



**National Centre for Computer Animation  
Bournemouth University**

BA (Hons) Computer Animation Art and Design

BA (Hons) Computer Animation Technical Arts

BA (Hons) Visual Effects

BSc (Hons) Virtual & Augmented Reality

<https://vimeo.com/nccaanimation>



# NCCA UG Videos

NCCA Animation youtube channel

<https://www.youtube.com/channel/UC3iDQqkBZ-pxNixeVx1cDvg>

Degree Shows (vimeo)

[Lockdown 2021 Degree Show](https://vimeopro.com/nccaanimation/undergraduatedegreeshow2018)

<https://vimeopro.com/nccaanimation/undergraduatedegreeshow2018>

<https://vimeopro.com/nccaanimation/undergraduatedegreeshow2017>









# GUFA

GLOBAL  
UNIVERSITY  
FILM  
AWARDS  
**2020**



# Bianca Cirdei (class of 2018)



<https://vimeo.com/284021529>

**Bianca Cirdei**  
Visual Effects

SEE RANK

+ Add or change photo on IMDbPro »

Contribute to IMDb. Add a bio, trivia, and more.  
Update information for Bianca Cirdei »

## Known For

**Tenet**  
Visual Effects  
(2020)

**Zack Snyder's Justice League**  
Visual Effects  
(2021)

**Greyhound**  
Visual Effects  
(2020)

**No Time to Die**  
Visual Effects  
(2021)

## Filmography

Visual effects (7 credits)	Hide
<b>The Matrix 4</b> (Effects technical director: DNEG London) ( <i>post-production</i> )	2021
<b>No Time to Die</b> (effects technical director: DNEG) ( <i>completed</i> )	2021
<b>Infinite</b> (Effects technical director: DNEG London) ( <i>completed</i> )	2021
<b>Shadow and Bone</b> (TV Series) (Effects technical director - 5 episodes)	2021
- <b>The Heart Is an Arrow</b> (2021) ... (Effects technical director: DNEG London)	
- <b>Show Me Who You Are</b> (2021) ... (Effects technical director: DNEG London)	
- <b>Otkazat'sya</b> (2021) ... (Effects technical director: DNEG London)	
- <b>The Making at the Heart of the World</b> (2021) ... (Effects technical director: DNEG London)	
- <b>A Searing Burst of Light</b> (2021) ... (Effects technical director: DNEG London)	
<b>Zack Snyder's Justice League</b> (Effects technical director: DNEG London)	2021
<b>Tenet</b> (Effects technical director: DNEG London)	2020
<b>Greyhound</b> (Effects technical director: DNEG London)	2020



# Unrivalled industry links

Endorsed and  
accredited by industry

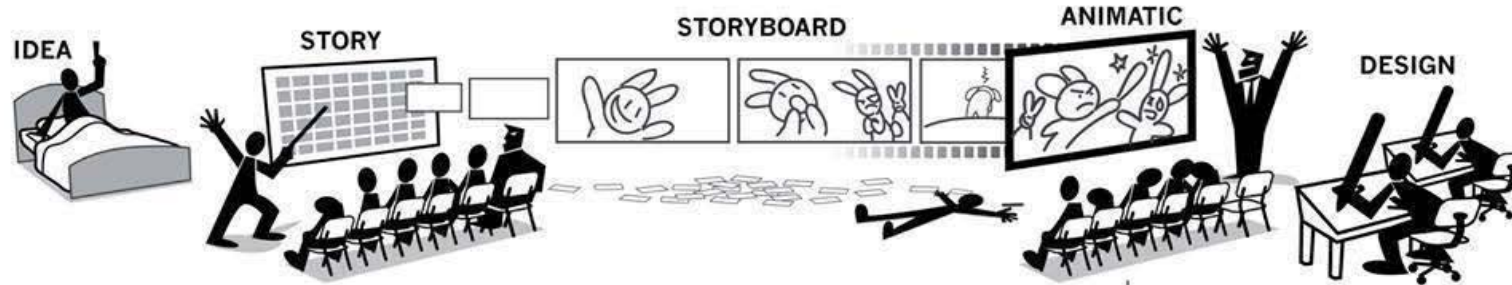


- Presentations, projects set by industry
- Professional practitioners right next door!

