University of Suffolk

DEFINITIVE COURSE RECORD 24-25

Course Title	**FdA Visual Effects and Post-Production**
Awarding Bodies	**University of Suffolk**
Level of Award[1]	**FHEQ Level 5**
Professional, Statutory and Regulatory Bodies Recognition	**None**
Credit Structure[2]	**240 Credits** **Level 4: 120 Credits** **Level 5: 120 Credits**
Mode of Attendance	**Full-time**
Standard Length of Course[3]	**2 years full-time**
Intended Award	**FdA Visual Effects and Post-Production**
Named Exit Awards	**CertHE Visual Effects and Post-Production**
Entry Requirements[4]	**Typical Offer:** **80 UCAS tariff points (or equivalent)** **This course is not open to visa sponsored students (those students sponsored by the University under the student route).**
Delivering Institution	**University of Suffolk at East Coast College (Great Yarmouth)**
UCAS Code	**P391**

This definitive record sets out the essential features and characteristics of the FdA Visual Effects and Post-Production course. The information provided is accurate for students entering level 4 in the 2025-26 academic year[5].

Course Summary

This dynamic and exciting FdA Visual Effects and Post-Production course provides a detailed knowledge of the production context and an understanding of related disciplines that informs visual effects practice, emphasising the importance of complementary filming and visual

[1] For an explanation of the levels of higher education study, see the QAA Frameworks for Higher Education Qualifications of UK Degree-Awarding Bodies (2024)
[2] All academic credit awarded as a result of study at the University adheres to the Higher education credit framework for England.
[3] Where the course is delivered both full-time and part-time, the standard length of course is provided for the full-time mode of attendance only. The length of the part-time course is variable and dependent upon the intensity of study. Further information about mode of study and maximum registration periods can be found in the Framework and Regulations for Undergraduate Awards.
[4] Details of standard entry requirements can be found in the Admissions Policy and further details about Disclosure and Barring Checks (DBS) can be found on the University's DBS webpage.
[5] The University reserves the right to make changes to course content, structure, teaching and assessment as outlined in the Admissions Policy.

compositing skills. In addition the course is designed to help you evolve from being a learner to a practitioner with strong creative and technical awareness.

Students will explore many different areas of CGI and visual effects to help you build a wide skill base before focusing on a more specialist area with exactly the skills your chosen industry requires. It is an exciting time to join the Visual Effects industry, with a shortage of skilled creatives in the CGI and VFX industries opening up many career paths.

Students will develop the problem-solving and reflective abilities necessary for study and subsequent work within these industries. The programme has a focus towards film and television post-production editing and visual effects compositing with strong elements in 3D workflow, animation and visual effects – an area in which skills shortages in the industry continue to be identified. The art of Visual Effects and Post-production is being seen more frequently within modern film releases and TV programmes, we aim to give students the opportunity to enter this industry and produce visually stunning pieces of work.

Course Aims

This programme aims to:

- Provide a flexible framework for under-graduate study which offers visual effects learners the opportunity to develop their knowledge skills and understanding, achieving mastery of their chosen specialism;

- Develop the key and academic skills which will broaden the range of opportunities for work, employment, self-employment within the Film, TV industry and related industries;

- Encourage the understanding that learning takes place in all areas of visual effects and post-production activity;

- Develop the specific media production and technical competencies required of a Visual Effects and Post-production practitioner;

- Promote understanding of the global nature of the Film and TV production industry;

- Demonstrate a depth of knowledge that allows you to address a range of professional visual effects problems;

- To provide widened participation and enable further progression within the visual effects industry.

Course learning outcomes

In this section we list what we expect you to gain from studying this course. Our expectations are presented in terms of *learning outcomes*, statements defining specific abilities and skills which you will need to demonstrate to complete the course.

Knowledge and Understanding (K)

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

ID	Learning Outcome
K1	Define and appraise the many specific features and principles of digital visual effects in line with the post-production industry standards and working practices through the conceptual and design process.
K2	Demonstrate a systematic understanding of key concepts of the creative process and the constraints imposed by practical considerations.
K3	Engage critically with key thinkers, leading producers, debates and intellectual paradigms within the field of visual effects.
K4	Illustrate through sophisticated practical practice the main key crafting, production processes and professional practices employed relating to visual effects production.
K5	Employ a range of established research techniques for visual effects projects or associated creative productions, demonstrating the exercise of personal responsibility in decision making.

Analysis and Criticality (C)

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

ID	Learning Outcome
C1	Evaluate the appropriateness of different problem-solving approaches as applied to different contexts.
C2	Make sound judgements in the visual effects and post production process through critically evaluating data, arguments and assumptions.
C3	Assess and critically evaluate their own work in the context of contemporary practice and with reference to well established academic and professional paradigms
C4	Select production techniques consistent with contemporary industry pipelines to plan and manage work conforming to professional standards.

