

<b>Module Details</b>	
<b>Module Title:</b>	Digital Compositing and Post Production
<b>Module Code:</b>	GAV5018-B
<b>Academic Year:</b>	2019-20
<b>Credit Rating:</b>	20
<b>School:</b>	Department of Media Design and Technology
<b>Subject Area:</b>	Games, Animation and Visual Effects
<b>FHEQ Level:</b>	FHEQ Level 5
<b>Pre-requisites:</b>	
<b>Co-requisites:</b>	

<b>Contact Hours</b>	
<b>Type</b>	<b>Hours</b>
Lectures	12
Laboratory	24
Directed Study	164

<b>Availability</b>	
<b>Occurrence</b>	<b>Location / Period</b>
BDA	University of Bradford / Semester 2 (Feb - May)

<b>Module Aims</b>
<p>To further the students knowledge in the digital combination, blending and merging of digital assets with live action footage.</p> <p>To provide an understanding of issues involved with the final stages of film and visual effects pipelines including the creation of photorealistic computer generated images and the creation of computer generated visual effects.</p> <p>To develop awareness of the practical use of techniques used to create photorealistic images and effects.</p>

<b>Outline Syllabus</b>
Multi pass compositing, rotoscoping, matchmoving, tracking, chroma key extraction, matte

creation, 2.5D relighting, particles, colour grading, Deep compositing, depth compositing, matte painting.

### Learning Outcomes

1	Identify and demonstrate knowledge and skills in digital compositing to the management, analysis and assessment of specific complex applications, challenges and production issues;
2	Create photorealistic and cinematic images at an advanced level, using an industry standard digital compositing package; use an industry standard compositing package to combine still and moving image components with visual effects assets.
3	Produce a complete project according to an industry-set brief to a deadline.
4	Explain and extend investigative and research principles to demonstrate an understanding of how to analyse designs, processes and products.

### Learning, Teaching and Assessment Strategy

Delivery will be through a series of lectures and directed reading to provide the theoretical background, and lab-based tutorials to develop practical skills.

The remainder of the time is spent on coursework. A project accompanied by a report tests all learning outcomes. Supplementary assessment is to repair deficiency in the original submission.

### Mode of Assessment

Type	Method	Description	Length	Weighting
Formative	Coursework	500 Word extract - formative assessment	-500 words	%
Summative	Coursework	1000 word revised report based on formative assessment	1000 words	30%
Summative	Coursework	A project to produce a photorealistic set of images incorporating computer generated effects (weekly tasks). Weekly formative feedback.ma		70%

### Reading List

To access the reading list for this module, please visit <https://bradford.rl.talis.com/index.html>.

*Please note:*

*This module descriptor has been published in advance of the academic year to which it applies. Every effort has been made to ensure that the information is accurate at the time of publication, but minor changes may occur given the interval between publishing and commencement of teaching. Upon commencement of the module, students will receive a handbook with further detail about the module and any changes will be discussed and/or communicated at this point.*