

COURSE CONTENT

Course Code	DT3011
Course Title	Visual Effects II
Pre-requisites	DT3010/DT3002 Visual Effects I or DF3013/DF3003 Producing for Film and Media
No of AUs	3
Contact Hours	39 hours studio contact

Course Aims

In this course you will build upon previous learning in visual effects as you engage with more advanced techniques and applications. You will engage with visual effects as part of a narrative, as you work within in a group to create a short visual effects-based film. This learning will consolidate your learning in visual effects and prepare you for advanced independent development in this field.

Intended Learning Outcomes (ILO)

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

1. Describe advanced techniques used in professional-level visual effects practice.
2. Develop skills and techniques of visual effects to design and build effects within a short movie.
3. Apply techniques and aesthetic considerations to create original solutions and applications for visual effects shots.
4. Present and evaluate the effectiveness of a visual effects solutions as part of a narrative.
5. Constructively discuss and critique visual effects concepts, formats, techniques and media employed by peers.

Course Content

Visual Effects in storytelling

Visual effects has evolved to be an extremely important cinematic device for storytelling and is often integral to the narrative arc of feature films. The course will introduce you to the concepts employed in conceiving, planning and executing VFX shots in conjunction with the narrative/creative arc of a film project.

What makes Visual effects shots believable

Analysis of various factors contributing to the believability of VFX shots in a given narrative/aesthetic context, both technical as well as creative such as photorealism, lighting, abiding as well as breaking laws of physics, action, and reaction, acting for VFX.

Preproduction and planning

Through practice-based exercises and project assignments, you will learn the essential skills such as shot-breakdowns and storyboards for VFX; deliberation of techniques to be employed for various shots conceived.

Production

This process involves filming of VFX layers/elements including principal photography, background plates, green-screen elements. This module also entails the generation of computer graphic imageries using advanced 3D production techniques such as image-based lighting, CG compositing

Post Production

Post-production involves creating shots by integrating various VFX layers/elements acquired during the production phase using techniques such as camera tracking, multi-layer compositing, colour correction techniques. The shots thus created will be edited together to create seamless believable sequences while adhering to and complementing the narrative arc of the feature film.

Class Assignments

The assignments will consist of creative projects (individual as well as group) which will explore and evaluate VFX as well as filming techniques for achieving the creative and narrative requirement of a given film.