Nottingham Trent University Course Specification

	Basic Course Information	
1.	Awarding Institution:	Nottingham Trent University
2.	School/Campus:	Confetti Institute of Creative Technologies
3.	Final Award, Course Title and Modes of Study:	BSc (Hons) VFX Production Technology Full time
4.	Normal Duration:	3 years
5.	UCAS Code:	P319

6. Overview and general educational aims of the course

Visual Effects (VFX) has become an integral part of the production process for films, television productions, and commercials. The UK's VFX industry is world renowned for its cutting edge work attracting studios to shoot their films here and in 2010 was a significant reason for the $920 million of inward investment, making VFX one of the highest earning areas of the filmmaking process. The increased demand on the UK's VFX industry has led to a need for a greater pool of new talent. VFX companies are increasingly turning their attention abroad as there has not been a growth in the number of UK graduates to feed it. Therefore the infrastructure of the BSc (Hons) in VFX Production Technology has been designed to provide you with the core skills required to work in the VFX industry.

VFX employees are required to have advanced computer skills working with specific software combined with a detailed understanding of the mathematical and scientific principles that underpin this subject area. The BSc (Hons) in Visual Effects Production Technology will have these key skills and abilities at its core providing a creative education whilst developing skills in VFX production to ensure the course will produce graduates ideally placed to work within the Visual Effects industry.

The BSc (Hons) in Visual Effects Production course aims to create ambitious graduates who are equipped with the relevant skillset for entry in the VFX industry by ensuring the industry's voice is embedded at the heart of the curriculum.

7. Course outcomes

Course outcomes describe what you should know and be able to do by the end of your course if you take advantage of the opportunities for learning that we provide.

Knowledge and understanding
By the end of the course you should be able to:

- Utilise systematic enquiry within the field of creative media technology and apply findings to your own work. **(B)**
- Engage critically and conceptually with the theory and practice involved in visual effects and post production. **(B)**
- Investigate key economic aspects of the domestic and international visual effects and post production industry with specific reference to production, innovation and sustainability. **(B)**
- Reflect on your professional practice taking account of the context in which it occurs. **(B)**

Skills, qualities and attributes
By the end of the course you should be able to demonstrate:

- Exercise initiative and personal responsibility in your learning and development and communicate information ideas and solutions to both specialist and non-specialist audiences. **(B)**
- Initiate and formulate solutions in relation to current and future technologies within the global media industry. **(B)**
- Demonstrate innovation and mastery of the essential artistic, scientific and technological techniques underpinning the production of professional visual effects content. **(B)**
- Critically analyse the relationships and application of principles and practices of Visual Effects Production to inform the diagnostic and creative technical processes applied to your own work. **(B)**

(B) denotes mapping to subject benchmarks

8. **Teaching and learning methods**

Within individual modules the delivery of the material encourages increasing levels of skill development and student participation, ensuring that, as you progress through the course, you become a more confident and independent learner. We aim to include a range of methods of delivery that may include;

- Lectures
- Seminars
- Workshop
- Group tutorials
- Academic Tutorials (ATs)
- Presentations and Pitches
- Team working
- Independent learning
- Visiting industry professionals

All the modes of delivery are structured to develop on-going abilities and skills through exploring ideas and problem solving. The course will offer a broad range of assessment methods.

9. **Assessment methods**

Assessment is conducted according to the School 'Assessment and Feedback Principles and Guidelines' policy. This policy ensures the academic standards and their appropriateness, are made clear to you.

Assessments for each module place an emphasis on portfolio building and each portfolio for each module will contain a range of evidence such as practical work, production management evidence, reflection, evaluation, research projects, presentations and written work.

Each assessment undertaken will enable you to experience a variety of roles within visual effects production whilst enabling you to experience industry standard working practices and software. The varied assessment tasks have been designed to prepare you for the range of skills you require to work in the global visual effects industry.

Assessment is clearly defined in module specifications and module guides. Informal formative feedback is provided in tutorials, seminars and individual surgery sessions or via online methods. You will receive formal formative feedback about your work written in response to the learning outcomes during the module at appropriate points, i.e. when you are best placed to be able to act on that feedback. Formative feedback is completed within 21 days and will be returned to you via NOW (NTU's online workspace). Summative feedback occurs at the conclusion of each module and is completed in line with NTU regulations.

10. Course structure and curriculum

The course is structured in a modular manner, over three years of study. The following modules make up the programme of study.

