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MODULE DESCRIPTOR					
Module Title					
Creative Short Film Making					
Reference	BS1253	Version	5		
Created	April 2017	SCQF Level	SCQF 7		
Approved	June 2018	SCQF Points	15		
Amended	August 2017	ECTS Points	7.5		

Aims of Module

To introduce students to the form, principles and techniques involved in planning, creating and editing short films. This will be in full video production and animation, filming/editing techniques.

Learning Outcomes for Module

On completion of this module, students are expected to be able to:

- 1 Describe and demonstrate the main steps in sourcing, designing and building a short film/digital animation.
- 2 Develop an understanding of hybrid animation techniques.
- 3 Develop and improve their filming and editing skills.
- Evaluate examples of animation/animators and short film/filmmakers designed for a range of purposes and audiences.

Indicative Module Content

Gathering and interpreting requirements; audience considerations; directing; narrative film; animation tools; storyboards; project planning; video editing; storage, distribution and platform issues; animation; audio file formats; video file formats; image file formats.

Module Delivery

Lectures, workshops and supervised lab tutorials, background reading and practice in the design and build techniques that feature in the module. Students are expected to meet interim deadlines for planning and production steps, work carefully through the lab-work and interact regularly. In the labs, formative tasks are an important part of the learning process. Students can access out-of-class support via materials on the intranet, and can do so on the University network or from an internet-enabled home computer.

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Indicative Student Workload	Full Time	Part Time
Contact Hours	36	36
Non-Contact Hours	114	114
Placement/Work-Based Learning Experience [Notional] Hours	N/A	N/A
TOTAL	150	150
Actual Placement hours for professional, statutory or regulatory body		

ASSESSMENT PLAN

If a major/minor model is used and box is ticked, % weightings below are indicative only.

Component 1

Type: Coursework Weighting: 50% Outcomes Assessed: 1, 3 Description: Individual Practical Assessment **Component 2** Type: Coursework Weighting: 50% Outcomes Assessed: 2, 4 Description: Individual Practical Assessment

MODULE PERFORMANCE DESCRIPTOR

Explanatory Text

The Module is assessed by two components: C1 - Coursework - 50% weighting. C2 - Coursework - 50% weighting. Module Pass Mark = Grade D (40%)

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Module Grade	Minimum Requirements to achieve Module Grade:	
Α	At least 70% on weighted aggregate and at least 35% in each component	
В	At least 60% on weighted aggregate and at least 35% in each component	
С	At least 50% on weighted aggregate and at least 35% in each component	
D	At least 40% on weighted aggregate and at least 35% in each component	
E	At least 35% on weighted aggregate	
F	Less than 35% on weighted aggregate	
NS	Non-submission of work by published deadline or non-attendance for examination	

Module Requirements	
Prerequisites for Module	None.
Corequisites for module	None.
Precluded Modules	None.

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INDICATIVE BIBLIOGRAPHY

- BROWN, B., 2011. *Cinematography: theory and practice: imagemaking for cinematographers, directors, and videographers.* London: Focal Press.
- 2 CHOPINE, A., 2011. 3D art essentials: the fundamentals of 3d modeling, texturing, and animation. Oxford: Focal, ebook
- 3 O'HAILEY, T., 2015. *Hybrid animation: integrating 2D and 3D assets.* 2nd ed. Burlington, MA.: Focal Press. ebook
- 4 PARENT, R. et al., 2010. Computer animation complete. Amsterdam: Morgan Kaufmann. ebook
- THURLOW, C., 2013. *Making short films: the complete guide from script to screen.* 3rd ed. London: Berg Publishers.
- VAN SIJLL, J., 2005. *Cinematic storytelling: the 100 most powerful film conventions every filmmaker must know.* London: Micheal Wiese.
- 7 WELLS, P., 2005. The fundamentals of animation. Lausanne: AVA Publishing.
- 8 WYATT, A., 2010. The complete digital animation course. London: Thames and Hudson.