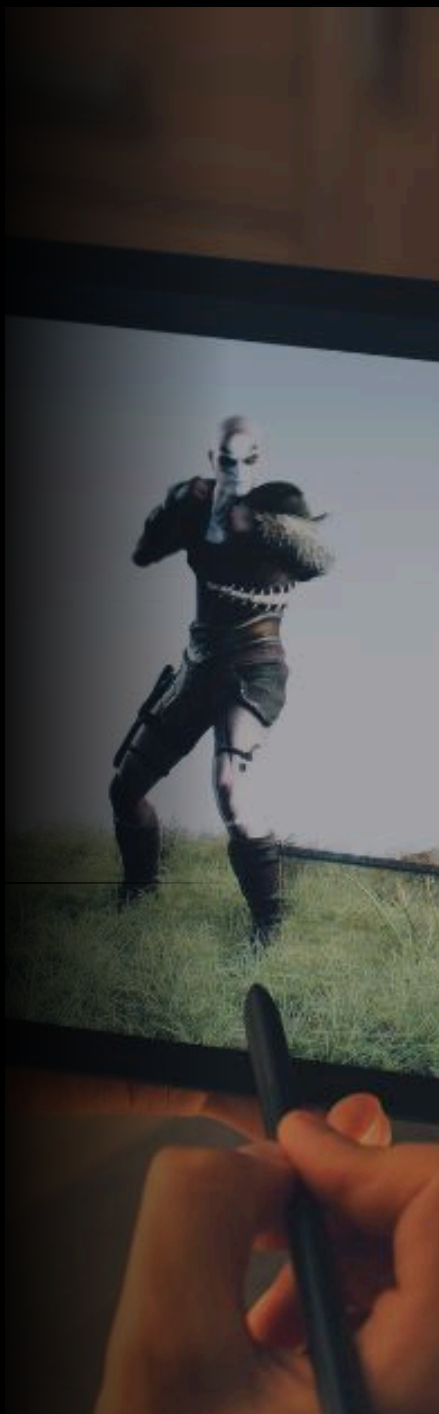


# BA (HONS) VFX & ANIMATION

2 Year Accelerated & 3 Year Courses Available



## Why choose this course?

At SAE, you will learn full professional VFX and animation pipelines including pre-production, production and post-production workflows. Students explore storyboarding, 3D modelling, texturing, lighting, rendering, compositing, CG integration into live action, simulation workflows, 2D and 3D animation, camera shooting, principles of photography, parallax techniques, 2D special effects and green screen compositing.

You'll train with industry-standard software including Autodesk Maya, Substance Painter, Foundry NukeX, ZBrush, Adobe After Effects, and Adobe Creative Cloud, developing the technical precision and creative storytelling ability the industry expects.

You'll graduate in two years with a professional showreel ready for studios and clients.

## Industry relevance

Demand for skilled VFX and animation professionals continues to grow across film, TV, games and advertising - driven by the increasing complexity of productions and the rapid expansion of streaming content globally.

At SAE, you'll blend theoretical knowledge with real-world application from day one, keeping pace with industry trends through a toolkit of software packages used on professional productions worldwide.

## Career outcomes

Our graduates progress into roles including 3D Modeller, Animator, Composer, Texture Artist, Lighting Artist, FX Simulation Artist, Roto Artist, Matchmove Artist, and Junior VFX Supervisor – with skills that transfer across film, TV, games and advertising.

# BA (HONS) VFX & ANIMATION

## MODULE BREAKDOWN

The purpose of this module breakdown is to provide a concise summary of the main topics covered on the VFX & Animation programme offered at SAE.

## Trimester 1/Semester 1

To begin your degree, you'll develop essential technical skills across visual effects and animation, plus the knowledge required to collaborate with other creative media students and professionals.

### VFX (T1) - VFX Fundamentals

In this module, you'll learn introductory theoretical and practical concepts, such as production techniques and pipelines, film and cinematography, basic image manipulation techniques and core transferable skills in communication and project management.