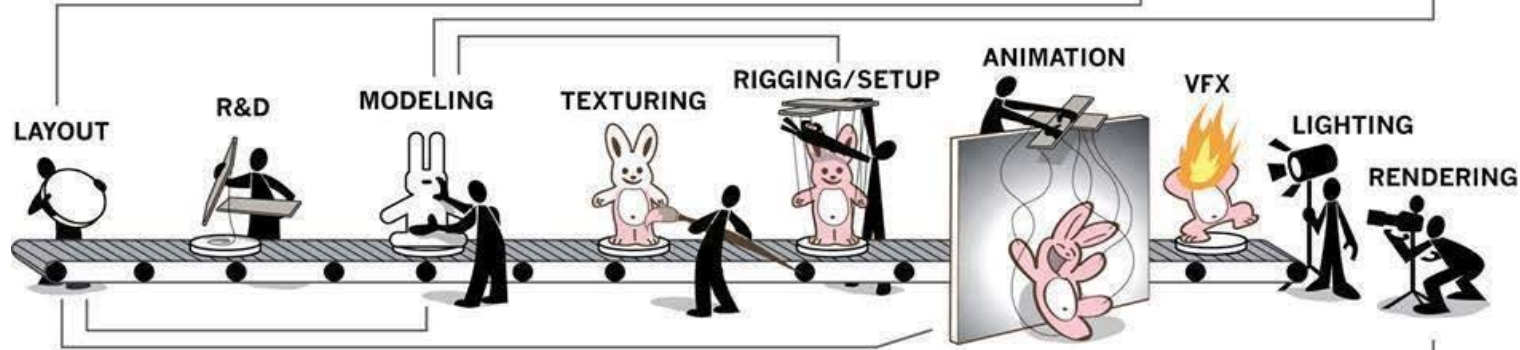


# 3D Production Pipeline

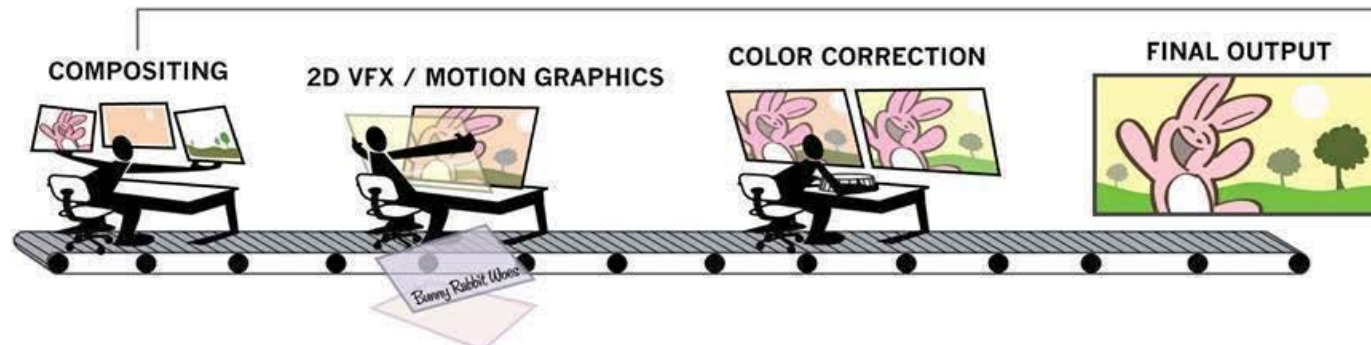
## PRE-PRODUCTION



## PRODUCTION



## POST-PRODUCTION





# What makes us unique?



## Team work

- Focus on interdisciplinary teamwork mirroring industry practice
- Practitioners can be artists, scientists and/or generalists
- You will learn empathy for other stages of the production pipeline

