

## Programme Specification

### BDes(Hons) Special Effects for Film and TV

<b>Awarding Institution:</b>	The University of Bolton		
<b>Teaching Institution:</b>	The University of Bolton		
<b>Division and/or Faculty/Institute:</b>	Arts and Media Technologies		
<b>Professional accreditation</b>	Professional body	Professional body URL	Status of graduates
	N/A	N/A	N/A
<b>Final award(s):</b>	BDes(Hons)		
<b>Interim award(s)</b>	N/A		
<b>Exit or Fallback award(s)</b>	Cert HE Special Effects for Film and Television Dip HE Special Effects for Film and Television		
<b>Programme title(s)</b>	Special Effects for Film and Television		
<b>UCAS Code</b>	W619		
<b>JACS Code</b>	W619		
<b>University Course Code(s)</b>	Full Time - CRT0022 Part Time - CRT5014		
<b>QAA Benchmark Statement(s)</b>	Art and Design		
<b>Other internal and external reference points</b>	QAA Academic Infrastructure, including the Framework for Higher Education Qualifications and the Code of Practice UK Quality Code for Higher Education University of Bolton awards framework		
<b>Language of study</b>	English		
<b>Mode of study and normal period of study</b>	Full time – 3 years Part time – 5 years		

**Admissions criteria**

Entry requirements (typical offer):

- 5 GCSE above 'C' including English and mathematics
- Two, but preferably three, A2-levels (or equivalent) including at least one creative subject that includes some art and design.
- Portfolio of relevant work
- Successful completion of interview

If English is not your first language you will also need IELTS 6.0 (or equivalent)

**Additional admissions matters**

We may interview applicants to take any previous work and/or experience into account when making offers. Presentation of applicants' work/experience is usually in the form of a portfolio of recent effects-related (or project-based) work. The quality of the portfolio can be used alongside traditional UCAS point bearing qualifications to determine the success of an application; therefore special consideration will be given to applicants without the above qualifications who have a strong portfolio.

**Fitness to practise declaration**

Not applicable

## **Aims of the programme**

The principal aims of the programmes are to:

1. provide a broad education in Special and Visual Effects for Film and Television.
2. enable students to acquire knowledge and understanding, develop personal attributes and master essential technical and transferable skills to enable them to work in the Special and/or Visual Effects Design/Development sections of the broadcast/film production industries.
3. challenge students to show innovation and creativity in the context of Special and Visual Effects.
4. establish an individual work-related plan for each graduate based on individual need and market opportunity within the specialism.
5. establish key values in the students' skill set including the areas of entrepreneurialism, internationalisation, sustainability and social, public and ethical responsibility.

## **Distinctive features of the programme**

Special Effects at the University of Bolton have been designed for students as a pathway of visual self-discovery. Through key developments in knowledge, research, professional tutelage and self-development students are offered choice and diversity in a supportive, market-aware environment. The programmes provide a broad range of learning and teaching opportunities in special & visual effects practice including conceptual, technical, production and commercial areas.

The Special Effects course is one-half of a pair of courses alongside the computer generated effects focussed BSc in Visual Effects for Film and TV. Whilst the Special Effects for Film and TV course specialises in the field of 3D physical effects such as props, miniatures and prosthetics, it shares common modules with the BSc route, thus offering exposure to both areas of effects work. This combination and the experience developed through interdisciplinary, multi-year team projects provide an opportunity for students to design and implement the best overall effects solution. Industry feedback shows that there is crossover between the areas on large scale projects and the best method of delivering a shot will often combine aspects of CG and physical effects.

The culmination of the programmes is a body of Special Effects work suited to individual portfolio/showreel development to a level required for potential employment, with the work being based on individually researched concepts and theories.

The specialist modules at later levels combined with individual projects enable you to develop your skills to the point where you are ready to contribute to major motion picture and television projects upon graduate employment. Recent graduates from the Effects degrees are enjoying great success within globally renowned companies some of which are recent and current holders of awards such as BAFTAs and Oscars. As of 2011/2 at least one graduate from every year of the Effects courses has been hired by an Oscar Winning agency.

The programmes aim to develop knowledge and understanding of contemporary special & visual effects practice including physical effects, digital asset creation, pre and post production work and the overall production workflow as part of a film and/or Television pipeline. It will facilitate creative and innovative practice in the creation of visual assets through various appropriate mediums enabling students to develop their own direction in the professional practice of visual asset production and delivery to the screen.

