

## Course Specification

| Course Summary Information |   |                  |  |
|----------------------------|---|------------------|--|
| 1                          | <b>Course Title</b>   |                  | BSc (Hons) Film Technology and Visual Effects with Foundation Year |
| 2                          | <b>BCU Course Code</b>  | <b>UCAS Code</b> | US0729F      WF6F  |
| 3                          | <b>Awarding Institution</b>   |                  | Birmingham City University   |
| 4                          | <b>Teaching Institution(s)</b><br>(if different from point 3)                         |                  |  |
| 5                          | <b>Professional Statutory or Regulatory Body (PSRB) accreditation</b> (if applicable) |                  | Institution of Engineering and Technology (pending approval)       |

| 6 | Course Description  |
|---|---|
|   | <p>BSc (Hons) Film Technology and Visual Effects with a Foundation Year, will provide you with a unique combination of technical, creative and production skills.</p> <p>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.</p> <p>Our extensive course will secure you with the knowledge and practical experience needed for a thriving career in an innovative industry.</p> <p>The Foundation Year course option enables you to study for our BSc (Hons) degree over an extended full-time duration of four years by including a Foundation Certificate (year one of four). The Foundation Certificate provides a broad study programme that underpins the follow-on degree. In order to progress to the next year of your degree, it is necessary to achieve a pass in all of the modules of the Foundation Certificate.</p> <p><b>What's covered in the course?</b></p> <p>The film aspect of the course explores the capture and editing of live action video and audio elements. 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, producing convincing visual effects shots.</p> <p>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.</p> <p>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.</p> <p>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</p> |

|  |   |
|--|---|
|  | on technical roles such as rigging, dynamic simulations, shader development and match moving. |
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|           |  |              |                        |
|-----------|--|--------------|------------------------|
| <b>7</b>  | <b>Course Awards</b>   |              |                        |
| <b>7a</b> | <b>Name of Final Award</b>   | <b>Level</b> | <b>Credits Awarded</b> |
|           | Bachelor of Science with Honours Film Technology and Visual Effects                    | 6            | 480                    |
|           | Bachelor of Science with Honours Film Technology and Visual Effects with Sandwich Year | 6            | 480                    |
| <b>7b</b> | <b>Exit Awards and Credits Awarded</b>   |              |                        |
|           | Foundation Certificate Film Technology and Visual Effects                              | 3            | 120                    |
|           | Certificate of Higher Education Film Technology and Visual Effects                     | 4            | 240                    |
|           | Diploma of Higher Education Film Technology and Visual Effects                         | 5            | 360                    |
|           | Bachelor of Science Film Technology and Visual Effects                                 | 6            | 420                    |

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|----------|---|
| <b>8</b> | <b>Derogation from the University Regulations</b> |
|          | Pending approval                                  |

|          |                          |                 |                          |
|----------|--------------------------|-----------------|--------------------------|
| <b>9</b> | <b>Delivery Patterns</b> |                 |                          |
|          | <b>Mode(s) of Study</b>  | <b>Location</b> | <b>Duration of Study</b> |
|          | Full Time                | City Centre     | 4 years                  |
|          | Sandwich                 | City Centre     | 5 years                  |
|          |                          |                 | <b>Code</b>              |
|          |                          |                 | US0729F                  |
|          |                          |                 | US0729FS                 |

|  |                           |
|--|---------------------------|
| <b>10</b>  | <b>Entry Requirements</b> |
| <p>The admission requirements for this course are stated on the course page of the BCU website at <a href="https://www.bcu.ac.uk/">https://www.bcu.ac.uk/</a> or may be found by searching for the course entry profile located on the UCAS website.</p> |                           |

|           |   |
|-----------|---|
| <b>11</b> | <b>Course Learning Outcomes</b>   |
|           | <b>Knowledge and Understanding</b>  |
| <b>1</b>  | 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.                      |
| <b>2</b>  | Relate key concepts and theories around vision, movement and geometry to the production of a variety of visual media and assets.  |
| <b>3</b>  | 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.   |
| <b>4</b>  | Relate management, organisational and business theories to the process of producing visual media and wider career development.  |
|           | <b>Cognitive and Intellectual Skills</b>  |
| <b>5</b>  | 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.   |
| <b>6</b>  | Assimilate, interpret and analyse information from a wide variety of research sources, constructing effective arguments and expressing justified conclusions.   |
| <b>7</b>  | Analyse film footage to deconstruct production methods and evaluate the quality of results, comparing visual effects technologies and production techniques.  |
| <b>8</b>  | Be able to critically evaluate and reflect on their own work and the methods used, then independently develop their knowledge and skills in response.   |
|           | <b>Practical and Professional Skills</b>  |
| <b>9</b>  | 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. |
| <b>10</b> | Utilise a fusion of creative and technical skills to produce 3D models, film visual effects and computer animations, incorporating realistic movement, lighting and textures.   |
| <b>11</b> | Utilise testing methodologies to objectively measure, compare and calibrate film production equipment and post production tools.  |
| <b>12</b> | Effectively and safely use of a variety of hardware and software tools, in a highly competent manner.   |
|           | <b>Key Transferable Skills</b>  |
| <b>13</b> | 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.  |
| <b>14</b> | In co-operation with others, plan and undertake tasks and work effectively in a multi-disciplinary team of creative, technical and organizational production roles.   |
| <b>15</b> | Communicate effectively in writing and presentations to specialist and non-specialist audiences.  |
| <b>16</b> | Relate video and visual effects production skills to production practices and tools in variety of media/industries.   |

