

## Digital Compositing and Post Production

Module Code:	GAV5018-B
Academic Year:	2017-18
Credit Rating:	20
School:	School of Media, Design and Technology
Subject Area:	Games, Animation and Visual Effects
FHEQ Level:	FHEQ Level 5
Module Leader:	Mr Kevin Fenemore

Additional Tutors:

Pre-requisites: Introduction to Digital Visual Effects 2017-18

Co-requisites:

### Contact Hours

Type	Hours
Lectures	12
Laboratory	24
Directed Study	164

### Availability Periods

Occurrence Code	Location/Period
BDA	University of Bradford / Semester 2 (Feb - May)

### Module Aims

To further the students knowledge in the digital combination, blending and merging of digital assets with live action footage.

To provide an understanding of issues involved with the final stages of film and visual effects pipelines including the creation of photorealistic computer generated images and the creation of computer generated visual effects.

To develop awareness of the practical use of techniques used to create photorealistic images and effects.

## Outline Syllabus

Multi pass compositing, rotoscoping, matchmoving, tracking, chroma key extraction, matte creation, 2.5D relighting, particles, colour grading, Deep compositing, depth compositing, matte painting.

## Module Learning Outcomes

*On successful completion of this module, students will be able to...*

- 1 Identify and demonstrate knowledge and skills in digital compositing to the management, analysis and assessment of specific complex applications, challenges and production issues;
- 2 Create photorealistic and cinematic images at an advanced level, using an industry standard digital compositing package; use an industry standard compositing package to combine still and moving image components with visual effects assets.
- 3 Produce a complete project according to an industry-set brief to a deadline.
- 4 Explain and extend investigative and research principles to demonstrate an understanding of how to analyse designs, processes and products.

## Learning, Teaching and Assessment Strategy

Delivery will be through a series of lectures and directed reading to provide the theoretical background, and lab-based tutorials to develop practical skills.

The remainder of the time is spent on coursework. A project accompanied by a report tests all learning outcomes. Supplementary assessment is to repair deficiency in the original submission.

## Mode of Assessment

Type	Method	Description	Length	Weighting	Final Assess't
Summative	Dissertation or Project Report	1000 word revised report based on formative assessment	1000 words	30%	No
Formative	Dissertation or Project Report	500 Word Extract - Formative assessment	500 words	%	No
Summative	Coursework	A project to produce a photorealistic set of images incorporating computer generated effects (weekly tasks). Weekly formative		70%	No

feedback.

**Legacy Code (if applicable)**

**Reading List**

To view Reading List, please go to [rebus:list](#).