

ESCAPE
STUDIOS

ADVANCED COMPOSITING
FOR VFX

MODULE BREAKDOWN

MODULE ONE : Compositing I

Week 1 - The Interface: Premultiplied Images

- Production pipeline and light
- Digital images, formats and resolution
- Film properties and behaviour: log vs. linear
- Premultiplication Maths
- Introduction to Nuke

Week 2 - Transformations and Rotoscoping

- Transformations and introduction to tracking
- Multiple point tracking
- Planar tracking and refining track data
- Introduction to rotoscoping
- Rotoscoping human movement

Week 3 - Rig Removal Composites

- Rotoscoping in Silhouette (SFX)
- Tracking in SFX
- Painting in Nuke
- Generating clean plates

Week 4 - Advanced Paint/ Prep Work

- SFX prep techniques
- Warping and morphing
- Advanced prep work
- Matching film grain
- Marker removal

Week 5 - Keying

- Introduction to keying methods
- Keylight node and the despill process
- Primatte and IBK keyers
- Compositing outside the keyer
- Pre and post – processing: refining the key

Week 6 - Colour Correction and Grading

- Exposure, gamma and curves
- Density and colour matching
- Colour management
- Atmospheric

MODULE TWO : Compositing 2

Week 7 - Filters, Motion Vectors and Time Based Effects

- Convolutions filters
- FG and BG edge integration
- Retiming

Week 8 - Projections

- Introduction to the 3D interface
- Projection types and 3D
- Camera projections

Week 9 - Projection Workflows and Camera Tracking

- Lens distortion
- Nuke camera tracking
- Projection rig removal methods
- Utilising camera data

Week 10 - Compositing CG

- Multi channel workflow
- Introduction to render passes
- 2D and 3D motion blur
- CG production pipelines – Framestore, MPC, The Mill

Week 11 - CG and 2D Element Integration

- Edge pre and post treatment
- Integrating CG and live action
- Redefining your composites
- Advanced keying and edge treatments

Week 12 - Project Week

- Finalising your shots
- Developing your demo reel
- End of course presentation



MODULE THREE : Advanced Compositing

Week 13 - Advanced Compositing Craft 1

- Advanced CG compositing with AOVs
- ModelBuilder
- UV Unwrap Techniques for 2D
- Advanced Projection Techniques

Week 14 - Compositing TD (Technical Director)

- ExpressionNode & Filtering (Matrix, Laplacian Pyramid)
- Position/normals, Relighting, Distortion
- Expressions, Gizmo's, OpenGroups, menu.py/init.py
- Scripting (Python/TCL/Bash)

Week 15 - Advanced Compositing Craft 2

- Seamless Cuts with Projections
- Projections for DMP (Digital Matte Painting)
- Beauty Retouching / Basic Face Tracking
- Nuke Rayrender + 3D Lighting and Rendering Techniques

Week 16 - Senior/Lead Compositor skills

- NukeStudio project management and pipeline
- Shotgun project management and pipeline
- Receiving and giving feedback in dailies
- Estimating project requirements
- Consistency and continuity

Week 17 - Emerging Compositing Techniques

- Volumetric Rendering with Eddy for Nuke
- VR / 360 images with Cara VR
- Particles
- Deep Compositing
- GeoTracking and FaceTracking with KeenTools

Week 18 - Project Week

- Showreel Advice
- Job Hunting Tips



For enquiries about the course, contact
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