Course Specification

Course Summary Information				
1	**Course Title**		BSc (Hons) Film Technology and Visual Effects	
2	**BCU Course Code**	**UCAS Code**	US0729	W614
3	**Awarding Institution**		Birmingham City University	
4	**Teaching Institution(s)** (if different from point 3)			
5	**Professional Statutory or Regulatory Body (PSRB) accreditation** (if applicable)			

6	**Course Description**
	BSc (Hons) Film Technology and Visual Effects, will provide you with a unique combination of technical, creative and production skills. We'll train you to become a versatile, adaptable and well-equipped graduate, with the technical and creative skills needed to perform a variety of roles within film and visual effects production. Designed to meet the industry's need for highly-skilled, enthusiastic graduates, this course will help you learn how to negotiate challenges and adapt to different technical innovations. You'll have access to state of the art facilities including the University's Parkside Media Centre, ensuring you get hands-on experience with digital film technology, digital film production, and VFX. Our extensive course will secure you with the knowledge and practical experience needed for a thriving career in an innovative industry. **What's covered in the course?** The film aspect of the course explores the capture and editing of live action video and audio elements, while the visual effects aspect of the course looks at the creation of digital elements, such as creatures and matte environments, and the use of compositing tools to combine these live action and digital elements together, to produce convincing visual effects shots. You will focus on the fundamental mathematics, physics and technical concepts, examining the behaviour of sound and light, the simulation of fluids, cloth, hair and collisions, the digital manipulation of light and sound and more. Upon graduation you could progress into a career as a video editor, cinematographer, CGI modeller, CGI animator, visual effects artist and compositor. The course has a particular focus on technical roles such as rigging, dynamic simulations, shader development and match moving.

7	Course Awards		
7a	**Name of Final Award**	**Level**	**Credits Awarded**
	Bachelor of Science with Honours Film Technology and Visual Effects	6	360
	Bachelor of Science with Honours Film Technology and Visual Effects with Sandwich Year	6	360
7b	**Exit Awards and Credits Awarded**		
	Certificate of Higher Education Film Technology and Visual Effects	4	120
	Diploma of Higher Education Film Technology and Visual Effects	5	240
	Bachelor of Science Film Technology and Visual Effects	6	300

8	Derogation from the University Regulations
	1. For modules with more than one item of assessment, students must achieve a minimum of 30% (undergraduate) or 40% (postgraduate) in each item of assessment in order to pass the module. 2. Compensation of marginal failure in up to 20 credits is permitted at each level. 3. Condonement of failed modules is not permitted.

9	Delivery Patterns		
Mode(s) of Study	**Location**	**Duration of Study**	**Code**
Full Time	City Centre	3 years	US0729
Sandwich	City Centre	4 years	US0729S

10	Entry Requirements
	The admission requirements for this course are stated on the course page of the BCU website at https://www.bcu.ac.uk/ or may be found by searching for the course entry profile located on the UCAS website.

11	**Course Learning Outcomes**
	Knowledge and Understanding
1	Explain and interpret technical principles underpinning film and visual effects production workflows and equipment, including the underpinning physics and mathematical concepts, relating them to use of digital video, compositing and CGI production tools.
2	Relate key concepts and theories around vision, movement and geometry to the production of a variety of visual media and assets.
3	Discuss and explain relevant international regulatory and standards bodies and legislation on: media; copyright; intellectual property; health and safety; work permits and freedom of information.
4	Relate management, organisational and business theories to the process of producing visual media and wider career development.
	Cognitive and Intellectual Skills
5	Design and implement bespoke approaches and solutions, to producing film visual effects and conducting investigations, utilising and integrating production and post-production tools and technologies.
6	Assimilate, interpret and analyse information from a wide variety of research sources, constructing effective arguments and expressing justified conclusions.
7	Analyse film footage to deconstruct production methods and evaluate the quality of results, comparing visual effects technologies and production techniques.
8	Be able to critically evaluate and reflect on their own work and the methods used, then independently develop their knowledge and skills in response.
	Practical and Professional Skills
9	Use industry standard approaches to planning and organising productions such as: group/collaborative work; regular production meetings; implementing and working within production workflows or pipelines and taking iterative or progressive approaches to production development.
10	Utilise a fusion of creative and technical skills to produce 3D models, film visual effects and computer animations, incorporating realistic movement, lighting and textures.
11	Utilise testing methodologies to objectively measure, compare and calibrate film production equipment and post production tools.
12	Effectively and safely use of a variety of hardware and software tools, in a highly competent manner.
	Key Transferable Skills
13	Demonstrate and use technical, research, analytical, planning, design and organisational skills, which are highly transferable and can be used in a wide variety of disciplines.
14	In co-operation with others, plan and undertake tasks and work effectively in a multi-disciplinary team of creative, technical and organizational production roles.
15	Communicate effectively in writing and presentations to specialist and non-specialist audiences.
16	Relate video and visual effects production skills to production practices and tools in variety of media/industries.