You'll also develop research and analysis skills and learn to understand and follow briefs to an industry standard.

Topics include:

- VFX industry/pipeline overview
- Working with references and concepts
- Understanding file formats (pixel / vector / lossless etc.) Aesthetics in cinema
- Film analysis
- Live shot visual properties
- Digital image editing
- Layer-based compositing
- Time management

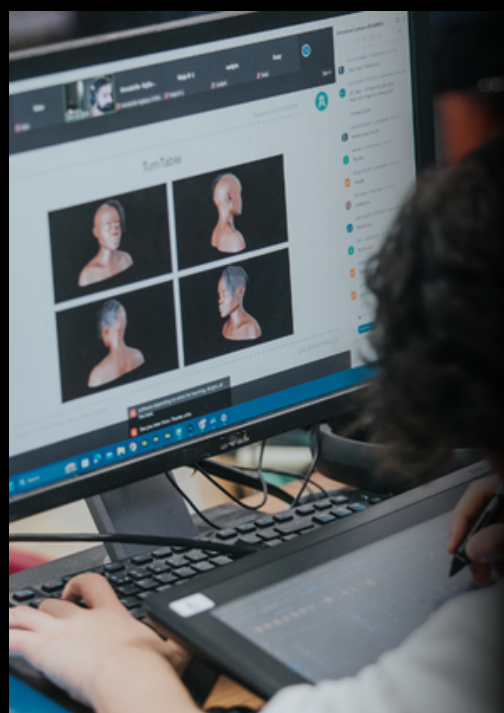
### VFX (T1) - 3D Fundamentals (VFX)

Across this module, you'll explore the essential theoretical and practical principles of creating and using 3D content in visual effects.

You'll also delve into basic workflows and pipelines, with a focus on modelling and texturing, and learn presentation techniques, including how to pitch ideas and present outcomes.

Topics include:

- Principles of 3D
- Low-poly modelling
- High-poly modelling
- Topology
- UV mapping
- Texturing basics and shading
- Rendering workflows
- Presentation techniques
- Subdivision surface modelling
- Physically based rendering (PBR)



## Trimester 2/Semester 2

This trimester, you'll work on complex multidisciplinary projects using industry-standard practices.



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### VFX (T2) - 3D Rendering and Compositing

Building on your understanding of 3D fundamentals, you'll learn how to finish and implement 3D content. As well as developing key project management skills, you'll explore camera and lighting theory, workflows for rendering and compositing and intellectual property and copyright issues.

Topics include:

- Lighting setups for live action
- 3D lighting basics
- 3D camera techniques
- Advanced texturing and shading
- Linear workflow
- Rendering
- Compositing for 3D (node-based)
- Project management
- Copyright

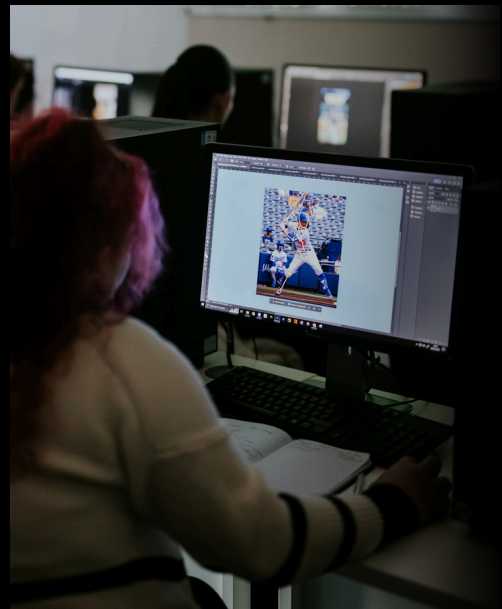
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### VFX (T2) - Animation

In this module, you'll explore and implement a range of 2D and 3D animation techniques and theories depending on the context. You'll also design and rig animations and analyse a series of moving images and animations.