## Specialisation

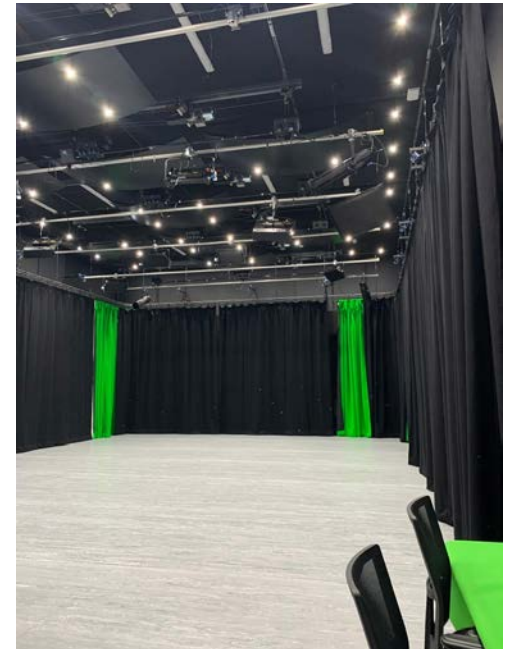
- Through specialist and group projects
- Helps to develop your brand
- Distinguishes you from other candidates





## Poole Gateway Building

- Screening rooms
- Green screen studio
- Motion capture facilities
- Animation labs
- Collaborative working spaces



