

# Digital Matte Painting

Faculty: Ethan Ayer

## **Project/Course Overview:**

This course is an intensive study of matte painting techniques used in backgrounds and establishing shots. Knowledge of color theory and multiple-point perspective is essential. Photorealism in painting is discussed using examples from art, architecture, and film. Students are taken through the process of creating mattes utilizing traditional painting techniques, collages of imagery, and working with the aid of simple 3D geometry. Lectures cover the use of keying, creating custom brushes, and working with Adobe Photoshop and Autodesk Maya. Students will be expected to bring their knowledge from each lecture to create a finalized matte painting.