OBJECTIVES

- Objective is to learn the basics of good image-making through the study of frame composition, timing, colour theory, and editorial techniques
- Technically, you will attain mastery of compositing tools and techniques found in Final cut pro, Avid, Combustion, After effects and other software tools

UNIT I INTRODUCTION AND TOOLSETS
Brief history of compositing and visual effects, Different type of compositing software, Introduction to layer and node based software, Types of footage, Working with HDRI footage, Animatics, Story boardand concept, Pipeline Introduction. Colour channels, Colour depth, Colour space, Aspect ratios, Resolution,File formats, Frames and time.

UNIT II ROTOSCOPING AND STABILISING
Introduction to roto, Compositing with different footage using roto, Exporting and importing the alpha channel, Rotopaint, Wire removal, Getting a clean plate, Working with clean plate, Tracking the footage, Stabilising the footage using the tracking point, Graph editors, Match moving. Rig removal, Creating a garbage mask.

UNIT III MATTE AND COLOUR CORRECTION
Working with blue/green matte footage, Using different keyers, IBK color, Key light, Chroma key, Alpha key, Matching light space and adjusting for brightness and colour, Creating a garbage mask, Working with keyframe, Matte painting, Set extension, Working with titles, Particles in compositing, Digital crowd, Lights and shadows, Colour correction, Grading the footage.

UNIT IV WORKING WITH 3D MATERIALS
Camera tracking, Applying the camera movement to footage, Introduction to 3D space in compositing, Working with multiple passes, Z-Depth, Working with 3D object, Compositing 3D object in footage, Introduction to python script.

UNIT V ROLE OF COMPOSITOR
Global Animation and visual effects industry, Key players, Production workflow, Role of Project manager, Technical director, Supervisor, and Line producer in Visual effects field, Budgeting and scheduling.

TOTAL : 45 PERIODS

OUTCOMES

- Student can understand the visual treat in the films.
- Helpful in creating the new visual effects for their production

TEXTBOOKS

REFERENCES
1. Steve wright, “Compositing Visual effects Essentials for the aspiring artist” Focal press