# Promotion and progression



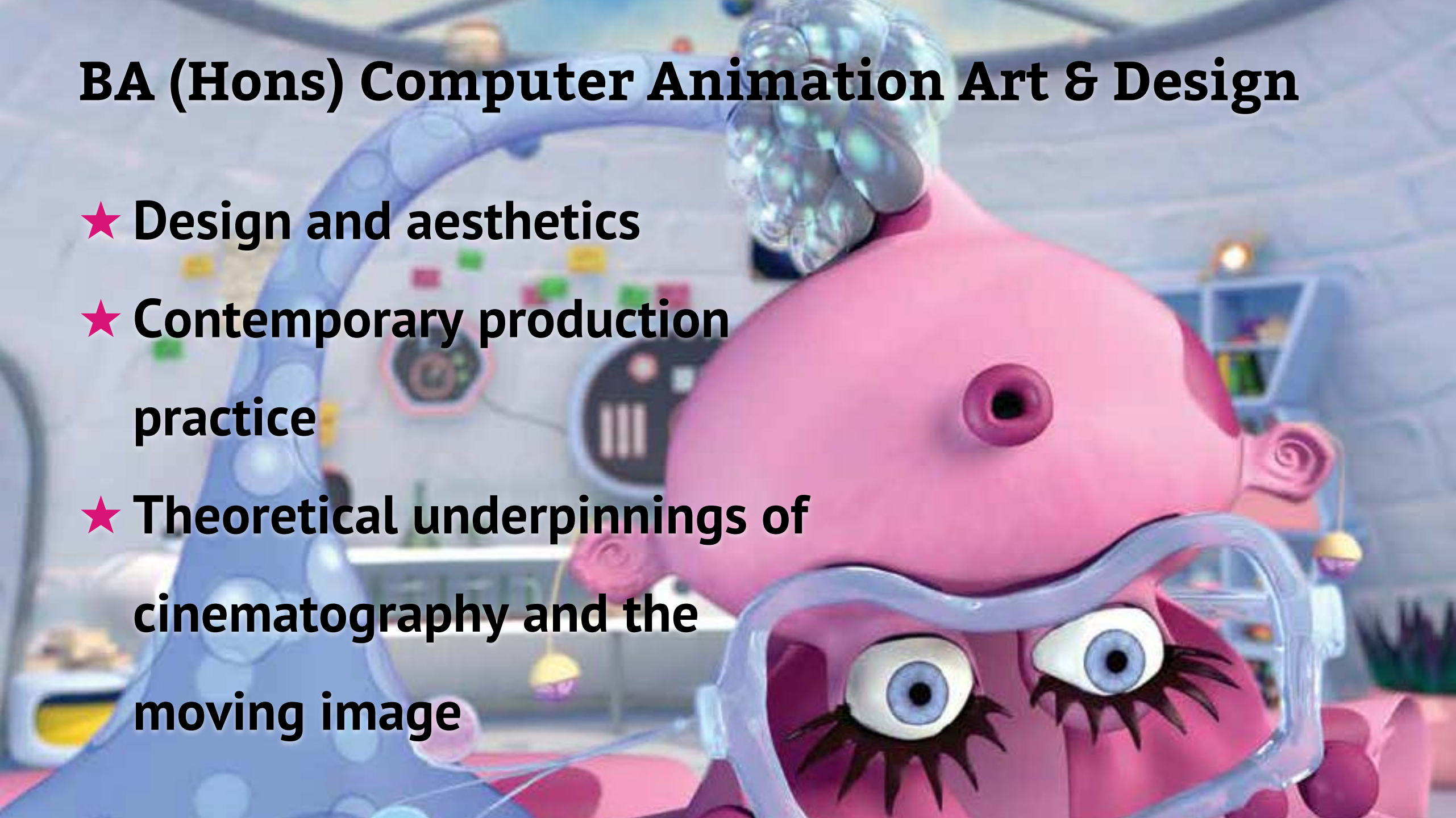


# Our Courses



# **BA (Hons) Computer Animation Art & Design**

- ★ **Design and aesthetics**
- ★ **Contemporary production practice**
- ★ **Theoretical underpinnings of cinematography and the moving image**



# BA (Hons) Computer Animation Art & Design

Level 4		Level 5		Level 6	
Semester 1	Semester 2	Semester 1	Semester 2	Semester 1	Semester 2
Introduction to Production Tools (Common) 20	Computer Animation Production (CAAD) 20	Lighting and Rendering (Common) 20	Group Project (Common) 20		Final Major Project and Dissertation (Common) 60
Narrative Strategies (CAAD) 20	Design for Production 1 (CAAD) 20	Design for Production 2 (CAAD) 20	Advanced Moving Image Theory and Practice (Common) 20	Masterclass (Common) 20	
Fundamentals of Design (CAAD) 20	Moving Image Theory and Practice (Common) 20	Option 1 (Common) 20	Option 2 (Common) 20	Research and Development Project (Common) 20	Option 3 (Common) 20

