

<b>Module Code:</b>	ARD538
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<b>Module Title:</b>	Matte Painting and Environments
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<b>Level:</b>	5	<b>Credit Value:</b>	20
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<b>Cost Centre(s):</b>	GADC	<b>JACS3 code:</b>	W614
		<b>HECoS code:</b>	100717

<b>Faculty:</b>	Arts, Science and Technology	<b>Module Leader:</b>	Dan Pope
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Scheduled learning and teaching hours	40 hrs
Guided independent study	160 hrs
Placement	0 hrs
<b>Module duration (total hours)</b>	<b>200 hrs</b>

<b>Programme(s) in which to be offered (not including exit awards)</b>	Core	Option
BA (Hons) / MDes Visual Effects	<input checked="" type="checkbox"/>	<input type="checkbox"/>

<b>Pre-requisites</b>
None

**Office use only**

Initial approval: 01/05/2018

Version no: 1

With effect from: 01/09/2019

Date and details of revision:

Version no:

**Module Aims**

- To Introduce a variety of methods for creating and presenting digital environments.
- Develop best practices for image capture and meta data logging.
- Introduce lighting techniques, both physical and digital.
- Develop and demonstrate an effective use of light and compositing mathematics.

**Intended Learning Outcomes**

## Key skills for employability

KS1	Written, oral and media communication skills
KS2	Leadership, team working and networking skills
KS3	Opportunity, creativity and problem solving skills
KS4	Information technology skills and digital literacy
KS5	Information management skills
KS6	Research skills
KS7	Intercultural and sustainability skills
KS8	Career management skills
KS9	Learning to learn (managing personal and professional development, self-management)
KS10	Numeracy

At the end of this module, students will be able to

Key Skills

		Key Skills	
1	Demonstrate the ability to effectively combine images to create a convincing scene.	KS3	
		KS4	
		KS6	
2	Show an understanding of colour pipelines, suitable for the intended output.	KS3	KS6
		KS4	KS10
		KS5	
3	Understand camera and lens artefacts and how to manipulate or recreate them.	KS3	KS10
		KS4	
		KS6	

**Transferable skills and other attributes**

- ability to manage an independent workload
- contribute proactively to group critique
- communication skills
- Understanding the requirements of an audience
- note-taking; recording, referring and responding to information

**Derogations**

None.

**Assessment:**

## Indicative Assessment Tasks:

Students will be required to produce examples of digital environments and environment backgrounds. These environments will be composite images suitable for use within Video of Film sequences.

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)	Duration (if exam)	Word count (or equivalent if appropriate)
1	1-3	Coursework	100%		

**Learning and Teaching Strategies:**

- Contextualising information for this module will be delivered as a keynote lecture/s.
- Assignments presented to students will be designed to enable students to produce a body of work that demonstrates their ability in the design and production of original characters.
- Lectures, workshops and critiques will enable the student to appreciate the similarities, divergences and application of character design for different purposes.
- Tutorial guidance, group critique and student seminars will underpin of the conceptual development and understanding of the student.

**Syllabus outline:**

Students will be introduced to the processes of creating Matte painting and picture elements. They will combine these elements with live action footage to creating the illusion that they were captured at the same moment.

**Indicative Bibliography:****Essential reading**

Wright, S. (2010). Digital Compositing for Film and Video.  
 Cole, D, Stoski, A. (2005). D'artiste Matte Painting. Ballistic Publishing.

**Other indicative reading**

Brinkman R. (2008). The Art and Science of Digital Compositing.

**Periodicals and Websites**

<http://creativecrash.com>  
<http://www.cgsociety.org>  
<http://www.digitaltutors.com>