Name of subject	Visual special effects in films
Entity running the module	The Faculty of Graphic Arts and Media Art, Department of Media Art
Entity for which the module has been prepared	
Module type	Basic module, compulsory module in the field of Media Art
Year of study/ semester; mode of attendance	Year 3/ semester 6 First level full-time studies
ECTS credits	2
Module organizer	mgr Bartłomiej Szlachcic
Academic aims	Classes within the module: Visual special effects in films constitute a part of training in the field of Media Art on an intermediate level. The academic aim is to develop the students' creative techniques in the area of planning and creating visual special effects for the needs of films and multimedia projections.
Module prerequisites	Knowledge of film and sound material edition software.
Learning outcomes with respect to:	
– knowledge	Students learn about the history of special effects in films and their contemporary variations. They also acquire knowledge of creating special effects at different stages of film production: the creative stage, the execution and post-production.
– skills	Students can plan, design and execute selected types of special effects in films.
– personal and social competence	Students can plan the work of a special effects team. They can also critically assess the technical and aesthetic value of presented examples.
Module content	1) Presentation of the history of special effects in films 2) A review of the contemporary variations and trends in special effects in films. 3) A review of media serving the creation of special effects. 4) Presentation of innovative methods of creating special effects. 5) Practical presentation of selected types of special effects based on the acquired theoretical knowledge.
Module form and number of module hours	Lectures and classes in a production studio, 30 hours
Assessment methods and criteria	50% active participation in classes / 50% task performance
Assessment type	Non-graded pass
Literature	Source literature D.Bordwell, K.Thompson, Film art. Sztuka filmowa. Wprowadzenie, Warszawa 2011. Supplementary literature: Manovich Lev., Język nowych mediów, Warszawa 2006. Z.Rybczynski, Traktat o obrazie, Wrocław J.D.Foley. Wprowadzenie do grafiki komputerowej, Warszawa 2001. S.Zielinski, Archeologia mediów, Warszawa 2010
Notes	none
Language of instruction	Polish language, it is possible to communicate in English too