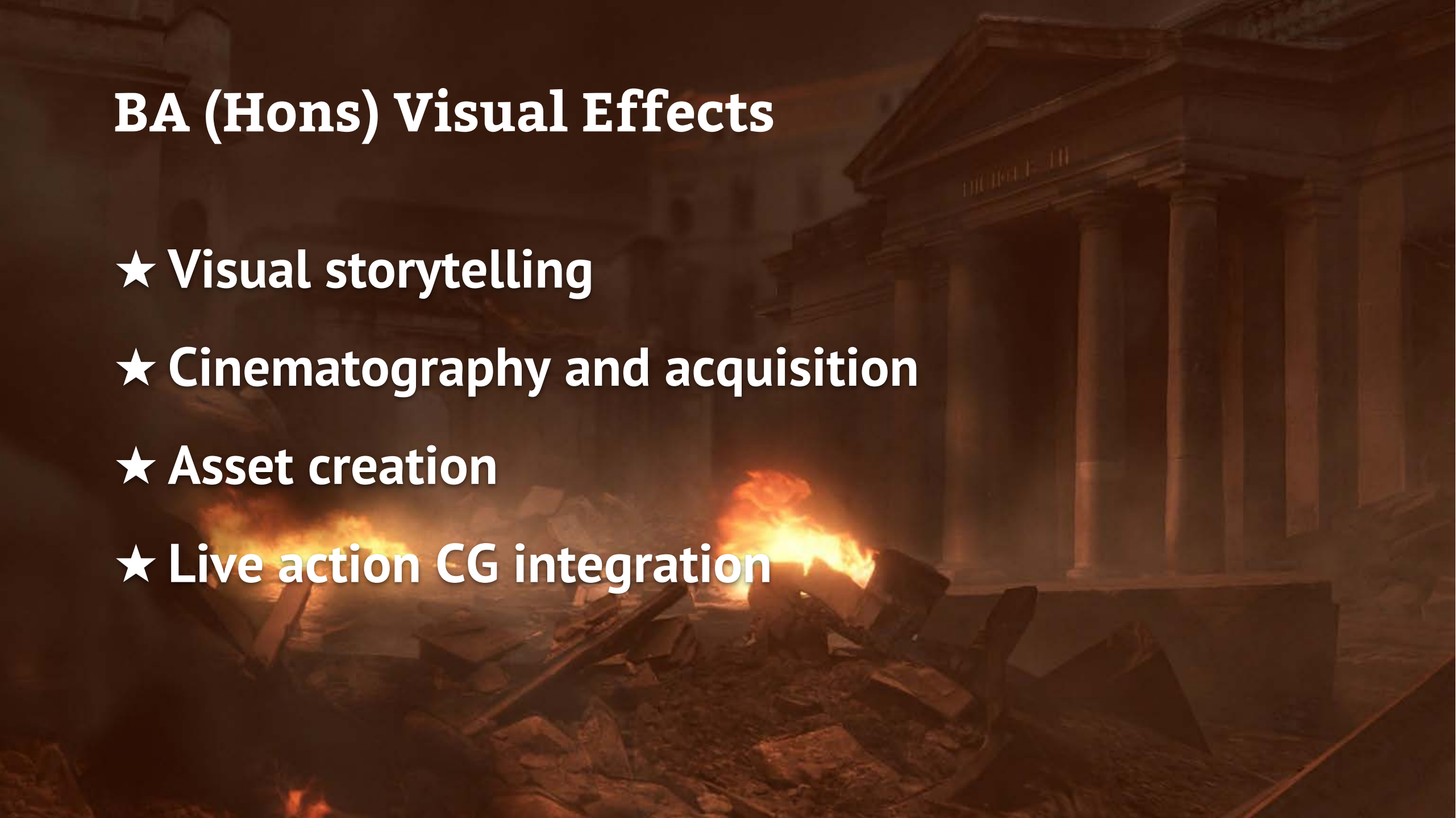
**Level 5 options:** Character Rigging; Visual Effects Acquisition; Personal Inquiry; Real Time Graphics Systems; Technical Effects; Modeling & Texturing

**Level 6 options:** Digital Fabrication; CG & Animation for Cultural Heritage; Non-fiction Animation; Digital Matte Painting



# **BA (Hons) Visual Effects**

- ★ **Visual storytelling**
- ★ **Cinematography and acquisition**
- ★ **Asset creation**
- ★ **Live action CG integration**



# BA (Hons) Visual Effects

Level 4		Level 5		Level 6	
Semester 1	Semester 2	Semester 1	Semester 2	Semester 1	Semester 2
Introduction to Production Tools (Common) 20	VFX Photography and Acquisition (VFX) 20	Image Processing for VFX Production (VFX) 20	Group Project (Common) 20		Final Major Project and Dissertation (Common) 60
History of VFX (VFX) 20	Post-Visualisation and Shot Development (VFX) 20	Modelling and Texturing (Common) 20	Asset Integration 2 (VFX) 20	Masterclass (Common) 20	
Visual Storytelling and Pre-Visualisation (VFX) 20	Asset Integration 1 (VFX) 20	Option 1 (Common) 20	Option 2 (Common) 20	Asset Integration 3 (VFX) 20	Option 3 (Common) 20

**Level 5 options:** Lighting & Rendering; Character Rigging; Technical Effects; Personal Inquiry; Real Time Graphics Systems

