

Module code	FLM405	Level	4
Module title	Post-Production Skills	Credit value	20
Common/Core/ Elective	Core	ECTS Credits	10
		Notional learning hours	200
Courses on which the module is taught	BA (Hons) Film and Screen Production	Teaching Period	Spring

1. Module description

In this module, you will develop your understanding of the post-production processes which include visual editing, sound editing, colour grading and some rudimentary VFX work. You will explore the workflow involved in creating a project and how the various elements of post-production are coordinated. Moreover, you will cultivate the theoretical underpinning which informs your practical skills by studying examples of best practice.

You will further explore how the visual and audio elements of post-production can be used to best serve narrative design and storytelling. In addition, you will gain an understanding of the role of the film editor in creating a cohesive project while servicing the vision and voice of the director.

2. Learning outcomes

Upon successful completion of this module you will be able to:

Decision making (MLO 01)

Work as part of a team to demonstrate an understanding of the complete post-production process

Digital Data and Tools (MLO 06)

Use digital production tools and specific data to refine the production

Discipline Skills (MLO 08)

Use established discipline-specific knowledge, techniques and tools for practical purposes

3. Learning and teaching methods

You will be taught primarily in small seminar / workshop-based sessions where you will be instructed in working through a variety of project-based learning opportunities which will form the basis of your response to your assessments. Each week you will be assigned a problem, issue or creative task which you will respond to, based on models of best practice we will explore. These exercises will form the Portfolio that you will develop as part of your response to Assessment 1.

All study will be fully supported through group tutorials and occasional tutor-led presentations where necessary. You will present your work to your lecturers and fellow students in order to share best practice, ideas, working processes and knowledge. You will experience critique and peer-feedback during structured sessions.

Learning hours	
Directed learning	72
Workshops/classes and tutorial supervision (the distribution will depend on the needs of the project)	72
Guided/Self-guided learning	128
Total	200

4. Assessment, formative feedback and relative weightings

Assessment 1: Portfolio

Weight (%): 50

Word Count or Equivalent: 4 - 6 minutes

You will complete a digital portfolio of work which showcases the various post-production skills that you have acquired as a part of completing the module. This will include (but not be limited to) audio / visual edits, reflective essays, research and / or knowledge of the industry landscape

Assessment 2: Film

Weight (%): 50

Word Count or Equivalent: 3 - 6 minutes

You will produce a final “picture locked” edit of a piece of moving media. This will include you crafting the visual and audio post-production output for the project. You should pay particular attention to the mood, tone and genre of the film. There will be screenings as part of the module.

You will collaborate with the creator / director of the images that you are producing a picture locked “edit” of and work directly with them to assist in realising their vision for the piece you are working on.

Each summative assessment will be preceded by an opportunity of formative assessment accompanied by formative feedback.

Assessment tasks	MLO 01	MLO 02	MLO 03
Assessment 1 – Post Production Portfolio		X	X
Assessment 2 – Final Edit	X	X	X

5. Indicative resources

Brown, Blain, *The Filmmaker's Guide to Digital Imaging: for Cinematographers, Digital Imaging Technicians, and Camera Assistants*, Routledge, (2014)

Chandler, Gael, *Film Editing: Great Cuts Every Filmmaker and Movie Lover Must Know*, Michael Wiese Productions: Illustrated edition, (2009)

Jago, Maxim, *Adobe Premiere Pro Classroom in a Book*, Adobe Press, (2022)

Jago, Maxim, *Adobe Audition CC Classroom in a Book, 2nd Edition*, Adobe Press, (2018)

Murch, Walter, *In the Blink of an Eye*, Silman-James Press; 2nd ed, (2001)

Schlemowitz, Joel, *Experimental Filmmaking and the Motion Picture Camera: An Introductory Guide for Artists and Filmmakers*, Focal Press / Routledge, (2019)