



LEEDS  
BECKETT  
UNIVERSITY

# Course Specification

**BSc (Hons)  
Visual Effects**

**Course Code: BVIEF**

**2021/22**

## Award & Title

## BSc (Hons) Visual Effects (BVIEF)

### Applicant Facing Course Specification for 2021/22 Undergraduate Entrants

Confirmed at MAR/2021

#### General Information

<b>Award</b>	Bachelor of Science (with Honours) Visual Effects
<b>Contained Awards</b>	Bachelor of Science Visual Effects Diploma of Higher Education Visual Effects Certificate of Higher Education Visual Effects
<b>Awarding Body</b>	Leeds Beckett University
<b>Level of Qualification &amp; Credits</b>	Level 6 of the Framework for Higher Education Qualifications, with 120 credit points at each of Levels 4, 5 and 6 of the UK Credit Framework for Higher Education (360 credits in total).
<b>Course Lengths &amp; Standard</b>	
<b>Timescales</b>	Start dates will be notified to students via their offer letter. The length of the course is confirmed below, and modes of delivery will be confirmed prior to the start date in line with Government guidance: <ul style="list-style-type: none"><li>• 3 years (full time)</li><li>• 4 years (full time with optional 48-week placement)</li><li>• 6 years (part time)</li></ul>
<b>Part Time Study</b>	PT students will be supported by the course team to determine an appropriate selection of modules from the level for each year of study. PT delivery is usually at half the intensity of the FT equivalent course, although there may be flexibility to increase your pace of study to shorten the overall course duration. Some modules may be delivered in a

different sequence to that defined within this information set but the modules offered within each level are consistent. Please note that the work placement option is not generally available to PT students.

**Location(s) of Delivery**

City Campus, Leeds

**Entry Requirements**

Admissions criteria are confirmed in your offer letter. Details of how the University recognises prior learning and supports credit transfer are located here: [www.leedsbeckett.ac.uk/studenthub/recognition-of-prior-learning](http://www.leedsbeckett.ac.uk/studenthub/recognition-of-prior-learning).

Admissions enquiries may be directed to: [AdmissionsEnquiries@leedsbeckett.ac.uk](mailto:AdmissionsEnquiries@leedsbeckett.ac.uk).

**Course Fees**

Course fees and any additional course costs are confirmed in your offer letter. Fees enquiries may be directed to [Fees@leedsbeckett.ac.uk](mailto:Fees@leedsbeckett.ac.uk).

**Timetable Information**

Timetables will be made available to students during induction week via:

- i) The Student Outlook Calendar
- ii) The Student Portal (MyBeckett)
- iii) The Leeds Beckett app

Any difficulties relating to timetabled sessions may be discussed with your Course Administrator.

**Policies, Standards and Regulations** ([www.leedsbeckett.ac.uk/academicregulations](http://www.leedsbeckett.ac.uk/academicregulations))

There are no additional or non-standard regulations which relate to your course.

**Key Contacts**

**Your Course Director**

Che John

**Your Academic Advisor**

Darren Wall/Amrinder Romana/Rory McLeish

**Your Course Administrator**

Adnan Khanzada [a.khanzada@leedsbeckett.ac.uk](mailto:a.khanzada@leedsbeckett.ac.uk)

## **Sandwich or Other 'In Year' Work Placement Information**

### **Summary**

You have the option to complete a placement following successful completion of Level 5, which takes place between Levels 5 and 6.

You will be responsible for identifying and securing your own suitable placement opportunity, although course and placement staff provide guidance and support.

A 'placements' database is available to students:

[leedsbeckett placements](#)

which contains details of placements and other employment/volunteering opportunities. This option is subject to the availability of suitable placements.

Each placement requires satisfactory completion of a minimum 30-weeks of work in industry/business, the successful completion of an e-Portfolio summary, and the timely completion of two appraisal forms.

Those who choose not to undertake the placement are deemed to be completing the course on a 'full time' basis and may progress directly from Level 5 to Level 6.

### **Length**

Placements typically span over 40 - 48-weeks but must be at least 30-weeks.

It is possible for a placement year to comprise of several shorter placements than one full-term placement. For example, a student may take three 12 - 15-week placements within the year.

