VISUAL EFFECTS (VFX)

UNIT CODE: MD/CU/AN/CR/16/6/MA

Relationship to Occupational Standards
This unit addresses the unit of competency: design animation visual effects (VFX)

Duration of Unit: 110 hours

Unit Description
This unit specifies the competencies required to develop animation visual effects (VFX). It involves: preparing visual effects project brief, analysing animation project, analysing visual effects elements, developing visual effects elements, compiling the visual effects and integrating visual effects to animation project.

Summary of Learning Outcomes

Elements	Hours
Prepare visual effects project brief	12
Analyse animation project	16
Analyse visual effects elements	18
Develop visual effects elements	32
Compile visual effects	32
Total hours	**110**

Learning Outcomes, Content and Suggested Assessment Methods

Learning Outcome	Content	Suggested Assessment Methods
1. Prepare visual effects project brief	1.1 Introduction to Visual effects 1.2 Categories of visual effects 1.2.1 Simulations 1.2.2 Computer generated imagery 1.2.3 Matte painting 1.2.4 Keying 1.3 VFX projects 1.3.1 2D VFX 1.3.2 3D VFX 1.3.3 Film VFX 1.4 Creating a project brief	• Written tests • Observation • Oral questions • Third party report • Interviewing • Project and report writing

	1.4.1 Project description 1.4.2 Deliverables 1.4.3 Scope 1.4.4 timelines	
2. Analyse animation project	1.5 Brief analysis 1.6 Animation theme design 1.7 Visual effects techniques	• Observation • Oral questions • Third party report • Interviewing • Project and report writing
3. Analyse visual effects elements	3.1 2D visual effects elements 3.2 3D visual effects elements 3.3 Post-production visual effects elements	• Observation • Oral questions • Third party report • Interviewing • Project and report writing
4. Develop visual effects elements	4.1 Matte painting 4.2 Develop 2D assets 4.3 Model 3D assets 4.4 Rig 3D assets 4.5 Particle simulation 4.6 Environment simulation 4.7 Lighting effects	• Observation • Oral questions • Third party report • Interviewing • Project and report writing • Case study
5. Compile visual effects	5.1 Integrating VFX elements 5.2 Rotoscoping 5.3 Motion capture 5.4 Visual effects synchronization	• Observation • Oral questions • Third party report • Interviewing • Project and report writing
6. Integrate visual effects to the animation project	6.1 Visual effects compositing 6.2 Final animation is rendering.	• Observation • Oral questions • Third party report • Interviewing • Project and report writing

Suggested Methods of Instruction

- Project

- Demonstration by trainer
- Practice by the trainee
- Discussions
- Direct instruction
- Case study
- Audio –visual aids

Recommended Resources

- Computers
- Audio recorder
- Internet
- Digital Cameras
- Animation films
- Text books
- Editing & recording studio
- Computer software
- Stereo studio headset
- Digital Drawing Tablet
- Flash drives