The learning outcomes for specific modules are shown in the module specifications. The aim and learning outcomes are appropriate for Undergraduate level awards and have parity in respect of other related programmes from the Faculty of Arts & Media Technologies approved through the University's validation process. The outcomes relate to students acquiring, applying and evaluating knowledge and skills.

Finally, it should equip students with a broad range of professional and educative knowledge and understanding, appropriate to the needs of industry, postgraduate study or self-initiated practice (commercial or conceptual).

**Programme learning outcomes**

**K. Knowledge and understanding**

On completion of the programme successful students will be able to demonstrate systematic knowledge and understanding of:

1. the impact of historical perspectives, conceptualization and their impact on the special and visual effects industries
2. the influence of business, environmental, legislative, ethical and social constraints upon the individual student's current and future practice
3. the impact of technological developments upon a range of capabilities and methodologies within the special and visual effects industries
4. the application of appropriate processes to develop ideas and test concepts
5. the identification and application of a variety of individually selected appropriate special and visual effects techniques and approaches.

**C. Cognitive, intellectual or thinking skills**

On completion of the programme successful students will be able to demonstrate the ability to:

1. apply creativity, imagination and flair in the use of appropriate special & visual effects techniques
2. be willing to take risks and deploy innovative approaches within their work
3. identify problems and visualize solutions through the application of design approaches

4. exercise critical judgment in reflecting upon their own work and that of others
5. research, analyse, design and develop systems for use within the Visual Effects pipeline
<b>P. Practical, professional or subject-specific skills</b> On completion of the programme successful students will be able to demonstrate the ability to:
1. show an ability to explore materials, techniques and approaches in relevant mediums
2. apply a range of special effects skills in the field, studio and in pre and post-production
3. demonstrate a high level of photo/video practical knowledge, skill and creativity in the body of work produced
4. demonstrate awareness of professional skills transferable into vocational, research and employer environments
5. apply a range of visual effects skills on set, in studio and in pre and post-production
<b>T. Transferable, key or personal skills</b> On completion of the programme successful students will be able to demonstrate the ability to:
1. demonstrate a clear ability to work independently in the planning, management, production of work and reflection in relation to complex projects
2. demonstrate interpersonal skills and particularly the ability to interact effectively and collaborate with others
3. communicate ideas orally, visually and in written form to others
4. develop research skills linked to: source identification; information retrieval and manipulation; the development of appropriate investigative procedures and; analysis of the resulting outcomes
5. identify personal strengths, weaknesses and development needs.
<b>Programme structure</b> The BDes (Hons) programme is 3 years full-time and up to 5 years part-time. Students take 16 core modules (and one of 3 optional modules) as outlined in the table below. Overall, the number and level of credits for this qualification are 120 credits at Level HE4, 120 credits at HE5 and 120 credits at HE6 – making 360 credits.

## BDes Special Effects for Film and Television

Module Code	Module title	Core/Option /Elective (C/O/E)	Credits	Length (1, 2 or 3 periods)
SFX4000	Scholarship	C	20	1
SFX4001	3D Physical Processes	C	20	1
SFX4002	Introduction to Visual Effects	C	20	1
SFX4003	Introduction to FX Modelmaking	C	20	1
SFX4004	Introduction to 3D CG	C	20	1
SFX4005	Introduction to CGI for Film & TV	C	20	1
SFX5000	Employability and Entrepreneurial Skills	C	20	1
SFX5001	Advanced 3D Physical Processes	C	20	1
SFX5003	Multi Year Group FX Project 1	C	20	1
SFX5004	Portfolio Project	C	20	1
SFX5005	Visual Effects & Colour Correction	C	20	1
SFX5006	History of Effects with Animatronics	O	20	1
SFX5007	History of Effects with Effects Make-up	O	20	1
SFX5008	History of Effects with Pyrotechnics	O	20	1
SFX6000	Research	C	20	1
SFX6001	Advanced FX Modelmaking	C	20	1
SFX6003	Multi Year Group FX Project 2	C	20	1
SFX6004	Bigature Modelmaking	C	20	1
SFX6006	Major Project	C	40	1

### Learning and teaching strategies

Learning and teaching methods apply a blended style. This may include lectures, seminars, tutorials and critiques, self-directed learning, e-learning and laboratory/workshop sessions, as well as online. Practical skills are acquired through technical introduction and support, workshop sessions, demonstrations and activity-based assignments. Active learning is promoted with a strong project theme. The programme does not include formal examinations but may include quizzes within module learning and teaching.