### **Location**

There is no limitation on the geographical location of the placement site. However, if the location is overseas, you may need to apply for a visa or other permit and the viability of the placement will be contingent on this. You will also need to be able to meet any travel and accommodation costs during the placement lifecycle.

## **Course Overview**

### **Aims**

BSc (Hons) Visual Effects covers the main aspects of the visual effects (hereafter VFX) postproduction pipeline and also focusses on the theory, principles and production of VFX assets and shots. The course is tailored towards students who have a strong interest in the feature film VFX industry and other associated areas and have a strong desire to work in this sector.

The disciplines covered include pre-visualisation and cinematography, post visualisation and shot development, rotoscoping and plate preparation, match-moving, modelling, texturing, look development, lighting, rigging, digital matte painting, simulation effects, technical direction, scripting, image processing and compositing. It also includes supporting elements such as the theoretical underpinnings of moving image, the history of VFX, personal research units, group based VFX projects, and VFX photography/videography and data acquisition. The course has several optional components that allows the student to tailor their pathway to either a more technical or more artistic flavour. The

ideal applicant will have a keen interest in feature film VFX, and a strong art portfolio containing high quality observational artwork.

### **Course Learning Outcomes**

At the end of the course, students will be able to:

- 1 utilised the professional, technical and artistic skills, gained on the course, to produce an industry-standard portfolio of work
- 2 a comprehensive understanding of the appropriate digital technique and technologies needed to create compelling visual effects sequences using 2D and 3D technologies
- 3 the skills to reflect, critically analyse, solve problems and evaluate, as part of an iterative approach to visual effects, both as part of a production pipeline, and individual work
- 4 the ability to engage with the creative community, to reflect upon, and further develop, your own working practices and methodologies
- 5 a range of transferrable soft skills which may be effectively applied in other sectors and career paths

### **Teaching and Learning Activities**

#### **Summary**

The Course employs a wide range of learning opportunities and teaching methods, informed by curriculum review, pedagogic research and continuous staff development. Course Review, Enhancement Meetings and Student Rep sessions are annually scheduled as part of our planning processes where the performance of modules, teaching methods are evaluated, addressed and actioned by the course team.

Aligning to the University's Strategic Plan (2016-2021) and KPI's, the course will prioritise the key areas of improving and widening participation, research & enterprise and commitment to employability within the region. Within the context of the School (Leeds School of Arts) the course is reflective of the current School's Strategic Plan of expanding its creative technologies portfolio.

Theory, practice and associated study materials are delivered via lectures, tutorials, seminars and practical lab sessions. During Levels 4 & 5, students develop the study skills required to critically reflect upon their learning and respond to practice-based assignment tasks. Additionally, Group Project 1 (L5) and Group Project 2 (L6) provide opportunities for students to reflect on the culture and practice of the VFX industry, foster a global outlook and develop enterprise skills.

In both Group Projects, students work on larger, multi-dimensional projects by each assuming a specific VFX crew role of their choosing, and operating a typical 'vfx pipeline', which is reflective of industry practice. This allows students to develop team working, problem-solving, project management and enterprise skills.

STEAM (Science, Technology, Engineering the Arts and Mathematics) and related practices, provides the model for application of creative technologies within the context of a cross-disciplinary learning environment. Adding value to how related subjects can promote creative problem-solving, is at the centre of the course and embedded within modules such as Post-Visualisation & Shot Development (L4), Group Project 1 (L5), Group Project 2 (L6) and Major Project (L6). This is consistent with

addressing weaknesses in analytical and problem-solving skills, reported in the 'Core Skills of VFX Repository', published by ScreenSkills

<https://www.screenskills.com/about-us/>

Evaluation, critique and reflection is central to all learning and teaching activities. Peer group critique sessions are at the heart of all modules, mirroring the practice of 'dailies' which is central to the iterative development process used within the VFX industry. Tutor-based critique is the cornerstone of formative assessment and feedback.

In addition, learning and teaching activities are supplemented by guest lectures delivered by relevant creative industrial practitioners and educators.

