

CGA356 : Compositing and Scene Finishing

The Compositing and Scene Finishing course broadens the base of students' knowledge by offering insight into the process of combining computer-generated imagery (CGI) with video and film elements. By learning what happens when rendered imagery is integrated into the postproduction process, students will better understand the core principles of proper compositing and finishing practices. Students will be introduced to node-based compositing systems, 3-D camera tracking tools, and common rendering methods used in current postproduction pipelines. The course also introduces rendering techniques employed to properly composite both render layers and render buffers derived from professional 3-D software.

Credits 4