### Learning activities (KIS entry)

	Course Year		
	HE4	HE5	HE6
Scheduled learning and teaching activities	39%	40%	37%
Guided independent study	61%	60%	63%
Placement/study abroad	0	0	0

### Assessment strategy

Assessment is carried out at key points during teaching. Formative assessment with either verbal and/or written feedback is offered during each module. Written feedback is provided following summative assessment.

For each element of course work the summative assessment instrument will test the relevant learning outcome with a set marking criteria. Feedback will then be provided by the tutor in line with the structure outlined in the Faculty handbook.

### Assessment methods (KIS entry)

	Course Year		
	1	2	3
Written exams	0%	0%	0%
Coursework	95%	74%	100%
Practical	5%	26%	0%

### Assessment regulations

Assessment Regulations for Undergraduate Modular Programmes

### Grade bands and classifications

Grade Description	Mark %	Honours Degree Classification
Work of exceptional quality	70+	i
Work of very good quality	60-69	ii.i
Work of good quality	50-59	ii.ii
Work of satisfactory quality	40-49	iii
Borderline fail	35-39	
Fail	Below 35	

### Honours classification

You will normally be awarded the honours classification resulting from the application of either Rule ACM20 or Rule ACM6.

#### Rule ACM20

A weighted average of the marks from modules worth a total of 200 credits at Levels HE5 and HE6 combined, including the marks from modules worth no more than 80 credits at least at Level HE5 (weighted 30 percent) and marks from modules worth at least 120 credits at Level HE6 (weighted 70 percent), which represent the best marks achieved by you at those Levels.

Where the average falls unequivocally into one of the following bands: 48.00 - 49.99, 58.00 - 59.99, 68.00 - 69.99; and you have achieved marks clearly in an honours classification category higher than their average for modules worth at least 110 credits, then you will be awarded an honours degree in the classification category one higher than that indicated by your average.

Rule ACM6 (an alternative if you do not have sufficient marks at Levels HE5 and 6 to apply ACM20)

A simple average of the equally weighted marks from modules worth 120 credits at Level HE6 which represent the best marks achieved by you at that Level.

Where the average falls unequivocally into one of the following bands: 48.00 – 49.99, 58.00 – 59.99, 68.00 – 69.99; and you have achieved marks clearly in an honours classification category higher than their average for modules worth at least 70 credits, then you will be awarded an honours degree in the classification category one higher than that indicated by their average.

Where you have marks available for fewer than 120 credits at Level HE6, honours classification shall normally be based **solely** on a simple average of the available marks for modules at Level HE6, subject to there being marks for a **minimum of 60 credits awarded by the University. Upgrading of the honours classification will not normally be available where there are marks available for fewer than 120 credits at Level HE6**, unless this is explicitly approved.

### **Role of external examiners**

External examiners are appointed for all programmes of study. They oversee the assessment process and their duties include: approving assessment tasks, reviewing assessment marks, attending assessment boards and reporting to the University on the assessment process.

### **Support for student learning**

- The programme is managed by a programme leader
- Induction programme introduces you to the University and their programme
- You will have a personal tutor, responsible for support and guidance
- External speakers will deliver talks and “Question and Answer” sessions. During visits they often see and provide feedback on student work.
- Project briefs provided by industry are available in some modules
- Submission of work for design competition/internship submissions is promoted within the course
- Visits to effects houses/agencies to provide insight into the world of work.



- Personal Development Planning (PDP) integrated into all programmes
- Feedback on formative and summative assessments
- A Student Centre providing a one-stop shop for information and advice
- University support services include housing, counselling, financial advice, careers and a disability
- A Chaplaincy
- Library and IT services
- Student Liaison Officers attached to each Faculty
- The Students' Union advice services
- Faculty and Programme Handbooks which provide information about the programme and University regulations
- The opportunity to develop skills for employment
- English language support for International students
- Support for employability and preparation for employment

### **Methods for evaluating and enhancing the quality of learning opportunities**

- Programme committees with student representation
- Module evaluations by students
- Students surveys, e.g. National Student Survey (NSS)
- Annual quality monitoring and action planning through Programme Quality Enhancement Plans (PQEPs), Data Analysis Report (DARs) Subject Annual Self Evaluation Report (SASERs), Faculty Quality Enhancement Plans (FQEPs), University Quality Enhancement Plan (UQEP)
- Peer review/observation of teaching
- Professional development programme for staff
- External examiner reports

**Other sources of information**

Student portal <http://www.bolton.ac.uk/Students/Home.aspx>

Students Union <http://www.ubsu.org.uk/>

Faculty Handbook <http://www.bolton.ac.uk/students/>

Module database: <http://modules.bolton.ac.uk>

External examiners reports

<http://www.bolton.ac.uk/Quality/QAECContents/ExternalExaminersReports/Home.aspx>