## Your Modules

This information is correct for students progressing through the programme within standard timescales. Part time students will be supported by the course team to determine an appropriate selection of modules from the level for each year of study. Students who are required to undertake repeat study may be taught alternate modules which meet the overall course learning outcomes. Details of module delivery will be provided in your timetable.

### Level 4

Semester 1	Core (Y/N)	Semester 2	Core (Y/N)
Acquisition for VFX (20 Credits)	Y	Acquisition for VFX (20 Credits)	Y
Image Processing for VFX (20-Credits)	Y	Image Processing for VFX (20-Credits)	Y
Cinematography & Previsualisation (30-Credits)	Y	Post Visualisation & Shot Development (20-Credits)	Y
The Evolution of Effects (10-Credits)	Y	3D Asset Creation for VFX 1 (20-Credits)	Y

### Level 5

Semester 1	Core (Y/N)	Semester 2	Core (Y/N)
3D Asset Creation for VFX 2 (20-Credits)	Y	CGI Lighting & Look Development (20-Credits)	Y
Elective (20-Credits) Choose one from: Digital Sculpture for VFX Motion Capture Technical Animation for VFX Creature Effects for VFX	N	Digital Compositing & Visual Effects (20-Credits)	Y
Group Project 1 (40-Credits)	Y	Group Project 1 (40-Credits)	Y

## Level 6

Semester 1	Core (Y/N)	Semester 2	Core (Y/N)
Major Project (40-Credits)	Y	Major Project (40-Credits)	Y
Advanced Digital Compositing (20-Credits)	Y	Group Project 2 (40-Credits)	Y
Elective (20-Credits) Choose one from: Mechanical Rigging Matte Painting & Set Extension Cloud Data Technologies Motion Graphics for Film & TV	N		

The option modules listed are indicative of a typical year. There may be some variance in the availability of option modules.

## Assessment Balance and Scheduled Learning and Teaching Activities by Level

The assessment balance and overall workload associated with this course are calculated from core modules and typical option module choices undertaken by students on the course. They have been reviewed and confirmed as representative by the Course Director but applicants should note that the specific option choices students make may influence both assessment and workload balance.

A standard module equates to 200 notional learning hours, which may be comprised of teaching, learning and assessment, any embedded placement activities and independent study. Modules may have more than one component of assessment.

### Assessment

All levels are predominately assessed by coursework, comprising of practical (portfolio) and written elements. Modules may have more than 1 component of assessment.

Sandwich placement years spent out of the University are not included in the calculation unless they are credit bearing and attributed to a level of the course.

### Workload

Overall Workload	Level 4	Level 5	Level 6
Teaching, Learning and Assessment	284 hours	216 hours	180 hours
Independent Study	916 hours	984 hours	1020 hours
Placement	-	-	-

## Learning Support

If you have a question or a problem relating to your course, your Course Administrator is there to help you. Course Administrators work closely with academic staff and can make referrals to teaching staff or to specialist professional services as appropriate. They can give you a confirmation of attendance

letter, and a transcript. You may also like to contact your Course Rep or the Students' Union Advice team for additional support with course-related questions.

If you have any questions about life at our University in general, call into or contact the Student Advice Hub on either campus. This team, consisting of recent graduates and permanent staff, are available to support you throughout your time here. They will make sure you have access to and are aware of the support, specialist services, and opportunities our University provides. There is a Student Advice Hub on the ground floor of the Rose Bowl at City Campus and one in Campus Central at Headingley. You can also find the team in the Gateway in the Leslie Silver Building at City Campus. Email enquiries may be directed to [studentadvicehub@leedsbeckett.ac.uk](mailto:studentadvicehub@leedsbeckett.ac.uk).

Within MyBeckett you will see two tabs (Support and Opportunities) where you can find online information and resources for yourselves. The Support tab gives you access to details of services available to give you academic and personal support. These include Library Services, the Students' Union, Money advice, Disability advice and support, Wellbeing, International Student Services and Accommodation. There is also an A-Z of Support Services, and access to online appointments/registration.

The Opportunities tab is the place to explore the options you have for jobs, work placements, volunteering, and a wide range of other opportunities. For example, you can find out here how to get help with your CV, prepare for an interview, get a part-time job or voluntary role, take part in an international project, or join societies closer to home.