

Advanced Compositing

Faculty: Martin Hall

Project/Course Overview:

In this course students utilize The Foundry's Nuke to explore topics such as color space and multi channeled workflows. Advanced color-correction, blur and grain, keying and depth of field are also covered. Nuke's 3D Environment is explored to help bridge the gap between 3D and 2D environments. Learning to evaluate the best way to approach a shot and what tools provide the most viable solutions are critical to this course.

Each student will complete a multi-shot scene (either individually or in a group) to create a final project using the techniques taught in this course.