Module Title:	Advanced Graphics and Editing
Language of Instruction:	English

Credits:	10

NFQ Level:	8

Module Delivered In	No Programmes

Teaching & Learning Strategies:	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.

Module Aim:	To enhance students' practical post production skills in editing and graphics. To provide students with experience using industry-standard softwares to a professional level.

Learning Outcomes

On successful completion of this module the learner should be able to:

LO1	Recognise skills and techniques used in the post production process. This includes professional video editing, the production of motion graphics, visual effects and compositing. Students will show their ability to combine their skills to achieve a professional standard of work for their showreel.
LO2	Understand and implement the production of animated graphics and compositing of media footage within virtual 2D and 3D space.
LO3	Navigate & operate professional video editing software to a standard suitable for broadcast.
LO4	Students should be able to demonstrate their knowledge of industry standard softwares through in-class assessments as well as practical assignments.
LO5	Students will produce work that showcases their creative skill and talent, using the software(s) taught as part of this module.

Pre-requisite learning

Module Recommendations
This is prior learning (or a practical skill) that is recommended before enrolment in this module.

No recommendations listed

Incompatible Modules
These are modules which have learning outcomes that are too similar to the learning outcomes of this module.

No incompatible modules listed

Co-requisite Modules

No Co-requisite modules listed

Requirements
This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.

No requirements listed

Module Content & Assessment

Indicative Content
Editing Professional editing techniques. Using advanced technical editing skills to produce creative, stylish video productions. The student should be able to recognise the workflow and technical methods behind professional techniques. They should be able to create customised styles, effects and transitions appropriate to their productions.
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	%
Project	40.00%
Practical	60.00%

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.	1,2,3,5	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.	2,3,4	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

Workload: Full Time

Workload Type	Frequency	Average Weekly Learner Workload
Laboratory	Every Week	3.00
Independent Learning Time	Every Week	2.00
Tutorial	Every Week	1.00
	Total Hours	6.00