

## COURSE CONTENT

<b>Course Code</b>	DT3010
<b>Course Title</b>	Visual Effects I
<b>Pre-requisites</b>	DT2001 3D Production or DT2010 Digital Compositing or DF2000 Digital Film Production I or DF2003 Cinematography I
<b>No of AUs</b>	3
<b>Contact Hours</b>	39 hours studio contact

### **Course Aims**

This course will introduce you to the processes and techniques of visual effects, which you will then apply in the creation of original visual effects shots, such as integrating elements from various sources to one seamless output. This learning forms the foundation for further studies in visual effects, computer graphic animation and filmmaking.

### **Intended Learning Outcomes (ILO)**

By the end of the course, you should be able to:

1. Identify and discuss techniques used in visual effects practice.
2. Demonstrate fundamental techniques required to create visual effects.
3. Apply techniques and aesthetic considerations to create original visual effects composites.
4. Present, discuss and evaluate original visual effects compositions clearly and effectively.
5. Contribute to discussion and critique of techniques used to meet visual effects requirements.

### **Course Content**

#### **The role of Visual Effects**

Visual effects (VFX) are an essential tool in the filmmaker's arsenal enabling us to create imagery which would otherwise be impossible to acquire. With VFX, you will strive to create believable imagery which integrates seamlessly into live-action film. Visual Effects are both the technical and artistic challenge of designing and creating realistic cinematic effects, most commonly by manipulating and combining various image sources such as live-action footage, matte-paintings, green screen elements and rendered CG animation into one seamless and new output. The integration of VFX in live-action film requires a good understanding of filmmaking and the cinematic language, and the best VFX are created by a collaborating team of talents from multiple disciplines, from cinematography and filmmaking to 3D animation and digital compositing.

#### **The practice of creating Visual Effects**

In this course you will explore a practice-based introduction to the basic techniques of VFX and its place within the film production process. You will shoot with various digital cameras to acquire live-action footage using greenscreen studio elements and motion control footage. Through practice-based exercises and project assignments, you will learn basic techniques such as chroma keying, camera tracking and the creation of seamless composites.

**The history of Visual Effects**

The course will deliver an introduction to the history of Visual Effects and discuss the various achievements and milestones in the history of filmmaking.

**Class assignments**

Creative projects, which explore fundamental Visual Effects related techniques. These are developed through lectures, tutorials, class exercises and peer/instructor feedback sessions.