Topics include:

- Vector graphics
- Principles of animation
- Storyboarding/animatic
- 2D animation (thumbnailing)
- Rigging
- 3D animation
- Layer-based compositing (packaging)
- Academic writing (using a standard referencing system)
- Research



## Trimester 3/Semester 3

In Trimester 3, you'll be introduced to the professional working environment through a series of real-world project briefs. Our practical Creative Studio approach allows you to engage in authentic assessment activities that reflect current industry practices.



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### VFX (T3) - Creative Studio 1: Overview

This trimester, you'll develop your understanding of professional workflows for fluid simulation, cloth simulation and particle animation, while learning industry-relevant techniques for animating and using dynamic simulation tools. You'll also get hands-on using a range of industry tools to create realistic digital effects.

Topics may include:

- Animation
- Simulation and physics
- Fluid animation
- Look development
- Shading and rendering for FX
- Compositing for FX

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## Trimester 4/Semester 4

Your focus this trimester will be on developing an understanding of professional workflows for environment creation and real-time animation.

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### VFX (T4) - Creative Studio 2: Overview

During your second Creative Studio module, you'll research and analyse the works of a particular group or individual within the VFX industry.

Operating industry-relevant software, you'll gain a sound understanding of the technical processes involved across a production environment and will plan the production of a scene using the professional techniques you've learned for advanced rendering and compositing.

Collaborating with other students both within and outside of your field, you'll explore the industry's operational dynamics while learning how to plan and market visual effects projects.

Topics may include:

- Modelling for VFX
- Lighting
- Shading
- Rendering
- Compositing
- Colour Correction and grading
- Matchmoving

## Trimester 5/Semester 5

As you approach the end of your visual effects and animation degree, you'll start to specialise within your preferred area of the motion design industry, advancing your skills by selecting from one of 3 optional modules.

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### VFX (T5) - Creative Studio 3: Overview

Creative Studio 3 allows you to refine a core industry skill of your choice by working on an 'Advanced Specialist Project' or further your knowledge of composition and advanced techniques in VFX. Depending on your project, you'll enhance your software skills across programmes such as Maya, After Effects, Nuke and Houdini.

Topics may include:

- Critical evaluation
  - Problem solving
  - Autonomous learning
  - Industry-ready production techniques
  - Modelling
  - Prop Art
  - Technical art
  - FX art
  - Animation
  - Rendering
  - Compositing
- 

### VFX (T5) - Advanced Specialised Production

During this module, you'll create work of a professional standard in your field of specialism. You can choose to pursue simulated briefs, develop your own project or engage in live projects through work placements or collaborations with peers from other disciplines. In preparation for your final Major Project, you'll refine your skills, develop connections with industry professionals and create a portfolio that showcases your expertise.

Topics may include:

- Modelling
  - Prop art
  - Technical art
  - FX art
  - Animation
  - Rendering
  - Compositing
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### VFX (T5) - Research and Professional Development in Creative Media

In this module, you'll prepare for your final Major Project. You'll receive guided support from our Experts to craft your project proposal, further developing your academic and professional skills as you prepare to embark on your career or progress to postgraduate studies.

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## Trimester 6/Semester 6

The final module of this animation degree lets you demonstrate the practical and academic skills you've developed across your time at SAE via a large-scale advanced-level project.

### VFX (T6) – Major Project

You'll spend your final trimester completing your Major Project, which will have been designed, scoped and approved during Trimester 5.

This immersive module lets you perfect your skills in your field of choice and create something truly unique. Use your Major Project to bolster your resume, build your own business or make invaluable industry connections.



## WANT TO KNOW ABOUT ANIMATION AT SAE?

If you need help at any point during your application process, our friendly Admissions Team are here to help at every step of the way.

0333 011 2315  
ukenquiries@sae.edu



**READY FOR THE NEXT STEP?  
APPLY TODAY!**

Scan the QR code to begin your application for our BA (Hons) VFX & Animation at SAE.