

DSGN 319 Compositing and Digital Effects

This course introduces the basics of image manipulation, title design, compositing, graphic design and special visual effects for digital postproduction using various software applications. Areas of application like chroma keying, CGI integration, and multilayer compositing are probed. Students will work with professional standard software.

(Pre-requisites: DSGN 142)

Course Learning Outcomes:

By the end of the course, students will be able to:

1. Demonstrate basic knowledge of different compositing principles and techniques, in an artistic method.
2. Utilize core concepts of compositing & digital effects in two and three dimensions
3. Able to analyse and communicate compositing & digital effects projects in a professional manner.
4. Learn how to rotoscope, motion track and composite CGI shots by using design software.
5. To obtain the ability to take initiative and independently develop themes, unique story ideas

Textbook & Course Materials:

- N/A

Course Content:

1. Collecting clone effect
2. - Import footage & composition
3. - Stabilize shaky footage
4. - Export images
5. - Masking basics
6. - 3D camera tracking
7. - Working with 3D layers
8. Export FHD compositing shot
9. Advance motion tracking
10. - 2D to 3D images
11. - Image animation
12. - Glow effect hologram
13. **Assignment 1:** CGI Shot
14. Advance Colour Grading
15. Base pattern
16. Energy effects
17. Install plugins
18. Introduction to flying effect
19. Advance rotoscoping
20. Fake camera shake
21. composition settings

22. **Project 1:**Topic Research
23. Shield effect
24. Prepare scenes for advance VFX
25. Particles effect
26. Shrinking effect
27. Pen tool in aftereffects
28. Fake camera Zoom
29. Chroma green screen
30. Elements outside the computer screen
31. Roto composting
32. Script Writing
33. Story Board
34. **Project 2:** Ideation
35. Morphing and water effect
36. - Fluid dynamics
37. Final Project: VFX short clip