



LEVEL 3

20 Film Theory

5 Professional Practice

+

30 MAJOR
15 LINKED MODULES*
+ Choose 10 modules
5 OTHER CHOICE MODULES
5 MODULE

OR

45 MAJOR*
45 MAJOR*
+ Choose 1 module
5 OTHER CHOICE MODULES
5 MODULE

OR

45 MAJOR
30 FOCUS SKILL
+ Choose 4 modules
5 OTHER CHOICE MODULES
5 MODULE

PRE-REQUISITES May apply to specific subjects / modules

= 120 CREDITS

30 3D ANIMATION

- 5 **3D100 / PD 100 / MD 100 / GD100** Visual development for CGI (3D301)
- 5 **3D100** 3D visualisation (3D302)
- 5 **3D100** 3D rendering (3D303)
- X Professional Practice

30 GAME DESIGN

- 5 **GD200** Game aesthetics (GD301)
- 5 **GD200** Game UI (GD302)
- 5 **GD200 / 3D200** Game asset creation (GD303)
- X Professional Practice

30 MOTION DESIGN

- 5 Information visualisation (MD301)
- 5 2D performance animation (MD302)
- 5 3D for motion design (MD303)
- X Professional Practice

30 FILM & TELEVISION

- 5 Excursions into essential cinema (FV301)
- 5 **FV100 / FV202** SFX techniques (FV302)
- 5 **FV100 / FV202** Finishing techniques for film (FV303)
- X Professional Practice

30 PRODUCTION DESIGN

- 5 **PD100 / PD204** Set design and dressing (PD301)
- 5 **PD100 / PD202** Characters & creatures (PD302)
- 5 **PD100 / PD301 / PD302** The art department on set (PD303)
- X Professional Practice

30 SCREEN ACTING

- 5 Voice Over techniques (SA301)
- 5 **SA300 / FV300** Directing actors (SA302)
- 5 The working actor (SA303)
- X Professional Practice

30 SCREENWRITING

- 5 **SW201** Characters and dialogue (SW301)
- 5 **SW201** Spec Script (SW302)
- 5 **SW201 & SW302** Outlining and developing features (SW303)
- X Professional Practice

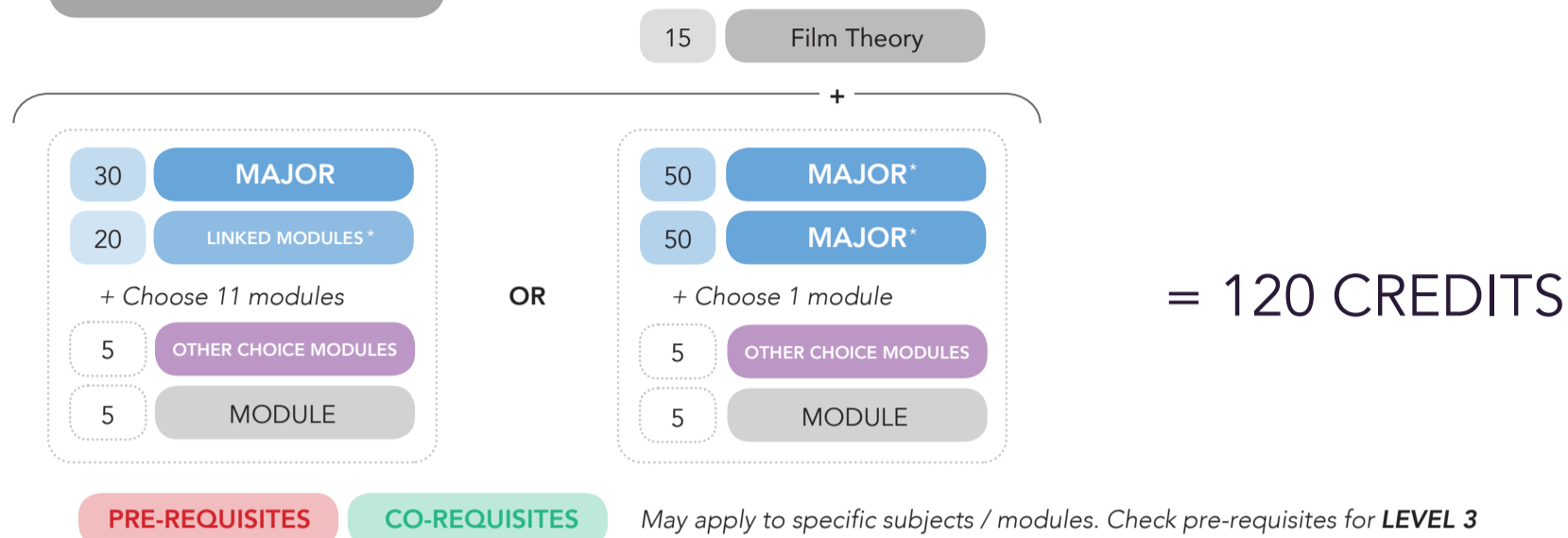
30 SOUND DESIGN

- 5 Acoustics (SD301)
- 5 Sound perception (SD302)
- 5 **SD100 & SD201** Audio finishing techniques (SD303)
- X Professional Practice

CREATIVE WRITING

- 5 From premise to plot (CW301)
- 5 **CW301 / SW300** Developing the story (CW302)
- 5 **CW302** Writing the story (CW303)
- 5 **CW303** Finalising the manuscript (CW304)

LEVEL 2



CONSIDERATIONS:

- If you study part-time, take the Modules before the Major
- Modules offer a large variety of skills, while Majors tend to be in-depth & project-based
- You may take extra credits, but there is a limit to the number of credits you can complete in a year
- Pre-requisites listed with "/" means that any of them will qualify, while "&" is inclusive
- You're allowed to take Modules from the other schools and vice-versa, while Majoring across schools is complicated
- If you're unsure about certain Subject choices, feel free to book time with the Lecturer or Subject Manager

LEVEL 3

FOCUS SKILLS

30 MUSIC PRODUCTION

SD100 Music literacy (MX300_1)

SD100 Music recording & mixing (MX300_2)

SD100 Film music history & musicology (MX300_3)

SD100 Final portfolio: producing music for a film (MX300_4)

30 STOP MOTION & VFX

SV201 / SV202 VFX workflow (SV300_1)

SV201 / SV202 Design & construction (SV300_2)

SV201 / SV202 Principal cinematography & animation (SV300_3)

SV201 / SV202 VFX Post-Production (SV300_4)

30 GAME DEVELOPMENT

GX200 Mobile game development (GX300_1)

GX200 X Reality (GX300_2)

GX200 Connected games (GX300_3)

GX200 Procedural generation (GX300_4)

30 CINEMATOGRAPHY

FV100, FV 201 & FV 203 Cinematic visualisation (CG300_1)

FV100, FV 201 & FV 203 The camera as a paintbrush (CG300_2)

FV100, FV 201 & FV 203 Sculpting the scene (CG300_3)

FV100, FV 201 & FV 203 The working cinematographer (CG300_4)