

<b>Module Title:</b>	Advanced Graphics
<b>Language of Instruction:</b>	English
<b>Credits:</b>	5
<b>NFQ Level:</b>	8
<b>Module Delivered In</b>	<a href="#">1 programme(s)</a>
<b>Teaching &amp; Learning Strategies:</b>	Focus will be put on individual, practice-based learning. Each student will be expected to show their creative flair as well as their technical skill.
<b>Module Aim:</b>	To enhance students' practical post production skills in editing and graphics. To provide students with experience using industry-standard softwares to a professional level.
<b>Learning Outcomes</b>	
<i>On successful completion of this module the learner should be able to:</i>	
LO1	Recognise skills and techniques used in the post production process. This includes the production of motion graphics, visual effects and compositing within virtual 2D & 3D space.
LO2	Students should be able to demonstrate their knowledge of industry standard softwares through in-class assessments as well as practical assignments.
LO3	Students will produce work that showcases their creative skill and talent, using the software(s) taught as part of this module.
<b>Pre-requisite learning</b>	
<b>Module Recommendations</b>	
<i>This is prior learning (or a practical skill) that is recommended before enrolment in this module.</i>	
No recommendations listed	
<b>Incompatible Modules</b>	
<i>These are modules which have learning outcomes that are too similar to the learning outcomes of this module.</i>	
No incompatible modules listed	
<b>Co-requisite Modules</b>	
No Co-requisite modules listed	
<b>Requirements</b>	
<i>This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.</i>	
No requirements listed	

## Module Content & Assessment

### Indicative Content

#### Graphics

Utilise advanced motion graphics and compositing skills to produce polished and innovative final products. The student should be able to demonstrate the workflow and practical methods relevant in a professional post production environment. They should be able to use their technical skills in order to produce animated graphics. They should be able to seamlessly combine video, graphics and visual effects through advanced compositing that will reflect in their projects.

### Assessment Breakdown

	%
Continuous Assessment	60.00%
Project	40.00%

No Continuous Assessment

### Project

Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Project	A creative visual production, using captured video and motion graphics. Students will work in a semi-autonomous fashion, implementing technical post production skills.	1,3	40.00	Sem 2 End

### Practical

Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Practical/Skills Evaluation	Exercises and/or assessments based on various post production techniques.	2	60.00	n/a

No End of Module Formal Examination

**SETU Carlow Campus reserves the right to alter the nature and timings of assessment**

**Module Workload**

<b>Workload: Full Time</b>		
<i>Workload Type</i>	<i>Frequency</i>	<i>Average Weekly Learner Workload</i>
Laboratory	Every Week	3.00
Independent Learning Time	Every Week	2.00
Total Hours		5.00

**Module Delivered In**

Programme Code	Programme	Semester	Delivery
CW_EETVM_B	<a href="#">Bachelor of Science (Honours) in TV and Media Production</a>	8	Mandatory