| 12          | Course Requirements  |              |             |              |         |                         |    |         |                                    |    |         |                        |    |         |                       |    |         |                      |    |         |                            |    |             |             |              |         |                                |    |         |               |    |         |               |    |         |                   |    |         |                          |    |         |               |    |             |             |              |         |                     |    |         |                |    |         |                          |    |         |                        |    |         |                      |    |         |                              |    |
|-------------|--|--------------|-------------|--------------|---------|-------------------------|----|---------|------------------------------------|----|---------|------------------------|----|---------|-----------------------|----|---------|----------------------|----|---------|----------------------------|----|-------------|-------------|--------------|---------|--------------------------------|----|---------|---------------|----|---------|---------------|----|---------|-------------------|----|---------|--------------------------|----|---------|---------------|----|-------------|-------------|--------------|---------|---------------------|----|---------|----------------|----|---------|--------------------------|----|---------|------------------------|----|---------|----------------------|----|---------|------------------------------|----|
| 12a         | <p>Level 3:</p> <p><i>In order to complete this course a student must successfully complete all the following CORE modules (totalling 120 credits):</i></p> <table><tr><th>Module Code</th><th>Module Name</th><th>Credit Value</th></tr><tr><td>CMP3010</td><td>Fundamental Mathematics</td><td>20</td></tr><tr><td>BNV3001</td><td>Academic and Personal Study Skills</td><td>20</td></tr><tr><td>CMP3012</td><td>Web Application Design</td><td>20</td></tr><tr><td>CMP3011</td><td>Technology in Context</td><td>20</td></tr><tr><td>BNV3002</td><td>Independent Practice</td><td>20</td></tr><tr><td>CMP3009</td><td>Foundations of Programming</td><td>20</td></tr></table> <p>Level 4:</p> <p><i>In order to complete this course a student must successfully complete all the following CORE modules (totalling 120 credits):</i></p> <table><tr><th>Module Code</th><th>Module Name</th><th>Credit Value</th></tr><tr><td>DIG4149</td><td>Acquisition for Visual Effects</td><td>20</td></tr><tr><td>DIG4160</td><td>Visual Design</td><td>20</td></tr><tr><td>DIG4165</td><td>CGI Modelling</td><td>20</td></tr><tr><td>DIG4159</td><td>Studio Production</td><td>20</td></tr><tr><td>DIG4162</td><td>Compositing Fundamentals</td><td>20</td></tr><tr><td>DIG4163</td><td>CGI Animation</td><td>20</td></tr></table> <p>Level 5:</p> <p><i>In order to complete this course a student must successfully complete all the following CORE modules (totalling 120 credits):</i></p> <table><tr><th>Module Code</th><th>Module Name</th><th>Credit Value</th></tr><tr><td>DIG5115</td><td>Production Practice</td><td>20</td></tr><tr><td>DIG5109</td><td>CGI Technology</td><td>20</td></tr><tr><td>DIG5108</td><td>Sound for Visual Effects</td><td>20</td></tr><tr><td>DIG5116</td><td>Collaborative Practice</td><td>20</td></tr><tr><td>DIG5123</td><td>Visual Effects Tools</td><td>20</td></tr><tr><td>DIG5129</td><td>Research and Testing Methods</td><td>20</td></tr></table> | Module Code  | Module Name | Credit Value | CMP3010 | Fundamental Mathematics | 20 | BNV3001 | Academic and Personal Study Skills | 20 | CMP3012 | Web Application Design | 20 | CMP3011 | Technology in Context | 20 | BNV3002 | Independent Practice | 20 | CMP3009 | Foundations of Programming | 20 | 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 | 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 |
| Module Code | Module Name  | Credit Value |             |              |         |                         |    |         |                                    |    |         |                        |    |         |                       |    |         |                      |    |         |                            |    |             |             |              |         |                                |    |         |               |    |         |               |    |         |                   |    |         |                          |    |         |               |    |             |             |              |         |                     |    |         |                |    |         |                          |    |         |                        |    |         |                      |    |         |                              |    |
| CMP3010     | Fundamental Mathematics  | 20           |             |              |         |                         |    |         |                                    |    |         |                        |    |         |                       |    |         |                      |    |         |                            |    |             |             |              |         |                                |    |         |               |    |         |               |    |         |                   |    |         |                          |    |         |               |    |             |             |              |         |                     |    |         |                |    |         |                          |    |         |                        |    |         |                      |    |         |                              |    |
| BNV3001     | Academic and Personal Study Skills   | 20           |             |              |         |                         |    |         |                                    |    |         |                        |    |         |                       |    |         |                      |    |         |                            |    |             |             |              |         |                                |    |         |               |    |         |               |    |         |                   |    |         |                          |    |         |               |    |             |             |              |         |                     |    |         |                |    |         |                          |    |         |                        |    |         |                      |    |         |                              |    |
| CMP3012     | Web Application Design   | 20           |             |              |         |                         |    |         |                                    |    |         |                        |    |         |                       |    |         |                      |    |         |                            |    |             |             |              |         |                                |    |         |               |    |         |               |    |         |                   |    |         |                          |    |         |               |    |             |             |              |         |                     |    |         |                |    |         |                          |    |         |                        |    |         |                      |    |         |                              |    |
| CMP3011     | Technology in Context  | 20           |             |              |         |                         |    |         |                                    |    |         |                        |    |         |                       |    |         |                      |    |         |                            |    |             |             |              |         |                                |    |         |               |    |         |               |    |         |                   |    |         |                          |    |         |               |    |             |             |              |         |                     |    |         |                |    |         |                          |    |         |                        |    |         |                      |    |         |                              |    |
| BNV3002     | Independent Practice   | 20           |             |              |         |                         |    |         |                                    |    |         |                        |    |         |                       |    |         |                      |    |         |                            |    |             |             |              |         |                                |    |         |               |    |         |               |    |         |                   |    |         |                          |    |         |               |    |             |             |              |         |                     |    |         |                |    |         |                          |    |         |                        |    |         |                      |    |         |                              |    |
| CMP3009     | Foundations of Programming   | 20           |             |              |         |                         |    |         |                                    |    |         |                        |    |         |                       |    |         |                      |    |         |                            |    |             |             |              |         |                                |    |         |               |    |         |               |    |         |                   |    |         |                          |    |         |               |    |             |             |              |         |                     |    |         |                |    |         |                          |    |         |                        |    |         |                      |    |         |                              |    |
| 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           |             |              |         |                         |    |         |                                    |    |         |                        |    |         |                       |    |         |                      |    |         |                            |    |             |             |              |         |                                |    |         |               |    |         |               |    |         |                   |    |         |                          |    |         |               |    |             |             |              |         |                     |    |         |                |    |         |                          |    |         |                        |    |         |                      |    |         |                              |    |
| 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**

