

COURSE SPECIFICATION (SUBJECT TO VALIDATION)

Course Code;	CINE 1027	School:	CMS
Course Title:	Compositing and Visual Effects		
Course Coordinator:	Julie Watkins		
Level:	3	Credit:	30
Department:	Information Systems and Multimedia		
Pre-requisites:	Multimedia Production 1 or equivalent		
Date Effective From:	September 2009		

Aims

The student will use advanced techniques, used in industry, to develop their creativity, knowledge and skills in Compositing, and VFX.

- To provide a comprehensive overview of the skills required for compositing and VFX, including professional relationships and language.
- To use compositing and VFX techniques to aid the finishing of films and adverts. Incorporating methods such as: keying, tracking, colour matching, and animating lighting effects.

Learning Outcomes:

On successful completion of this unit, students will be able to:

- A. Construct and evaluate a variety of Compositing and VFX techniques both creatively and technically
- B. Justify Compositing decisions
- C. Design and develop effective solutions for Compositing and VFX problems.
- D. Produce presentations for Compositing and VFX.

Indicative Content:

Compositing and VFX

- Storyboarding Composites and VFX
- Determining the necessary elements to shoot and create.
- Pixels and Alpha Channels; images from a technical point of view.
- Keying Methods, Edge Mattes and Spill Suppression; how to make seamless joins.
- Colour Correction for effect and Colour Matching;
- Adding blur or grain
- Capturing Motion Data and using it: Tracking and Stabilisation.
- Rotoscoping, Rig Removal and Clean Backplates.
- Lighting and Effects: adding animated lighting and effects such as rain or lens flares to composited scenes.
- Layering separately rendered passes of 3D to add value and flexibility to the post-production pipeline.
- Incorporating 3D Animation elements into live action; matching motion, and lighting.
- Presenting Compositing and VFX work effectively

Main Learning and Teaching Activities:

Learning and Teaching Activities:

Total student effort for the module: 200 hours on average.

Teaching & Learning: Formal contact will consist of between 60-70 hours over the course. This will comprise Lectures, Demonstrations, Tutorials and Labs. The remaining time, 130-140 hours, will need to be spent in independent study and revision.

Assessment Details:

Individual Courseworks: 100%

Log and evaluation of a variety of VFX tasks with follow up exploration of the methods using sourced elements 40%

(Learning outcome A)

Research, design, create and present Compositing 20%

(Learning outcome B)

Research, design, produce/source material, create and present VFX, with an evaluative report 40%

(Learning outcomes B, C, D)

Reading List:

ISBN Number	Author	Date	Title	Publisher
0121339602	R. Brinkmann	1999	The Art and Science of Digital Compositing <i>Comprehensive technical and artistic reference book</i>	Morgan Kufmann

