

# Compositing Course

Format	Full - time (Monday - Friday, 10am - 5pm)
Duration	12 Weeks
Software	Shake, Nuke, Toxik, Fusion, PFTrack, boujou, Silhouette, Maya
Price	£8,750



## **Week 1      The Interface: Premultiplied Images**

Day 1	Image Formats and Resolution
Day 2	Premultiplication Maths
Day 3	Keyframe Animation
Day 4	Colour Correction
Day 5	Shake Processing Order

## **Week 2      Keying: Un-Premultiplied Images**

Day 1	Keying Models: Using 1 Key
Day 2	Matte Density: Using 2 Keys
Day 3	Boolean Logic: Using Multiple Keys
Day 4	Pre-Processing: Improving the Key
Day 5	Post-Processing: Enhancing the Matte

## **Week 3      Rotoscoping: The Alpha Channel**

Day 1	Introducing Rotoscoping
Day 2	Tracking and Stabilizing
Day 3	Quality Controlling Matte Production
Day 4	Generating Motion Blur
Day 5	Compositing and Breakdowns

## **Week 4      Colour Correction: The Foreground**

Day 1	Input / Output Graphs
Day 2	Channel Matching
Day 3	Primary Colour Correction pt 1: The Density Match
Day 4	Primary Colour Correction pt 2: The Colour Balance
Day 5	Shadows, Midtones and Highlights

## **Week 5      Camera Part 1: The Back Plate**

Day 1	Compositing Layers
Day 2	2D Object Tracking
Day 3	Creating Clean Plates
Day 4	Painting vs Patching
Day 5	Spatial and Temporal Offsets

## **Week 6      Camera Part 2: 3D Camera Tracking**

Day 1	Camera Calibration Part 1: boujou
Day 2	Camera Calibration Part 2: PF Track
Day 3	Scene Orientation in Nuke and Maya
Day 4	Multi-Planing
Day 5	Object Tracking and Projection Mapping

## **Week 7      Lighting Part 1: Secondary Colour Correction**

Day 1	Light and Colour Theory
Day 2	Lighting and Mask Control
Day 3	Interactive Lighting
Day 4	Shadows and Fog
Day 5	Smoke and Fire Elements

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**Week 8**

Day 1  
Day 2  
Day 3  
Day 4  
Day 5

**Lighting Part 2: Multi-Pass Compositing**

3D Shaders and Depth Information  
Film Pipeline (Framestore & Cinesite)  
Commercials Pipeline (Glassworks)  
Broadcast Pipeline I (The Mill)  
Broadcast Pipeline II (MPC)

**Week 9**

Day 1  
Day 2  
Day 3  
Day 4  
Day 5

**Video**

Video Terminology  
Digital Data  
24FPS Video and Transcoding  
Video Colourspace  
Computer Graphics vs Video Graphics

**Week 10**

Day 1  
Day 2  
Day 3  
Day 4  
Day 5

**Time**

Warping and Extended Bicubics  
Morphing  
Expressions  
Re - timing  
Furnace

**Week 11**

Day 1  
Day 2  
Day 3  
Day 4  
Day 5

**Space**

Nuke: Channel System and 2D to 3D Workflow  
Nuke: Pan and Tile Setups and Environment Lights  
Nuke: Camera Projection  
Nuke: Modifying Geometry  
Nuke: Stereoscopic Workflow

**Week 12**

Day 1  
Day 2  
Day 3  
Day 4  
Day 5

**The Showreel**

The Post House Data Pipeline  
The Film Pipeline  
Colour Management Pipeline  
The Video Pipeline and Compression  
Showreel Presentation

We take great care in ensuring our courses stay up to date and relevant with what is happening in the industry. With the fast-paced development in industry we sometimes have to update the content of our courses at short notice, this breakdown is therefore subject to change at anytime.