| Semester | Level 3                                      |  |  |
|----------|--|--|--|
| 1        | Fundamental Mathematics<br>20 Credits        | Academic and Personal Study Skills<br>20 Credits | Web Application Design<br>20 Credits       |
| 2        | Technology in Context<br>20 Credits          | Independent Practice<br>20 Credits               | Foundations of Programming<br>20 Credits   |
| Semester | Level 4                                      |  |  |
| 1        | Acquisition for Visual Effects<br>20 Credits | Visual Design<br>20 Credits                      | CGI Modelling<br>20 Credits                |
| 2        | Studio Production<br>20 Credits              | Compositing Fundamentals<br>20 Credits           | CGI Animation<br>20 Credits                |
| Level 5  |  |  |  |
| 1        | Production Practice<br>20 Credits            | CGI Technology<br>20 Credits                     | Sound for Visual Effects<br>20 Credits     |
| 2        | Collaborative Practice<br>20 Credits         | Visual Effects Tools<br>20 Credits               | Research and Testing Methods<br>20 Credits |
| Level 6  |  |  |  |
| 1        | Production Project<br>40 Credits             |  | Individual Honours Project<br>40 Credits   |
| 2        | Cross Platform Media<br>20 Credits           | Professional Practice<br>20 Credits              |  |

## 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 3

#### Workload

##### % time spent in timetabled teaching and learning activity

| Activity           | Number of Hours |
|--------------------|-----------------|
| Scheduled Learning | 384             |
| Directed Learning  | 416             |
| Private Study      | 400             |
| <b>Total Hours</b> | <b>1200</b>     |

#### Balance of Assessment

| Assessment Mode | Percentage |
|-----------------|------------|
| Coursework      | 78%        |
| Exam            | 0          |
| In-Person       | 22%        |

### Level 4

#### Workload

##### % time spent in timetabled teaching and learning activity

| Activity           | Number of Hours |
|--------------------|-----------------|
| Scheduled Learning | 288             |
| Directed Learning  | 260             |
| Private Study      | 652             |
| <b>Total Hours</b> | <b>1200</b>     |

#### 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             |
| <b>Total Hours</b> | 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             |
| <b>Total Hours</b> | 1200            |

### Balance of Assessment

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