



## Course Aims

This course aims to meet the increase in demand for skilled professionals with technical expertise for the digital creative industries. Students will receive comprehensive practical and theoretical education in a wide range of platforms for computer animation and visual effects from both technical and creative perspectives.

Computer Animation and Visual Effects is part of the Creative Technologies subject cluster of courses including Computer Games Development and students will benefit from collaboration with Computer Games course students, and the combination of creative and technical skills acquired through the program.

In recent years we have seen a large expansion in the digital economy and creative industries including the need for technical skilled individuals to support emerging roles in the digital creative industries in the creative process from idea conception to production. Computer animation (production) and visual effects features significantly in this field and this course will cover a range of visualisation technologies created for platforms from animation and film production, to video games design, and web-based graphics.

The BSc (Hons) Computer Animation and Visual Effects course encourages students to gain expertise in computing for the creative industries, through attaining both technical and creative skills. You will have hands-on experience creating digital animation and games with 3D graphics software, compositing and modelling packages. The also course encourages the development of technical skills by customisation of the animation pipeline using scripting languages, which are applied in the production of the animations, games and interactives that you will make.

At the core of these emerging platforms is computer generated imagery (CGI); in co7.989 8s course encourages stcti wi

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**Course Learning Outcomes**

Upon successful completion of your course you should meet the appropriate learning outcomes for your award shown in the table below

	<b>Outcome</b>	<b>Award</b>
1	Demonstrate a sound knowledge of the principles underlying computer animation and visual effects technologies, for animation, video or gaming platforms.	BSc (Hons) Computer Animation and Visual Effects
2	Develop computer animation sequences with graphics in 2D or 3D, generated using commercial software, or relevant scripting languages for creative technology applications.	BSc (Hons) Computer Animation and Visual Effects
3	Analyse the requirements of a particular need and identify suitable technology (hardware and software), develop prototypes through engagement with a user-centred design process.	BSc (Hons) Computer Animation and Visual Effects
4	Critically evaluate concepts with relevant design processes and methodologies to inform the design and development of computer animation and visual effects.	BSc (Hons) Computer Animation and Visual Effects
5	Formulate advanced and innovative solutions to the specification and development of applications and services for visual effects digital platforms.	BSc (Hons) Computer Animation and Visual Effects
6	Communicate your ideas both in writing, visually, and orally according to appropriate academic or professional standards and in an ethical manner.	BSc (Hons) Computer Animation and Visual Effects

The course will use a mixture of different approaches to teaching including lectures, seminars, practical sessions and case studies. There will be a strong practical focus so the teaching will often take place in computer laboratories. Students will be expected to use materials provided on the Virtual Learning Environment and to do significant amounts of work either at home or during open access periods within the computer laboratories.

There will be a mixture of assessment types requiring both individual and group effort. Most of the assessments as pictured above are practical, some include a presentation, and most include a written element, whilst specific topics have longer written work, and

As fitting the nature of digital creative technologies, the course has a mixture of technology and creative content, which makes it unique and interesting. You will have a chance to develop creative skills by learning through digital media tools such as 3D modelling and digital compositing, ing tf I S 0 0 0 RG 1.0 w [] 0 d 184.252 287.656 m 184.252 247.06 I S 0 0 0 RG 0.5 w [o03000;



	All units benefit from weekly practical sessions or supervisor meetings that provide a constant learner-teacher interaction process which also serves to reflect on learning styles.
<b>Learning support</b>	The University s comprehensive student support service includes: Student Information Desk, a one-stop shop for any initial enquiries; Student Support team advising and supporting those with physical or learning needs or more general student well being; Study Hub team providing academic skills guidance; Personal Academic Tutoring system; a student managed Peer-Assisted Learning scheme; support from your lecturers
<b>Admissions Criteria</b>	<a href="https://www.beds.ac.uk/entryrequirements">https://www.beds.ac.uk/entryrequirements</a> <b>Approved Variations and Additions to Standard Admission</b> N/A
<b>Assessment Regulations</b>	<a href="https://www.beds.ac.uk/about-us/our-university/academic-information">https://www.beds.ac.uk/about-us/our-university/academic-information</a> <b>Note: Be aware that our regulations change every year</b> <b>Approved Variations and Additions to Standard Assessment Regulations</b> N/A





## Section C: Assessment Plan

The course is assessed as follows :

### BSCAFAAF- BSc (Hons) Computer Animation and Visual Effects

Unit Code	Level	Period	Core/Option	Ass 1 Type code	Ass 1 Submit wk	Ass 2 Type code	Ass 2 Submit wk	Ass 3 Type code	Ass 3 Submit wk	Ass 4 Type code	Ass 4 Submit wk
CIS085-1	4	SEM1	Core	WR-I	6	CW-EPO	13				
CIS102-1	4	SEM1	Core	CW-EPO	7	PJ-ART	13				
CIS099-1	4	SEM2	Core	PJ-ART	13	CW-RW	13				
CIS100-1	4	SEM2	Core	PJ-ART	13						
CIS126-2	5	SEM1	Core	PJ-ART	7	PJ-ART	13				
CIS127-2	5	SEM1	Core	PR-ORAL	5	CW-EPO	13				
CIS095-2	5	SEM2	Core	PJ-ART	7	PJ-ART	13				
CIS128-2	5	SEM2	Core	PR-OR	5	PJ-ART	13				
CIS013-3	6	SEM1	Core	CW-RW	6	WR-I	12				
CIS058-3	6	SEM1	Core	CW-EPO	13	WR-I	13				
CIS017-3	6	SEM2	Core	WR-I	8	PR-VIV	12				
CIS057-3	6	SEM2	Core	PJ-ART	13	WR-I	13				