**Level 6 options:** Digital Fabrication; CG & Animation for Cultural Heritage; Digital Matte Painting



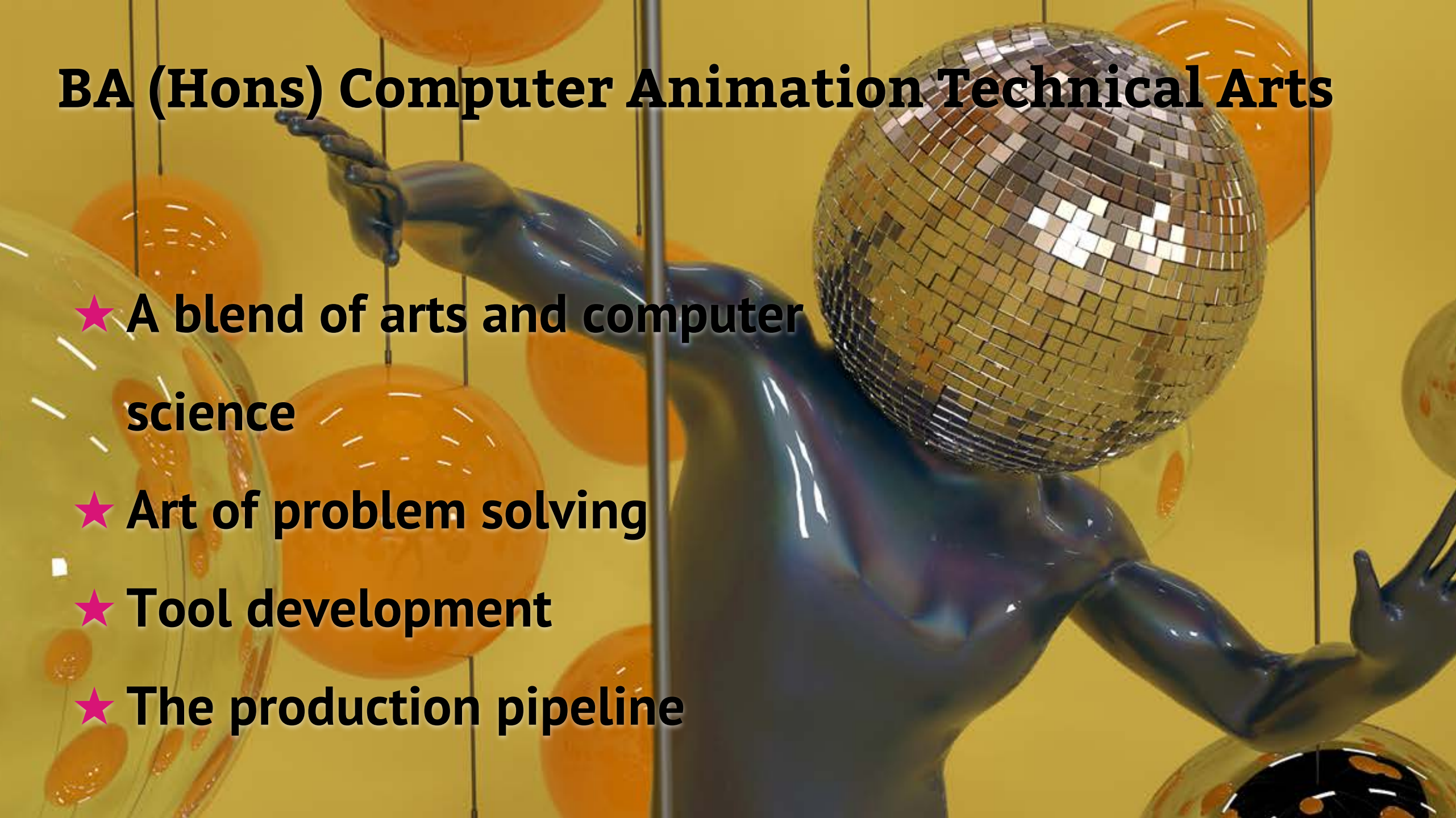
# **BA (Hons) Computer Animation Technical Arts**