Level Four (120 Credits)

- Asset Production for VFX Sequences (20 Credits)
- Creating 3D Content for VFX (40 Credits)
- Foundation in VFX Compositing and Matte Production (20 Credits)
- Matte Painting and Environments (20 Credits)

Level Five (120 Credits)

- 3D Matchmoving and Rig Removal (20 Credits)
- Rigging, Digital Sculpture and Creature Effects (40 Credits)
- Effects Animation for VFX (40 Credits)
- Industry Practice (20 Credits)

Level Six (120 Credits)

- Emerging Technology and Innovation (20 Credits)
- Visual Effects Production (40 Credits)
- Look Development and Lighting for VFX (20 Credits)
- Technology Investigation (40 Credits)

You will study towards 120 credit points in each year of study. The first year of study focusses on introductory material to establish a base level understanding of theoretical principles and practical processes. Your second year of study will expand your technical understanding of the core subject disciplines, whilst also introducing you to new contexts and working practices. During the second year of study you will participate in an 'Industry' based module, designed to introduce you to the Visual Effects workplace, through a 'live' client brief. This provide you with an opportunity to put into practice the skills acquired in your other modules within an industry setting.

During your final year the four modules you will study are specifically designed to complement each other through providing opportunities for you to demonstrate your ability to research innovative creative solutions and to experiment and expand your knowledge of software and hardware. You are expected to respond with increasing responsibility and awareness of appropriate technical and creative requirements. This is an important feature of the course and means that by the end of the academic year you have presented a body of work, which in its critical and conceptual form combines both individual aspiration and skill, with a clear sense of professional alignment, career trajectory and direction.

The assignments completed across all modules of the course are designed so that you will have developed a core set of skills by the end of your studies that will

prepare you for work in industry. Additionally, the work you complete as part of your studies will form an ongoing collection of work that demonstrates your developing professionalism in the subject area, thus helping support your entry into industry or further study after graduation.

11. Admission to the course

Entry requirements.
For current information regarding all entry requirements for this course, please see the 'Applying' tab on the NTU course information web page.

12. Support for learning

You will be assigned a named personal tutor at the start of your year who will run personal tutorials and who will act as a guide in more personal matters and your module leaders will be available to offer guidance and support where necessary.

It is recognised that there may be times when a student's performance in an assessment is adversely affected by circumstances beyond their control, this is called an Extenuating Circumstance. You can notify us of an Extenuating Circumstance at any time during the academic year through the University's online Notification of Extenuating Circumstance's procedure (NEC) which can be found in Section 17A of the University's Quality Handbook. Please speak to your course leader for advice on what to do next.

CICT is committed to assisting you to achieve the best results possible during your studies and will provide you with a wide range of academic help and advice. A comprehensive learner support system is in place and additional advice and support is also available from the university and student union and this can be tailored to meet your needs.

Resources such as open access computers and the course provides specialised computer facilities, mixing suites, recording studios and a commercial live event venue are available for your use as directed by your tutors.

13. Graduate destinations / employability

Academic Tutorials are designed to help focus your individual career plan. These sessions, designed by your tutors are supported by the Careers Service.

Employability will be an integral element of the course with training on the latest industry standard software and hardware combined with ample opportunities throughout the course to undertake appropriate work based learning. The integration of problem solving and diagnostic testing and intensive tuition in increasingly complex software and hardware will increase your experience of creating and experimenting with a range of technical production processes so a confident, creative, innovative, technically savvy graduate is prepared with the new entrant skills demanded by the visual effects industry.

Typical job roles in industry might include:

- Concept Artist
- Compositor

- Digital Preparation
- Layout Artist
- Lighting Technical Director
- Match Move Artist
- Matte Painter
- Producer
- Roto Artist
- VFX Supervisor
- Technical Director

14. Course standards and quality

There are well-established systems for managing the quality of the curriculum within NTU and CICT. External examiners are appointed to each course and report on the appropriateness of the curriculum, the quality of student work and the assessment process.

CICT and NTU reviews, refines and updates its courses and modules with dialogue between staff and students an important part of this process. Whilst there are good informal relationships between staff and students, we also have formal channels for student feedback which comprise:

- Course Committee Meetings
- Formal module evaluation, undertaken by questionnaire
- Course Student Representatives, elected by the student group, represent students.

At the end of each year the course team write an evaluative Course Report (ICR) which is discussed by the School Academic Standards and Quality Committee (SASQC) for actions recommended. Your contribution to this process is important.

15. Assessment regulations

This course is subject to the University's Common Assessment Regulations (located in Section 16 & 16A of the NTU Quality Handbook). Any course specific assessment features are described below:

There are no course specific assessment features

16. Additional Information

Collaborative partner(s):	N/A
Course referenced to national QAA Benchmark Statements:	THE ACCREDITATION OF HIGHER EDUCATION PROGRAMMES UK Standard for Professional Engineering Competence Third Edition September 2016 Subject Benchmark Statement UK Quality Code for Higher Education Part A: Setting and maintaining academic standards Computing February 2016

Course recognised by:	N/A
Date implemented:	
Any additional information:	Key features of the course

Key features of the course:

- Designed to provide graduates with the core skills required to work in the visual effects industry.
- Teaches advanced computer skills working with industry standard post production software combined with a detailed understanding of the mathematical and scientific principles that underpin this subject area.
- Course is designed around employability – students develop industry facing skills combined with creativity, good communications and organisational skills.
- Integration of problem solving and diagnostic testing and intensive tuition in increasingly complex software and hardware will increase student's experience of creating and experimenting with a range of different production processes.