The university careers service and web pages at

<http://www.bolton.ac.uk/Careers/Home.aspx>

**Document control**

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<b>Approved by:</b>	Sarah Riches Chair University Validation event
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## Learning outcomes map

### BDes Special Effects for Film & Television

Module title	Mod Code	Status C/O/E	K1	K2	K3	K4	K5	C1	C2	C3	C4	C5	P1	P2	P3	P4	P5	T1	T2	T3	T4	T5	
Scholarship	SFX4000	C	DTA			DT		DT	DT												DTA	DTA	DTA
3D Physical Processes	SFX4001	C		DTA		DT				DTA			DTA	DTA							DTA	DTA	DTA
Introduction to Visual Effects	SFX4002	C		TA		DT				DTA					DTA		DTA	DA	DTA		DA		
Introduction to FX Modelmaking	SFX4003	C		DTA		DT				DTA			DTA	DTA	DA						DA		
Introduction to 3D CG	SFX4004	C				DT				DTA							DTA	DA			DA		
Introduction to CGI for Film & TV	SFX4005	C				DT				DTA							DTA	DA			DA		
Employability and Entrepreneurial Skills	SFX5000	C		DTA					D							DTA					DA		DTA
Advanced 3D Physical Processes (BDes only)	SFX5001	C				DTA			DTA				DTA	DTA	DA			DA			DA		
Multi Year Group FX Project	SFX5003	C		DTA		DTA	DTA	DTA	DTA				DTA	DA			D		DTA	DA			
Portfolio	SFX5004	C				DTA		DTA	DTA								DA	DTA			DTA		DTA
Visual Effects & Colour Correction	SFX5005	C				TA		DT					DA		DTA		DA		DTA		DA		
History of Effects with Animatronics	SFX5006	O	DTA	TA	DTA	TA		DA		DTA	DTA		DTA								DA		
History of Effects with Effects Make-up	SFX5007	O	DTA	TA	DTA	TA		DA		DTA	DTA		DTA								DA		
History of Effects with Pyrotechnics	SFX5008	O	DTA	TA	DTA	TA		DA		DTA	DTA		DTA								DA		
Research	SFX6000	C	DA		DTA		DT			DTA	DTA	DTA				DTA		DTA			DTA	DTA	DTA
Advanced FX Modelmaking (BDes only)	SFX6001	C			DTA	DTA	DTA	DA	DA	DTA	DTA	DTA		DTA	DA	DTA		DA			DA		
Bigature Modelmaking (BDes only)	SFX6004	C			DTA		DTA	DA	A	DTA	DTA	DTA		DA	DTA	DTA					DA		
Multi Year Group FX Project	SFX6003	C	DA			DTA	DTA	DA	DA	DTA	DTA	DA	DA	DA		DA	D		DTA	DA	DTA		
Major Project	SFX6006	C	DA		DA	DA	DTA	DA	DA	DA	DA	DA	DA	DA	DA	DA		DTA	D		DA	DTA	DA

**K. Knowledge and understanding P. Practical, professional and subject specific skills C. Cognitive, Intellectual and thinking skills T. Transferable, key or personal skills**  
 (Developed = D, Taught = T, Assessed = A)

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Date: 8-Mar-12

## Module listing

Module title	Mod Code	New ? ✓	Level	Credits	Type	Core/Optio n/Elective C/O/E	Pre- requisite module	Ass ess men t 1			Ass ess men t 2		
								Assesm ent type	Assesm ent %	Add Y if final item	Assesm ent type	Assesm ent %	Add Y if final item
Scholarship	SFX4000	New	4	20	Stan	C		CW	100	Y			
3D Physical Processes	SFX4001	New	4	20	Stan	C		CW	70	Y	CW	30	
Introduction to Visual Effects	SFX4002	New	4	20	Stan	C		PRA	30		CW	70	Y
Introduction to FX Modelmaking	SFX4003	New	4	20	Stan	C		CW	20		CW	80	Y
Introduction to 3D CG	SFX4004	New	4	20	Stan	C		CW	80		CW	20	Y
Introduction to CGI for Film and TV	SFX4005	New	4	20	Stan	C		CW	70	Y	CW	30	
Employability and Entrepreneurial Skills	SFX5000	New	5	20	Stan	C		PRA	50		CW	50	Y
Advanced 3D Physical Processes	SFX5001	New	5	20	Stan	C		CW	70	Y	CW	30	
Multi Year Group FX Project 1	SFX5003	New	5	20	Stan	C		CW	65	Y	PRA	35	
Portfolio	SFX5004	New	5	20	Prac	C		CW	100	Y			
Visual Effects and Colour Correction	SFX5005	New	5	20	Stan	C		CW	80		PRA	20	Y
History of Effects with Animatronics	SFX5006	New	5	20	Stan	O		CW	50		PRA	50	Y
History of Effects with Effects Make-up	SFX5007	New	5	20	Stan	O		CW	50		PRA	50	Y
History of Effects with Pyrotechnics	SFX5008	New	5	20	Stan	O		CW	50		CW	50	Y
Research	SFX6000	New	6	20	Stan	C		CW	100	Y			
Advanced FX Modelmaking (BDes only)	SFX6001	New	6	20	Prac	C		CW	30	Y	CW	70	
Bigature Modelmaking (BDes only)	SFX6004	New	6	20	Prac	C		CW	30		CW	70	Y
Multi Year Group FX Project 2	SFX6003	New	6	20	Stan	C		CW	35		CW	65	Y
Major Project	SFX6006	New	6	40	Proj	C		PROJ	100	Y			