12	Course Requirements

12a

Level 4:

In order to complete this course a student must successfully complete all the following CORE modules (totalling 120 credits):

Module Code	Module Name	Credit Value
DIG4149	Acquisition for Visual Effects	20
DIG4160	Visual Design	20
DIG4165	CGI Modelling	20
DIG4159	Studio Production	20
DIG4162	Compositing Fundamentals	20
DIG4163	CGI Animation	20

Level 5:

In order to complete this course a student must successfully complete all the following CORE modules (totalling 120 credits):

Module Code	Module Name	Credit Value
DIG5115	Production Practice	20
DIG5109	CGI Technology	20
DIG5108	Sound for Visual Effects	20
DIG5116	Collaborative Practice	20
DIG5123	Visual Effects Tools	20
DIG5129	Research and Testing Methods	20

Level 6:

In order to complete this course a student must successfully complete all the following CORE modules (totalling 120 credits):

Module Code	Module Name	Credit Value
DIG6114	Production Project	40
DIG6200	Individual Honours Project	40
DIG6105	Cross Platform Media	20
DIG6113	Professional Practice	20

12b Structure Diagram

<table>
<tr><th>Semester</th><th colspan="3">Level 4</th></tr>
<tr><td>1</td><td>Acquisition for Visual Effects
20 Credits</td><td>Visual Design
20 Credits</td><td>CGI Modelling
20 Credits</td></tr>
<tr><td>2</td><td>Studio Production
20 Credits</td><td>Compositing Fundamentals
20 Credits</td><td>CGI Animation
20 Credits</td></tr>
<tr><td colspan="4">Level 5</td></tr>
<tr><td>1</td><td>Production Practice
20 Credits</td><td>CGI Technology
20 Credits</td><td>Sound for Visual Effects
20 Credits</td></tr>
<tr><td>2</td><td>Collaborative Practice
20 Credits</td><td>Visual Effects Tools
20 Credits</td><td>Research and Testing Methods
20 Credits</td></tr>
<tr><td colspan="4">Level 6</td></tr>
<tr><td>1</td><td colspan="2">Production Project
40 Credits</td><td rowspan="2">Individual Honours Project
40 Credits</td></tr>
<tr><td>2</td><td>Cross Platform Media
20 Credits</td><td>Professional Practice
20 Credits</td></tr>
</table>

13 Overall Student Workload and Balance of Assessment

Overall student *workload* consists of class contact hours, independent learning and assessment activity, with each credit taken equating to a total study time of around 10 hours. While actual contact hours may depend on the optional modules selected, the following information gives an indication of how much time students will need to allocate to different activities at each level of the course.

- *Scheduled Learning* includes lectures, practical classes and workshops, contact time specified in timetable
- *Directed Learning* includes placements, work-based learning, external visits, on-line activity, Graduate+, peer learning
- *Private Study* includes preparation for exams

The *balance of assessment* by mode of assessment (e.g. coursework, exam and in-person) depends to some extent on the optional modules chosen by students. The approximate percentage of the course assessed by coursework, exam and in-person is shown below.

Level 4

Workload

% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	288
Directed Learning	260
Private Study	652
Total Hours	1200

Balance of Assessment

Assessment Mode	Percentage
Coursework	83%
Exam	0
In-Person	7%

Level 5

Workload

% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	288
Directed Learning	342
Private Study	570
Total Hours	1200

Balance of Assessment

Assessment Mode	Percentage
Coursework	77%
Exam	0
In-Person	23%

Level 6

Workload

% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	222
Directed Learning	228
Private Study	750
Total Hours	1200

Balance of Assessment

Assessment Mode	Percentage
Coursework	83%
Exam	0
In-Person	17%