VISUAL EFFECTS COURSE MODULES

What if you could turn daydreams into reality? From breathtaking landscapes to life-like explosions, visual effects professionals constantly break creative and mental boundaries by bringing to life new worlds and exciting fantasies.

Want to be part of the action? The Diploma in Visual Effects (VFX) aims to equip aspiring visual effects artists with industry-based production techniques as well as key visual and creative skills. You will get a solid grounding in core principles of visual communication, special effects and advanced post-production services.

Create Exciting 3D Content

As a VFX student, you will learn the fundamentals of storytelling and storyboarding, camera and lighting as well as animation. You will also get to create dramatic settings and characters using the latest industry- standard software such as NUKE, a high-end software compositing tool used by top Hollywood effects studios on movies such as *Captain America: Civil War, X-Men: Apocalypse* and *Batman v Superman: Dawn of Justice*. VFX is also the first polytechnic diploma programme to pioneer training in Stereoscopic 3D (S3D) filmmaking equipment and software.

Build Your Creative Portfolio

As this is a portfolio-driven industry, you gain a head start by building your practical experience with industry-leading Maya and Zbrush software. Another big plus – you get to work with Ultra High Definition (Ultra HD) cameras in one of Singapore's largest green screen studios, and an online production suite.

In your final year, enhance your portfolio with a six-month internship, a final-year project or an industry-based project. You can intern at production and post-production houses where you will take on tasks such as shooting, compositing, modelling and animation for commercials, films, TV programmes and videos. Or choose to do a final-year project where you have creative freedom to conceptualise and put together your own short film built around eye-popping visual effects. You can even take on an industry-based project with m:idea, our in-house media conglomerate, and help produce cutting-edge titles, graphics and visual effects to enhance videos created by the production team for clients.

You will also have the chance to work with industry practitioners and showcase their projects to the world. In fact, six VFX interns worked on a local horror movie *Afterimages* by Mythopolis Pictures that won the "Best FX Award" in the 9th Edition of the Thriller! Chiller! Film Festival in Michigan, United States, in 2014 and another "Best FX Award" at the NYC Horror Film Festival in New York.

LEVEL 3.1

Advanced Post-Production

This module provides an opportunity for students who have mastered the fundamental technical principles and practices of post-production, to further their technical knowledge and skills in this field by learning teaching more in-depth craft and technical skills needed to edit more professionally. This module will cover compositing, tracking, working with the 3D warp effect, editing Stereoscopic 3D clips, colour correction and colour grading, working with Spectra Matte key, as well as advanced Title Tool effects.

Character Rigging & Animation

Students are introduced to the advanced applications of Maya in the areas of technical setup, character rigging and animation. Students will gain a foundation in planning, executing and solving the technical aspects in a 3D pipeline, with a focus on maintaining a disciplined and logical workflow that integrates with the other aspects of pre-production, production and post-production. All projects will provide students with hands-on experience in incorporating various skills, platforms and mechanisms to achieve the desired impact in the marketplace.

Effects Animation 2

This module builds on previous effects knowledge and students will be exposed to intermediate effects workflows through the breakdown of case studies from notable effects simulation examples. The principle focus is on using Fluids, nParticles/Particles, Rigid/Soft Body Simulations in tandem overlaying different effects systems that interact with each other.

Set Extension

Students are introduced to the techniques in creating matte painting and set extension. Students would be able to effectively plan/design and build a visually interesting matte painting to be used to extend an existing environment that they have shot or built in CGI. Students will also be advancing their skill set to integrate 2D and 3D elements for realistic digital contents

Professional Communication

This module introduces skills in two subsets of Professional Communication. In the context of spoken communication, students will study the structures of informative and persuasive speeches, as well as ways to deliver presentations. In the written context, Students will study the mechanics of CV & portfolio composition, email/correspondence techniques, and proposal/pitch writing. Students will acquire the necessary knowledge and develop skills to become composed, credible and articulate communicators in a variety of professional situations. This module is tailored to prepare VFX students for job interviews.

LEVEL 3.2
Internship (Local/Overseas)
Students will be placed on an internship with companies and agencies matching their abilities and interests. The internship gives students opportunities to apply their acquired knowledge and skills to the work environment. Students gain valuable work experience and exposure to the rigour, demands and excitement of the media industry, enabling them to adapt effectively to future employment. Many of our students are offered employment by these same companies.

COURSE CURRICULUM

Module Name	Credit Units
YEAR 3	
Level 3.1 (22 hours per week)	
Advanced Post-Production	3
Character Rigging & Animation	4
Effects Animation 2	4
Set Extension	4
Professional Communication	3
World Issues : A Singapore Perspective ^	2
Interdisciplinary Studies (IS) elective ^	2
Level 3.2 (22 hours per week)	
Internship (Local/Overseas)	22

Notes:
^ For more details on Interdisciplinary Studies (IS) electives, please log on to www.np.edu.sg/is/

IS Modules
The School of Interdisciplinary Studies (IS) delivers a broad-based curriculum, which nurtures a new generation of professionals with multidisciplinary skills and an innovative and entrepreneurial spirit to meet the challenges of a knowledge economy. IS offers both prescribed modules and electives to challenge boundaries. Prescribed modules develop students' competencies in core areas such as Communication, Innovation and Enterprise, Culture and Communication, and Personal Mastery and Development, while elective modules provide insights into Arts and Humanities, Business, Design, and Science and Technology.