Application and Practice (P)

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

ID	Learning Outcome
P1	Use a range of established techniques beyond the context in which they were studied in order to deliver a suitable outcome within a fixed time scale.
P2	Generate ideas, proposals for course related projects working independently and or collaboratively as in response to set briefs.
P3	Exercise the qualities and collaborative skills necessary for employment and progression to other qualifications demonstrating personal responsibility and decision making.
P4	Apply experimental and appropriate use of materials, processes, technologies and environments showing understanding of quality standards and attention to detail.
P5	Initiate and develop distinctive visual effects and post production work that implements technical concepts and theories appropriately.

Transferable skills and other attributes (T)

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

ID	Learning Outcome
T1	Work with others in groups to sustain exploratory discussions, generate ideas and explore diverse opinions with respect and critical acumen.
T2	Collaborate on practical tasks and presentations offering and accepting constructive criticism, meeting group deadlines, making decisions and fulfilling group objectives.
T3	Communicate results and analysis in a coherent and structured manner which is both reliable and accurate to a team, taking into account the views of others.
T4	Show the ability to listen, reflect, contribute and lead effectively within a variety of contexts.
T5	Manage their workload demonstrating resilience under pressure.

Course Design

The design of this course has been guided by the following QAA Benchmarks and Professional Standards[6]:

- QAA Framework for Higher Education Qualifications (2014)
- QAA Revised Benchmark Statement for Communication, Media, Film and Cultural Studies (2019)
- https://www.qaa.ac.uk/docs/qaa/subject-benchmark-statements/subject-benchmark-statement-communication-media-film-and-cultural-studies.pdf?sfvrsn=28e2cb81_4
- QAA Revised Benchmark Statement for Art and Design (2020)
- https://www.qaa.ac.uk/docs/qaa/subject-benchmark-statements/sbs-art-and-design-17.pdf?sfvrsn=71eef781_22
- ScreenSkills (Skillset) have informed the design of this programme, specific detail to be found here:
- https://www.screenskills.com/industry/animation/
  https://www.screenskills.com/industry/vfx/

Course Structure

The FdA Visual Effects and Post-Production comprises modules at levels 4 and 5.

Module Specifications for each of these modules are included within the course handbook, available to students on-line at the beginning of each academic year.

	Module	Credits	Module Type[7]
Level 4	Screen Writing and production planning	20	M
	Camera operations	20	R
	Editing and Colour Grading	20	R
	Introduction to CGI	20	R
	Professional Portfolio (WBL1)	20	R
	Visual Effects and Motion Design	20	R
Level 5	Research into Industry Practice	20	M
	2D and 3D Compositing	20	M
	Cinematography and the visual narrative	20	M
	3D Environment Design and Look Development	20	M
	Motion Capture and character animation	20	M
	Major Project (WBL2)	20	M

[6] As set out in the QAA Frameworks for Higher Education Qualifications of UK Degree-Awarding Bodies (2024)
[7] Modules are designated as either mandatory (M), requisite (R) or optional (O). For definitions, see the Framework and Regulations for Undergraduate Awards

Awards

On successful completion of the course, students will be awarded an FdA Visual Effects and Post-Production. Students who leave the course early may be eligible for a CertHE Visual Effects and Post-Production on successful completion of 120 credits.

Course Delivery

The course is delivered at the University of Suffolk at East Coast College 'The Place' campus (Great Yarmouth). The Place is a purpose built HE centre in the centre of Great Yarmouth, due to be opening for the 2024 new intake.

Students studying full-time on FdA Visual Effects and Post-production are likely to have approximately 12-15 contact hours per week. The contact hours will be a mix of lectures, workshops, tutorials and practical sessions. Students will normally be expected to undertake 840 hours of independent study per year, but should be prepared for weekly requirements to vary based on assignment deadlines and class exercises.

Course Assessment

A variety of assessments will be used on the course to enable students to experience and adapt to different assessment styles. The assessment methods used will be appropriate to assess each module's intended learning outcomes. Assessment on the course overall will be 100% coursework (including scripts, sequences, portfolios, reports and essays). All other practical pieces across the modules are submitted as practical coursework in the form of exported films, animations, VFX scenes or similar visual format outlined in the modules.

Course Team

The academic staff delivering this course are drawn from a team that includes teaching specialists and current practitioners. All staff are qualified in their subjects with their own specialist knowledge to contribute.

Course Costs

Students undertaking FdA Visual Effects and Post-Production will be charged tuition fees as detailed below.

Student Group	Tuition Fees
Full-time UK	£8,220 per year
Full-time EU/International	£15,690 per year

Payment of tuition fees is due at the time of enrolment and is managed in accordance with the Tuition Fee Policy.

Students will be required to pay contributions towards trips and visits. Student costs for trips are posted in advance. There are no additional costs for equipment and materials although students are expected to develop their own practitioner toolkit. Students have access to a range of professional equipment and resources, these are available to be loaned on a short term basis to complete coursework and assignments. There is a booking system for equipment loans administered through the faculty technician.

Academic Framework and Regulations

This course is delivered according to the Framework and Regulations for Undergraduate Awards and other academic policies and procedures of the University and published on the website.