★ **A blend of arts and computer science**

★ **Art of problem solving**

★ **Tool development**

★ **The production pipeline**



# BA (Hons) Computer Animation Technical Arts

Level 4		Level 5		Level 6	
Semester 1	Semester 2	Semester 1	Semester 2	Semester 1	Semester 2
Introduction to Production Tools (Common) 20	Technical Arts Production (CATA) 20	Visual Studies (CATA) 20	Group Project (Common) 20		Final Major Project and Dissertation (Common) 60
Programming Principles (Common) 20	Mathematics for Computer Graphics (Common) 20	Advanced Mathematics for Computer Graphics (CATA) 20	Computing for Graphics and Animation (CATA) 20	Masterclass (Common) 20	
Visual Narrative and Design (CATA) 20	Moving Image Theory and Practice (Common) 20	Option 1 (Common) 20	Option 2 (Common) 20	Research and Development Project (Common) 20	Option 3 (Common) 20

**Level 5 options:** Character Rigging; Visual Effects Acquisition; Personal Inquiry; Real Time Graphics Systems; Technical Effects; Lighting & Rendering; Advanced Animation Techniques; Principles of Rendering; Advanced Moving Image Theory & Practice; Modeling & Texturing

**Level 6 options:** Digital Fabrication; CG & Animation for Cultural Heritage; Non-fiction Animation; Digital MattePainting; Computer Vision & Image Processing

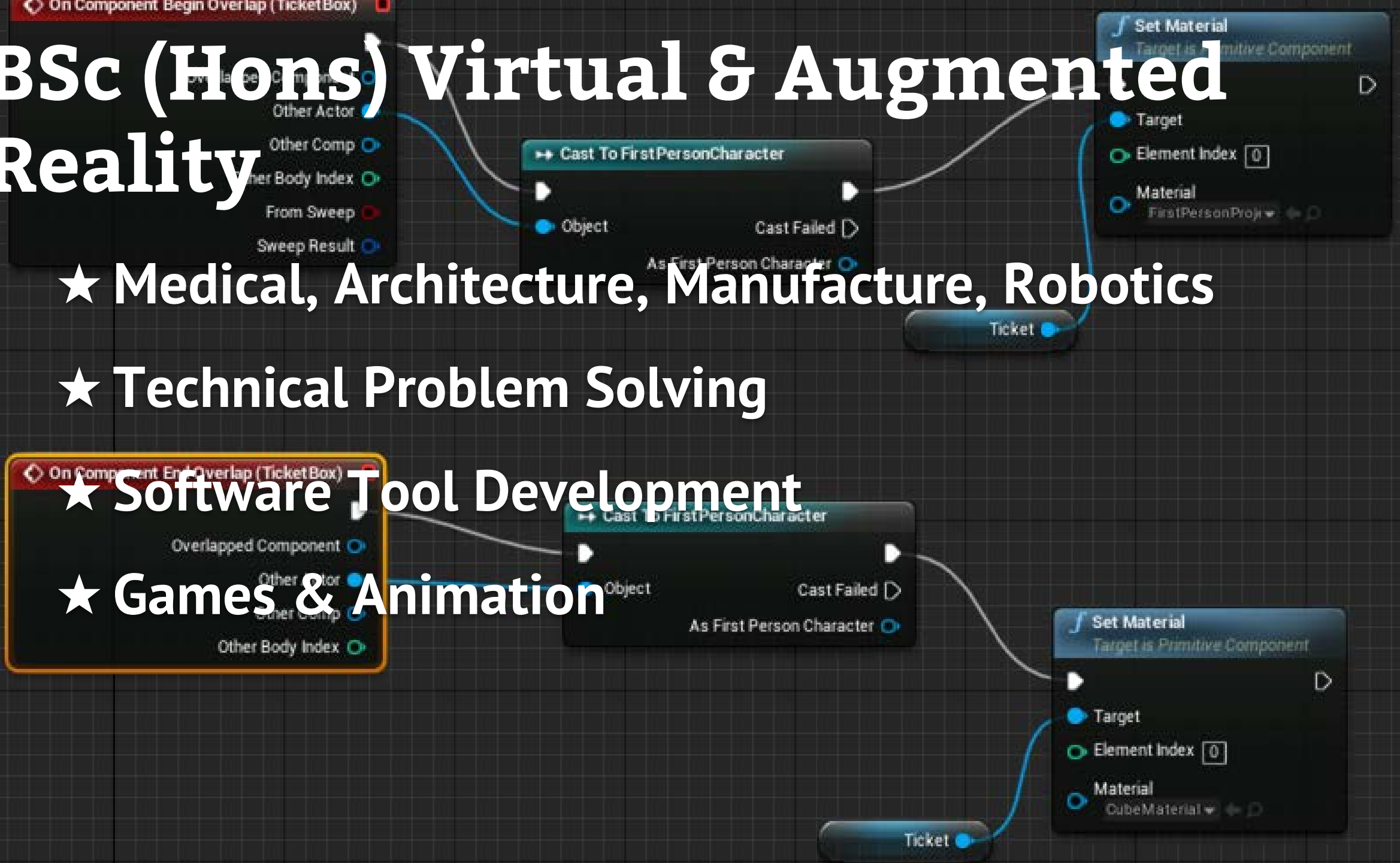
# BSc (Hons) Virtual & Augmented Reality

