

Visual Effects

Format	Full-Time
Modules	3D Foundation, Visual Effects, Compositing
Duration	22 Weeks (18 Weeks tuition, 4 Weeks industry work placement)
Time	10:00 – 17:00 Hrs.

Escape Studios' Visual Effects is comprised of 18 weeks full-time professional studio tuition, followed by a 4 week industry work placement at a film visual effects facility.



During the initial 6 week phase of the course, participants will be taught all of the skills necessary to enable them to create professional standard 3D assets; modelling, basic animation, lighting, texturing and rendering. Between weeks 7-12 the course focuses on all the techniques necessary to successfully integrate CG elements and live-action. 3D Camera and object tracking, advanced lighting and texturing for photo-realistic results, shot composition, compositing and rendering. The final section of the course, between weeks 13-18, focuses on 2D compositing aspects of the visual effects pipeline. Having completed the training section of the course, participants enter their industry work placement.

Completion of this course will enable participants to work professionally in junior roles, across both 3D and 2D aspects of the film visual effects pipeline.

Week 1	Introduction to 3D and the Maya GUI
Day 1	Intro to 3D and the Maya User Interface
Day 2	Intro to Curve Modelling
Day 3	Intro to Primitive (Box) Modelling
Day 4	Intro to UV's and applying textures
Day 5	Intro to Lighting and Rendering

Week 2	Animation Basics
Day 1	Animation Hierarchies
Day 2	Animation Hierarchies and Deformation
Day 3	Project Day
Day 4	Joints Hierarchies and Constraints
Day 5	Cameras, Rendering and Path Animation

Week 3	NURBS Modelling
Day 1	NURBS Curves
Day 2	NURBS Surfaces
Day 3	Intersecting, Filleting and Trimming Surfaces
Day 4	Advanced Curve Networks
Day 5	NURBS UV Co-ordinates

Week 4	Polygon modelling and UV's
Day 1	Intro / Reference / Atomics
Day 2	Functional Geometry and Tools
Day 3	Detailing
Day 4	Detailing and Normals
Day 5	UV / Real World and Exercises

Week 5	Introduction to Texture Mapping
Day 1	Bit Depths, Image Formats, PhotoShop
Day 2	What can mapped? The Connection Editor
Day 3	Basic Bump maps, Displacement maps and Layered shaders
Day 4	2D projection, 3D textures, shaderglow, fog
Day 5	3D Paint, Camera Projections

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Week 6	Introduction to Lighting and Rendering
Day 1	Light Properties
Day 2	Defining Shadows
Day 3	Defining Highlights and Specularity
Day 4	Diffuse Inter-reflection and Global Illumination
Day 5	Render Layers
Week 7	Camera-tracking, History of VFX and Industry Orientation
Day 1	History of VFX, and Technical Industry Orientation
Day 2	Camera-tracking Foundation with Maya Live
Day 3	Camera-tracking with Boujou
Day 4	Object-tracking with PF Track
Day 5	Practice/Exercise Day
Week 8	An Introduction to MEL/Dynamics
Day 1	Rigid Body Dynamics
Day 2	Introduction to Particles
Day 3	Introduction to Fields
Day 4	Introduction to MEL (Maya Embedded Language)
Day 5	Practice/Exercise Day
Week 9	Advanced texturing
Day 1	Overview of Production Pipelines
Day 2	The Maya rendering utility nodes.
Day 3	The Mental Ray rendering utility nodes
Day 4	Normal and Displacement Map Generation (Zbrush, Mudbox and Maya)
Day 5	Practice/Exercise Day
Week 10	Lighting
Day 1	Colour Theory and 3 Point lighting
Day 2	Simulating Daylight and Shadows
Day 3	Image based lighting, generation of HDRI maps HDRSHOP
Day 4	Matching Live Action
Day 5	Practice/Exercise Day
Week 11	Composition and Rendering
Day 1	Camera Staging and Composition
Day 2	Renderers and algorithms benefits and disadvantages
Day 3	Rendering Passes and compositing
Day 4	Introduction to Linux
Day 5	Practice/Exercise Day
Week 12	Project Week
Day 1	Project Week
Day 2	Project Week
Day 3	Project Week
Day 4	Project Week
Day 5	Project Week
Week 13	Introduction to 2D Compositing
Day 1	The Shake User Interface
Day 2	Layer Maths
Day 3	Transformations
Day 4	Masks
Day 5	Working Un-pre-multiplied

**Week 14**

Day 1
Day 2
Day 3
Day 4
Day 5

Introduction to Rotoscoping

Intro to Roto in Shake
Checking the Matte
Intro to Silhouette
Tracking and Motion-blur in Silhouette
Shake – Silhouette Inter-operation

Week 15

Day 1
Day 2
Day 3
Day 4
Day 5

Tracking

Tracking and Motion-blur
Analyzing the Camera and Lens
2D Camera-Tracking
3D Camera-Tracking
Working with 3D Data

Week 16

Day 1
Day 2
Day 3
Day 4
Day 5

Rig-Removal

Working with the Backplate
Fitting Clean Plates
Temporal/Spatial Offsets
Plug-ins
Furnace plug-ins

Week 17

Day 1
Day 2
Day 3
Day 4
Day 5

Industry Orientation

The Post-Production Facility Data Pipeline
The Film Pipeline
Video Data pipeline
The 2D Pipeline
Film out/Rendering/Compressions Ratios

Week 18

Day 1
Day 2
Day 3
Day 4
Day 5

Compositing CG

Understanding 3D Passes
The Z-Channel
Per object Multi-pass
Per light Multi-pass
Relighting CG

Weeks 19 - 22

Industry work placement.