

CGA365 : Compositing Fundamentals

The Compositing Fundamentals course introduces students to both beginning and intermediate compositing techniques commonly used in games, film, video, and image editing. The course focuses on the art of observation and core techniques, concepts, and workflows for the seamless integration of computer-generated elements. Students will work in an industry-proven, node-based compositing environment. Additionally, students will learn the art of research and problem solving for a visual effects (VFX) compositing pipeline that deals with the digital manipulation of images, layering operations, and 2-D/3-D compositing workflows to achieve a final image that is believable to the audience and delivers the director's vision.

Credits 3

Course Length 4 weeks