★ Medical, Architecture, Manufacture, Robotics

★ Technical Problem Solving

★ Software Tool Development

★ Games & Animation





# BSc (Hons) Virtual and Augmented Reality

Level 4		Level 5		Level 6	
Semester 1	Semester 2	Semester 1	Semester 2	Semester 1	Semester 2
Introduction to Production Tools (Common) 20	Technical Arts Production (Common) 20	Modelling and Dynamics for Computer Graphics(VAR)20	Group Project (Common) 20		Final Major Project and Dissertation (Common) 60
Programming Principles (Common) 20	Mathematics for Computer Graphics (Common) 20	Fundamentals of 3D engines (VAR) 20	Fundamentals of Computer Vision (VAR) 20	Masterclass (Common) 20	
Introduction of Virtual and Augmented Reality Context and Technology (20)	Object Oriented Software Development (VAR) 20	Option 1 (Common) 20	Option 2 (Common) 20	Simulation Techniques (VAR) 20	Option 3 (Common) 20

**Level 5 options:** Character Rigging; Personal Inquiry; Technical Effects; Advanced Animation Techniques; Principles of Rendering; **Level 6 options:** Digital Fabrication; CG & Animation for Cultural Heritage; Research & Development Project

# Placement Year

- ★ Optional placement in your 3rd year
- ★ Minimum of 8 weeks or a longer placement of 30 weeks
- ★ Dedicated faculty support
- ★ Securing placement is up to you
- ★ Previous placements: Blue Zoo, Microsoft: Rare, Electronic Arts, Geomerics...

# Entry Requirements 2021-22

★ 112 – 128 UCAS tariff points including a minimum of 2 A-levels or equivalent, BTEC Extended Diploma DMM

★ Required subjects:

**BA (Hons) Computer Animation Art and Design**

An Art or Design subject

★ A **portfolio** is required in support of your application.

**BA (Hons) Visual Effects**

An Art, Design, Mathematics or Technology subject

★ A **portfolio** is required in support of your application.



# Entry Requirements 2021-22

- ★ 112 – 128 UCAS tariff points including a minimum of 2 A-levels or equivalent, BTEC Extended Diploma DMM

- ★ Required subjects:

- BA (Hons) Computer Animation Technical Arts**

- Mathematics or Technology subject such as:

- Maths, Computing, Physics, Chemistry , Design & Technology.

- ★ An arts/visual **portfolio** is required in support of your application.

- BSc (Hons) Virtual & Augmented Reality**

- ★ Preferably Mathematics or Technology subject

# Portfolios Could Include

- ★ Observational studies in any medium
- ★ Self-motivated study and research
- ★ Life drawing (short and long poses)
- ★ Appropriate application of detail
- ★ Composition, form, structure, colour and design
- ★ Moving image work (not required)



# Join us at the

The NCCA logo consists of the letters 'ncca' in a bold, lowercase, sans-serif font, enclosed within a thick, black, rounded rectangular border.

Future Student Enquiry Team  
01202 691916  
[futurestudents@bournemouth.ac.uk](mailto:futurestudents@bournemouth.ac.uk)