Module Specification

Module Summary Information

1	Module Title	Creative Visualisation
2	Module Credits	20
3	Module Level	6
4	Module Code	DIG6115

5	Module Overview

This module provides you with the technical comprehension necessary to organise, manipulate, and enhance video data at both the point of capture and in post-production ready for delivery.

You should be able to precisely specify settings and develop workflows based off knowledge in video compression and software requirements, as well as enhance the visual image through grading and compositing.

The module will be practice-led, utilising industry tools and technologies in order to design and deliver productions at a professional quality. The module allows you to further develop skills gained in the Video Production Technology and the 3D Modelling and Animation modules while applying technical knowledge to produce media artefacts.

6	Indicative Content

Editing
Constructing a programme in pictures and sound. Working with proxy files, offline and online editing. Data handling, organising the edit, transferring editing information across applications. Understanding the art of the edit and making decisions based on narrative requirements.

Tracking
Using tracking information for video stabilisation. Motion tracking and camera tracking as part of the compositing process.

Compositing
Compositing virtual elements with live action footage. Mimicking video artefacts in order to generate a realistic composite. Colour matching elements.

Colour Correction / Grading
Calibrating hardware for grading, working with different colour profiles, industry standards, primary and secondary grading, animated grades, matching shots, correcting footage, stylising footage. Reading scopes.

Post-Production Workflows
Applying technical knowledge of video formats and compression to inform hardware and software selection.

7	Module Learning Outcomes
	On successful completion of the module, students will be able to:
1	Construct a video composite utilising a variety of media types.
2	Apply knowledge and proficiency in digital colour correction and grading.
3	Formulate a workflow and evaluate the success of the product.

8	Module Assessment			
Learning Outcome				
	Coursework	**Exam**	**In-Person**	
1-3	**X**			

9	Breakdown Learning and Teaching Activities	
Learning Activities	**Hours**	
Scheduled Learning (SL) includes lectures, practical classes and workshops, peer group learning, Graduate+, as specified in timetable	48	
Directed Learning (DL) includes placements, work-based learning, external visits, on-line activity, Graduate+, peer learning, as directed on VLE	36	
Private Study (PS) includes preparation for exams	116	
Total Study Hours:	200	