

MODULE DESCRIPTOR

Module Title

Creative Short Film Making

Reference	CB1253	Version	1
Created	January 2020	SCQF Level	SCQF 10
Approved	June 2018	SCQF Points	15
Amended	May 2019	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 planning for a film production.
- 2 Develop an understanding of the theory of film production techniques and moving image.
- 3 Develop and improve their creative writing, camera and editing skills using the appropriate equipment and software provided.
- 4 Evaluate and critique examples of moving image 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.

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 calculation of the overall grade for this module is based on 50% weighting of C1 and 50% weighting of C2 components. An overall minimum grade D is required to pass the module.

		Coursework:						NS
		A	B	C	D	E	F	
Coursework:	A	A	A	B	B	C	E	
	B	A	B	B	C	C	E	
	C	B	B	C	C	D	E	
	D	B	C	C	D	D	E	
	E	C	C	D	D	E	E	
	F	E	E	E	E	E	F	
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.

INDICATIVE BIBLIOGRAPHY

- 1 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*
- 5 THURLOW, C., 2013. *Making short films: the complete guide from script to screen*. 3rd ed. London: Berg Publishers.
- 6 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.