execute large-scale projects, integrating critical thinking with professional efficiency.

Entrepreneurial Skills You will refine your ability to identify and capitalize on professional opportunities, applying advanced business strategies to your creative career. You will develop expertise in branding, marketing, funding, and self-promotion, ensuring long-term professional sustainability in the creative industries.

Communication Skills You will enhance your ability to articulate complex ideas with clarity and impact, whether in written, verbal, or visual forms. Your communication will be tailored for diverse audiences, ensuring effective engagement with industry professionals, academic communities, and the public.

Personal Development You will take ownership of your professional and academic growth, critically reflecting on your strengths, challenges, and aspirations. You will cultivate resilience, adaptability, and a lifelong learning mindset, equipping you for sustained success in an evolving creative landscape.

In addition to its subject focus, 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.

Assessment Strategy

Learning Outcomes

LO #	Learning Outcome Name	Assessment Criteria Category
1	2. Collaboration: Analyse interpersonal skills and self-discipline to support working within diverse teams to deliver a successful project	Collaboration
2	3. Communication: Demonstrate a command of diverse professional, effective communication and presentation skills	Communication
3	4. Professionalism: Demonstrate a professional and personal progression of learning throughout all processes	Organisation
4	5. Research Analyse resources and research methodologies that inform critical contextual debates in film and television studies	Research
5	7. Innovation: Analyse the creative elements required for development and effectively resolve challenges throughout the production process of a narrative or factual project	Innovation

Assessment Methods

Assessment Method	Description of Assessment Method	%	Learning Outcomes Assessed	Compulsory or Compensatable
AR	Submission of final work and analysis of individual outcomes	50	LO: 3,4,5	Compulsory
PW	Group presentation of full project plan	50	LO: 1,2,3	Compulsory

The following codes for assessment methods apply

AR	Artefact (a made object)
PW	Presentation of Work

Modes of delivery

Learning Activities	
Type	Hours
Structured Learning Activity	36
Guided Independent Study	564
Total	600

Indicative list of resources

- Michael Wohl The Filmmaker's Guide to Visual Effects
- David B. Mattingly The Digital Matte Painting Handbook
- Jason P. McDonald Virtual Production: The New Frontier of Filmmaking
- Ascher, S, and Pincus, E. (2003) The Filmmaker's Handbook: A Comprehensive Guide for the Digital Age:2073. 4th edition.
- Bordwell, D., & Thompson, K., Smith, J. (2020), Film Art : An Introduction, New York, McGraw Hill Education
- DNEG Masterclass (YouTube) Virtual Production: From Previs to Final Pixel (asset creation, LED walls, real-time rendering.)
- Capturing Reality YouTube Channel Reality Capture for Beginners_– (Tutorial on photogrammetry software used in VP.)

- *SMPTE The Virtual Production Podcast* (Interviews with industry experts on VP workflows, asset scanning.)

Named Awards

Course
MAVIPRSFP01 MA Virtual Production (CFS)