



LEEDS
BECKETT
UNIVERSITY

Course

Specification

BSc (Hons)

Computer

Animation and

Visual Effects

Course Code: BSCAV

2019/20

leedsbeckett.ac.uk

BSc (Hons) Computer Animation and Visual Effects

Material Information Summary for 2019/20 Entrants

Confirmed at 5th October 2018

General Information

Award	Bachelor of Science (with Honours) Computer Animation and Visual Effects
Contained Awards	Bachelor of Science Computer Animation and Visual Effects Diploma of Higher Education Computer Animation and Visual Effects Certificate of Higher Education Computer Animation and Visual Effects
Awarding Body	Leeds Beckett University
Level of Qualification & Credits	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)

Course Lengths & Standard Timescales

The standard start date for Leeds Beckett University induction week is reproduced below and relates to the majority of students starting a course in September 2019. A proportion of courses have alternate start dates which are displayed on the online prospectus and additionally will be notified to the students concerned via the offer letter. Non-September starters will also have their start dates confirmed in their offer letters.

- 3 years (full time, campus based)
Starts 23rd September 2019/ Ends June 2022
- 4 years (full time, campus based with a one year work placement)
Starts 23rd September 2019/ Ends June 2023

Part Time 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 advertised within this Course Specification but the modules offered within each level are as advertised. Please note that the work placement option is not available to PT students.
Location(s) of Delivery	Headingley Campus, Leeds (plus location of work placement, if applicable)
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: <http://www.leedsbeckett.ac.uk/studenthub/recognition-of-prior-learning/>

Course Fees Course fees and additional course costs are confirmed in your offer letter

Timetable Information

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

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

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

Policies, Standards and Regulations <http://www.leedsbeckett.ac.uk/public-information/>

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

Key Contacts

Your Course Director	Che Guevara John
Your Course Leader	Rory McLeish
Your Course Administrator	Maya Kempe Stanners

Placement Information

Summary Leeds Beckett is dedicated to improving the employability of our students and one of the ways in which we do this is to support our students to gain valuable work experience through work-based placements. Our placement teams have developed strong links with companies, many of whom repeatedly recruit our students into excellent placement roles and the teams are dedicated to supporting students through every stage of the placement process. More information about the many benefits of undertaking a work placement, along with details about how to contact our placement teams can be found here: <http://www.leedsbeckett.ac.uk/studenthub/placement-information/>

Length 40 weeks, undertaken between year 2 and year 3 (Level 5 and Level 6)

Location Not specified

Professional Accreditation or Recognition Associated with the Course

Professional Body	N/A
How is Accreditation/ Recognition Achieved?	N/A
Course Accreditation/ Recognition Period	N/A

Course Overview

Aims

The aims of the programme are to:

Provide a structured enquiry into the various aspects of the animation and visual effects industry and wider creative industries

Enable graduates to develop an appropriate combination of creative, critical and technical skills in an applied context

Enable graduates to acquire a relevant and an agile skillset appropriate to digital and creative industries

Enable graduates to develop a personal portfolio of animation, visual effects and related work

Provide the opportunity for graduates to develop their transferable employability and professional skills through project-based assessment

Course Learning Outcomes

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

1	Develop a combination of creative, entrepreneurial and technical skills related to the associated international industries
2	Develop their global exposure via a personal portfolio of creative animation and/ or visual effects products
3	Acquire up-to-date knowledge and skills related to the rapidly changing industries
4	Have the opportunity to gain significant work experience by undertaking an optional placement year
5	Be able to choose from a broad range of options to align their program of learning towards a chosen specialism
6	Develop their transferable employability and professional skills through project-based assessment

Teaching and Learning Activities

Summary

Theoretical and technical materials are delivered via a lecture series. The students are offered the opportunity to develop their understanding of these materials through tutorials, seminars and practical lab workshops. They then apply their new knowledge and skills in the production of practical, product-based assignments.

Evaluation, critique and reflection is embedded in all learning and teaching activities.

The lecture format of delivering course material is used primarily in the first year of study to introduce key fundamentals. This is delivered only by a one-hour lecture per week across the level. This is supplemented by a series of supporting creative workshops, covering the practical applications of the theory.

In the second and third year of study all theoretical material is embedded into the practical creative tutorials per module which support content covered in lectures. Furthermore, students have access to interactive learning materials via library loans systems. These include Training DVDs from Gnomon. Examples of these include:

Set extension and lighting effects : matte painting for film

Environment lighting for production : 3ds Max rendering techniques

Practical light and colour: theory and application

Your Modules

(Correct for students progressing through the programme within standard timescales. 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 Core Modules (2019/20 for FT students and 2019/20 and 2020/21 for standard PT students)

3D Graphics

Drawing for Animation

Introduction to Effects

Animation Principles

Graphics and Design

Video Concepts

Level 5 Core Modules (2020/21 for FT students and 2021/22 and 2022/23 for standard PT students)

3D Modelling

Animation and Simulation

Digital Visual Effects

Performance Capture

CGI Lighting and Look Development

Post-Production and Digital Compositing

Level 6 Core Modules (2021/22 for FT students, 2022/23 for sandwich placement students and 2023/24 and 2024/25 for standard PT students)

Animation and Visual Effects Industry

Production Project

Advanced Animation and Visual Effects

Level 6 Option Modules (delivery years as per Level 6 core modules above)

The following option modules are indicative of a typical year. There may be some variance in the availability of option modules. Student take two of:

Script Writing

Short Story

Motion Design

Advanced 3D Character Design

3D Visualisation

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 a sample of option module choices undertaken by a typical student. They have been reviewed and confirmed as representative by the Course Director.

A standard module equates to 200 notional learning hours, which may be comprised of teaching, learning and assessment, placement activities and independent study. 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. Modules may have more than 1 component of assessment.

Assessment Balance	Level 4	Level 5	Level 6
Examination	-	-	-
Coursework	43%	45%	50%
Practical	57%	55%	50%
Overall Workload			
Teaching, Learning and Assessment	276 hours	236 hours	171 hours
Independent Study	924 hours	964 hours	1029 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 Hub on either campus to speak to our Student Experience Team. 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 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. The telephone number is 0113 812 3000, and the e-mail address is StudentHub@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.