Module Code:	ARD443

Module Title:	Compositing Fundamentals

Level:	4	Credit Value:	20

Cost Centre(s):	GADC	JACS3 code: HECoS code:	W614 100717

Faculty:	Arts, Science and Technology	Module Leader:	Dan Pope

Scheduled learning and teaching hours	40 hrs
Guided independent study	160 hrs
Placement	0 hrs
Module duration (total hours)	200 hrs

Programme(s) in which to be offered (not including exit awards)	Core	Option
BA (Hons) / MDes Visual Effects	✓	☐

Pre-requisites
None

Module Aims
- To introduce students to a variety of tools for creating Alpha channels or Mattes.   - To establish a solid foundation in image manipulation and an understanding of colour channels.   - To understand creative problem solving using a variety of software tools and practical techniques.

Intended Learning Outcomes
Key skills for employability KS1   Written, oral and media communication skills KS2   Leadership, team working and networking skills KS3   Opportunity, creativity and problem solving skills KS4   Information technology skills and digital literacy KS5   Information management skills KS6   Research skills KS7   Intercultural and sustainability skills KS8   Career management skills KS9   Learning to learn (managing personal and professional development, self-management) KS10   Numeracy

At the end of this module, students will be able to		Key Skills	
1	Demonstrate an understanding of paint and roto techniques to invisibly mask parts of an image.	KS3	KS10
		KS4	
		KS6	
2	Demonstrate manipulation of image channels to combine multiple image sources	KS3	KS10
		KS4	
		KS6	
3	Demonstrate skill with tracking and 3d projection techniques in order to manipulate visible elements of a scene.	KS3	KS10
		KS4	
		KS6	

Transferable skills and other attributes

- ability to manage an independent workload
- contribute proactively to group critique
- communication skills
- Understanding the requirements of an audience
- note-taking; recording, referring and responding to information

Derogations
None.

Assessment:
Indicative Assessment Tasks:
Students will create composite video images using a variety of image formats, included work they have captured and 3d rendered elements. They will create convincing composites that appear to have been captured at the same moment.

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)	Duration (if exam)	Word count (or equivalent if appropriate)
1	1-3	Coursework	100%		

Learning and Teaching Strategies:
- Contextualising information for this module will be delivered as a keynote lecture/s.   - Assignments presented to students will be designed to enable students to produce a body of work that demonstrates their ability in the design and production of original characters.   - Cross-course lectures, workshops and critiques will enable the student to appreciate the similarities, divergences and application of character design for different purposes.   - Tutorial guidance, group critique and student seminars will underpin of the conceptual development and understanding of the student.

Syllabus outline:
Students will be introduced to digital compositing processes. Using node and layer based technologies to create composite images. Best practices for image capture and on set operations will also form an integral part of the curriculum.

Indicative Bibliography:
Essential reading Brinkman R. (2008). The Art and Science of Digital Compositing. Wright, S. (2017), *Digital Compositing for Film and Video: Production Workflows and Techniques*. New York: Focal Press.
Other indicative reading
Ganbar, R. (2014), Nuke 101: *Professional Compositing and Visual Effects.* San Francisco: Peachpit Press. Okun, A and Awerman S, (2015) The VES Handbook of Visual Effects. Focal Press. 50.00 Lanier, L., 2016. *Compositing Visual Effects In After Effects: essential techniques /*. Burlington,MA: Focal Press. Wright, S.*Digital Compositing For Film And Video: production workflows and techniques /*. Fourth edition. ed.