

# VFX478 Digital Compositing 2 Syllabus

DePaul University

## Course Information

Course Code: VFX478

Course Title: Digital Compositing 2

Prerequisites: VFX474 Digital Compositing 1

Term: Spring 2018

Section: 601

Class Hours: Mondays, 1:30pm - 4:45pm

Location: Richard & Maggie Daley Building Room 212

## Faculty Information

Ryan J. Quinlan

rquinlan@depaul.edu

Office Hours: Mondays, 11:45am - 1:15pm

Office Hours Location: Richard & Maggie Daley Building Room 212

## Course Description

This course expands compositing into three dimensional space for set extensions and the integration of computer generated content. Emphasis on camera tracking, projections, multi-pass, and 3D compositing techniques.

## Learning Outcomes

Students will be able to:

- Shoot footage with correct parallax and tracking for match-moving.
- Accurately match-move and track footage for compositing.
- Integrate CG elements into live action footage
- Create matte painting elements.
- Model and project matte painting elements as camera projections.
- Composite set extensions.
- Supervise CG compositing production and post-production.

## Software

NukeX, Photoshop, V-Ray

## Textbook

(Optional) *The Art and Science of Digital Compositing, Second Edition* by Ron Brinkmann

## Assignments & Grading

Projects

Digital Matte Painting: 20%

Holographic Interface: 20%

CG Compositing: 10%

Set Extension: 40%

Class Time

Participation/Class Performance: 10%

## Course Outline

### **Week 1**

Topics: Course overview, Matte Paintings, Depth Cues, Intro to 3D in Nuke

Assignment: Digital matte painting project

Watch: [Node Order in Nuke](#) (All three videos)

**Week 2**

Topics: 3D Compositing techniques

Due: Digital matte painting design packet

Assignment: Digital matte painting render

**Week 3**

Topics: Digital matte painting critique, Camera tracking, Assign holographic interface project,

Due: Digital matte painting project

**Week 4**

Topics: 3D Materials, Particles in Nuke

**Week 5**

Topics: 3D shading & lighting techniques, Holographic interface project lab

**Week 6**

Topics: Holographic interface project critique, Compositing CG renders

Assignments: CG Compositing Project

**Week 7**

Topics: Shooting for Camera Tracking, Image Based Modeling, Assign Set Extension Project

Assignments: Set Extension Footage

**Week 8**

Topics: V-Ray in Nuke

Assignments: Set Extension Project

Due: Set Extension Footage

**Week 9**

Topics: Compositing with V-Ray

**Week 10**

Topics: Set extension project lab

**Finals Week**

Topics: Set extension project critique

### Course Policies

- **Focus:** Class time requires your complete attention. All students are expected to participate in all class activities. This means no distractions, such as cell phone use, web browsing, texting/chatting, food, or working on other projects in class. If you are found to be doing any of the aforementioned, you may be asked to leave the class for the day. That departure will be counted as an absence.
- **Professionalism:** Students are expected to act according to the professional environment of the classroom. This includes but is not limited to:
  - Maintaining a positive and open-minded attitude while participating in class discussions.
  - Progressively achieving the highest standards of quality of artwork to be submitted for grading.
  - Defending their artwork in an articulate manner that demonstrates critical and analytical thinking.
  - Demonstrating neat, self-disciplined, and timely work habits.
  - Following instructions on assignments and given in class.
  - Attending class on time and stay throughout the whole class period.
- **Resubmissions:** Visual effects is a highly iterative process. I greatly encourage revisions and resubmission of work based off of feedback from the class. That being said, if a clear lack of effort is put into an assignment, a resubmission will not be allowed. For each assignment, it will be stated in the feedback section if an assignment may be resubmitted. Resubmitted files should be submitted to the original submission folder on D2L and reflecting a higher version number than the previous submission. Resubmissions will be accepted until the beginning of the final class of the course. Project reviews are time based and therefore not eligible for resubmissions. Late work penalties cannot be made up by resubmissions.
- **Late work:** Assignments submitted late will have their grades reduced by 15% per class day the assignment is late. Late assignments are not eligible for resubmissions. The only accepted excuses for late work or missed exams are documented medical emergencies or requests from an academic dean. No exceptions.
- **Attendance:** Attendance is key to success in this course. Student who miss three days of class will have their final grade lowered by 20%. Students who miss four days of class will automatically fail the course. Missing more than 15 minutes of class or being asked to leave counts as an absence.
- **Effort:** I want to help people to succeed that want to succeed. Compositing is by no means simple and I do not expect anyone to become a master right away. I do expect effort to be put into the assignments and you to take ownership of your learning. If you feel that you are struggling on a topic or an aspect of the class, please come to me and we can work together to find a solution.
- **Learning:** Have a commitment to learning and be open to trying to understand what problems Compositing tries to solve. Do not be discouraged if you do not understand something right away. Learning new techniques and skills is a difficult process and takes work, but try to keep moving forward. I did not learn what I know overnight or on the first try. Compositing and VFX as a whole is very much about problem solving. Everything you learn will build upon what has come previously. Small solutions combine together to solve big problems. Remember that almost everything in VFX is situational.
- **Contact:** Please attend office hours and ask questions in person, as this is often the fastest way to answer a complex question. I also am available outside of office hours by appointment. I make every effort to respond to email within 24 hours, with the exception of Sundays and holidays. If you have an issue or emergency, please contact me as soon as possible before the next class date. Keeping an open channel of communication and not leaving anything to assumptions helps greatly.
- **Have fun:** While making film and VFX can be challenging and stressful, don't forget to have fun and enjoy the process. We are all artists, and our art thrives when we put all of our passion and enthusiasm into our work.

## University Policies

### **Changes to Syllabus**

This syllabus is subject to change as necessary during the quarter. If a change occurs, it will be thoroughly addressed during class, posted under Announcements in D2L and sent via email.

### **Online Course Evaluations**

Evaluations are a way for students to provide valuable feedback regarding their instructor and the course. Detailed feedback will enable the instructor to continuously tailor teaching methods and course content to meet the learning goals of the course and the academic needs of the students. They are a requirement of the course and are key to continue to provide you with the highest quality of teaching. The evaluations are anonymous; the instructor and administration do not track who entered what responses. A program is used to check if the student completed the evaluations, but the evaluation is completely separate from the student's identity. Since 100% participation is our goal, students are sent periodic reminders over three weeks. Students do not receive reminders once they complete the evaluation. Students complete the evaluation online in CampusConnect.

### **Academic Integrity and Plagiarism**

This course will be subject to the university's academic integrity policy. More information can be found at <http://academicintegrity.depaul.edu/>. If you have any questions be sure to consult with your professor.

### **Academic Policies**

All students are required to manage their class schedules each term in accordance with the deadlines for enrolling and withdrawing as indicated in the University Academic Calendar. Information on enrollment, withdrawal, grading and incompletes can be found at:

<http://www.cdm.depaul.edu/Current%20Students/Pages/PoliciesandProcedures.aspx>

### **Students with Disabilities**

Students who feel they may need an accommodation based on the impact of a disability should contact the instructor privately to discuss their specific needs. All discussions will remain confidential.

To ensure that you receive the most appropriate accommodation based on your needs, contact the instructor as early as possible in the quarter (preferably within the first week of class), and make sure that you have contacted the Center for Students with Disabilities (CSD) at: [csd@depaul.edu](mailto:csd@depaul.edu).

Lewis Center 1420, 25 East Jackson Blvd.

Phone number: (312)362-8002

Fax: (312)362-6544

TTY: (773)325.7296