



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 2 - semester 3 Second level full-time studies
ECTS credits	1
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, multimedia projections and other types of artistic projects.
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 understand the process of creation of special visual effects and they can use the acquired knowledge in their own animations and film projects.
– personal and social competence	Students can plan the work of a special effects team on their own. They can also critically evaluate the technical and aesthetic quality of presented samples as well as suggest corrections necessary for the achievement of the intended effect.
Module content	<ol style="list-style-type: none"> 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) Presentation of innovative methods of creating special effects. 4) Practical presentation of selected types of special effects based on the acquired theoretical knowledge. 5) The module organizer assigns a project to be executed by students on their own, outside class; some of the classes will be dedicated to discussions of individually executed projects.
Module form and number of module hours	Lectures and classes in a production studio, 30 hours/ sem.
Assessment methods and criteria	50% active participation in classes / 50% task performance
Assessment type	Graded pass
Literature	<p>Source literature D.Bordwell, K.Thompson, Film art. Sztuka filmowa. Wprowadzenie, Warszawa 2011.</p> <p>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</p>
Notes	none
Language of instruction	Polish language, it is possible to communicate in English too