Type = DISS (Dissertation); FLDW (Fieldwork), INDS (Independent study); OTHR (Other); PLAC (Placement); PRAC (Practical); PROJ (Project); STAN (Standard); WBL (work-based learning)

Assessment = EX (Written Exam); CW (Coursework); PRA (Practical)

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## Bolton Key Core Curriculum requirements

Module Title	Module Code	C/O/E	Employability							Bolton Values						
			PDP	Communication	Team work	Organisation & Planning	Numeracy	Problem solving	Flexibility & adaptability	Action planning	Self awareness	Initiative	Personal impact & confidence	Inter-nationalisation	Environmental sustainability	Social, public and ethical responsibility
Scholarship	SFX4000	C	DTA	DTA		DTA	D	DT	DT			D		DT	DT	DT
Introduction to Visual Effects	SFX4001	C	D	D	DTA	DTA	D	DTA	DTA	DTA		DTA	DA	DT		DA
Introduction to FX Modelmaking	SFX4002	C		D		DTA	D	DTA	DTA	DTA	D	DA	D	D	D	DT
Introduction to 3D CG	SFX4003	C		D		DTA	DTA	DTA	DTA	DTA		DTA				
Introduction to CGI for Film and TV	SFX4004	C		D		DTA	DTA	DTA	DTA	DTA		DTA				
3D Physical Processes	SFX4005	C		D		DTA	DTA	DTA	DTA	DTA	D	DA	D	D	D	DTA
Employability and Entrepreneurial Skills	SFX5000	C	DTA	DTA	D	DTA		DT	DT	DT	DTA	DTA	DTA	DT	DT	DTA
Advanced 3D Physical Processes	SFX5001	C		D		DTA	D	DTA	DTA	DTA		DTA				
Multi Year Group FX Project	SFX5003	C	D	DA	DTA	DTA	DTA	DTA	DTA	DTA	DTA	D	D		DT	DT
Portfolio	SFX5004	C	DTA	DTA		DTA	DTA	DTA	DTA	DTA	DTA	DA	DA	D	D	DTA
Visual Effects and Colour Correction	SFX5005	C		D	DT	DTA	D	DTA	DTA	DTA	DT	DTA				
History of Effects with Animatronics	SFX5006			D	D	DTA	DTA	DTA	DTA	DT	D	DT	D	DTA	DTA	DTA
History of Effects with Effects Make-up	SFX5007			D	D	DTA	DTA	DTA	DTA	DT	D	DT	D	DTA	DTA	DTA
History of Effects with Pyrotechnics	SFX5008			D	D	DTA	DTA	DTA	DTA	DT	D	DT	D	DTA	DTA	DTA
Research	SFX6000	C	DTA	DTA		DTA	DTA	DT	DT		D	D		DT	D	DTA
Advanced FX Modelmaking	SFX6001	C		D		DA	D	DTA	DTA	DTA		DTA				
Bigature Modelmaking	SFX6004	C		D		DA	D	DTA	DTA	DTA		DTA				
Multi Year Group FX Project	SFX6003		D	DA	DTA	DTA	DTA	DTA	DTA	DTA	DTA	D	D		DT	DT
Major Project	SFX6006	C	DTA	DTA		DA	DTA	DTA	DA	DTA	DA	DA	DA	DA	D, A	D, A

Complete the grid using the following (Developed = D, Taught = T, Assessed = A)

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