

The Foundation Degree Arts (FdA) in Interactive Media

Unit Handbook 2004-2005

Digital Compositing: Year 2

Title: Digital Compositing

Reference: IM: DC 1/2

Level: 2

Credit points: 15

Weighting: x 1.0

Study time: 150 hours

Description:

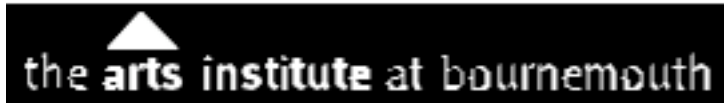
Digital compositing has developed rapidly in recent years as an extension of both the television and film industries. With the similar growth of broadband, students will find it essential to have experience of compositing moving images. This unit will give students a good working knowledge of compositing applications and techniques. Students considering a third year on the BA Film & Animation course will gain valuable experience from this unit.

Outline syllabus

- The development of compositing
- Working with digital images
- Digitising video
- Type design for screen
- Compositing for film and television
- Screen ratios and formats

Method of delivery

Practical workshops; demonstrations; lectures; studio practice; projects; critiques.



Foundation Degree assignment brief

Course: Foundation Degree Interactive Media Year: 2 Autumn Term

Unit Reference: Digital Compositing

Level 2

Assignment: Title Sequence

Commencement Date: 27th September Deadline Date: 29th November

Tutor(s): Jason Watkins

Aims

- A1 To develop an understanding of the development of digital compositing
- A2 To develop an understanding of digital compositing software, using Key Frames, Mattes, Filters and other image manipulation tools.
- A3 To develop digital compositing skills and techniques and demonstrate the ability to use advanced techniques using digital compositing systems.
- A4 Handle images in a range of different ways.
- A5 To prepare image material for inclusion into other media or applications.

Learning outcomes

On completion of this unit you will be able to:

- LO1 Research the development of digital compositing
- LO2 Demonstrate an understanding of digital compositing
- LO3 Access, handle and work with images
- LO4 Demonstrate an understanding of the use of digital compositing to communicate ideas and information

Brief

Choosing **one** of the pieces of music you have been provided with create a film title sequence using multiple Digital compositing techniques. The music you have chosen should provoke an individual response, you should try to visualise the score, listening for key sections in the music where changes in the visuals will be made more dramatic. Analyse as many film / television title sequences as you can to help you with your ideas, try to deconstruct the images to see how you could recreate these techniques yourself. You should generate all raw elements either as stills, DV footage or a combination of the two. Your final piece should be two minutes total duration (editing of the audio may be required).

Assessment Requirements:

- Presentation on **DVD / MiniDV** during your verbal presentation you must give evidence of research and the processes you went through to achieve your final piece.
- Final movie (compressed for web) and Illustrated Written Report showing your research of title sequences and examples placed on the mediaweb server as a **HTML** document in the appropriate folder.

Attendance to the crit is mandatory and you will be expected to show your finished work on the data projector, explaining and evaluating the processes you went through.

N.B. Failure to present work at the crit or meet deadlines will result in a maximum 40% grade, unless tutors are informed in ADVANCE of any mitigating circumstances.

Transferable Skills covered in this unit:
(Please tick appropriate boxes)

Managing Self

☒

Professional Skills

☒

Teamworking

☐

Assessment criteria

Project 70%

Illustrated Project report 30%

Each assessment requirement must be passed at a minimum grade of 40% to successfully complete the unit.

- Evidence of understanding through research and analysis - *Demonstrate knowledge and understanding of digital compositing and its development* (LO1, LO2)
- Evidence of knowledge of technical processes - *Through detailed documentation in the project report* (LO3)
- Evidence of realisation through communication of ideas - *Through presentation of final project work* (LO4)

Reference material, including on-line resources

Key

Kelly D., *Digital Compositing In Depth*, (2000) The Coriolis Group ISBN: 1576104311

Brinkman Ron, *The Art and Science of Digital Compositing*, (1999) Morgan Kaufmann Publishers

ISBN: 0121339602

Adobe Systems, *Adobe After Effects 5.0 Classroom in a Book*, (2001) Adobe Press ISBN: 0201741318

Rubin Michael, *The Little Digital Video Book*, (2001) Peachpit Press ISBN: 0201758482

Recommended

Richard Rickitt, *Special Effects: The History and Techniques*, (2000) Virgin Books ISBN: 0823077330

Steve Wright, *Digital Compositing for Film and Video*, (2001) Focal Press ISBN: 0240804554

Winkler, Albert & Fitzner, Andreas, *Paintbox No 1*, (1997) Prestel Publishing Ltd ISBN: 0891347984

Winkler, Albert & Fitzner, Andreas, *Paintbox No 2*, (2000) Prestel Publishing Ltd ISBN: 3791323636

Magazines and journals

Creative Review (behind Library counter)

Computer Arts

Digit



Foundation Degree Interactive Media Year 2

Digital Compositing

Scheme of Work – Autumn Term 2004

Week Beginning	Lesson
27 th September	Introduction to Digital Compositing.
4 th October	Introduction of brief and soundtracks. Brainstorm session
11 th October	Introduction to toolbox, keyframes (position, opacity, rotation). nesting compositions
18 th October	Importing footage, basic masking. Interim Crit (Mandatory) one / two pages of A3 to illustrate your idea.
25 th October	Mid Term Break
1 st November	Advanced masking, Alpha / Luma channels
8 th November	Rendering and output options.
15 th November	Working on individual projects one-2-one teaching / help
22 nd November	Working on individual projects one-2-one teaching / help
29 th November	Deadline & Critique – Students to present original ideas and final composition to all of the class.
6 th December	Feedback