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| **Office:** RTFP 179 | **Office Hours:** Currently by appointment only. | 2022-10-13 |

TEXT and SUPPLIES:

- *Operations Manual Ultimatte 12. (2018).* UltimatteManual.pdf (blackmagicdesign.com)
- *Foster, J. (2015). The Green Screen Handbook: real-world production techniques. Focal Press. 978-1138780330*
- *Ross Carbonite Manual Getting Started Getting Started (rossvideo.com) User Manual (rossvideo.com)*
- *Mac or PC with Ethernet*

OBJECTIVES:

This course will introduce students to the history, theory, creative and technical techniques, and general workflow used in bluescreen/greenscreen image compositing for television, still photography and feature film production using industry standard hardware and software.

- Distinguish when image compositing is/is not an appropriate production technique.
- Analyze a scene and determine the proper compositing techniques for the most efficient production solution.
- Apply creative skills needed to make realistic composites in pre-production, production and postproduction.
- Apply technical and critical decision-making processes for efficient project completion.
- Analyze the basic principles and the theory of image compositing in editing across multiple formats and distinguish the appropriate application for specific formats.
- Explain the principles and impact of lighting, camera position and lens selection on the final creative production.

GRADING: A = 100 – 90% / B = 89 – 80% / C = 79 – 70% / D = 69 – 60%/ F = 50% - below

- **Exam 1:   10 % =**History and Definitions   **Exam 2: 10 %=** Basic Shooting and Setups
- **Project 1: 15 %=** Lighting, Background Matching   **Project 2: 30 %=**Finished composited project
- **Online Exercises: 10 % =**Mini Quizzes   **Attendance = 10 %**
- **Final Exam/Project: 15 % =** Comprehensive Final

BASIC COURSE SCHEDULE:

In addition to normal assignments this course may include guest speakers, screenings, supplemental lectures, and readings. Such i*nformation is subject to formal examination.*

DATE	TOPIC The Schedule Below May Be Altered Slightly Based on Course Needs
Week 1 **August 22**	Class Introduction: 001: Overview/History Composited images though history Homework: Read Foster 12&2
Week 2 **August 29**	Camera setup
Week 3 **September 5**	Basic Ultimatte Setup
Week 4 **September 12**	Advanced matting – Multiple layers
Week 5 **September 19**	EXAM #1 VR XR AR
Week 6 **September 25**	Matching Foreground and Background
Week 7 **September 26**	Microprocessors, Sensors and Motors and Interface w/Unreal Engine Homework: Arduino IDE/Jeremy Blum Lesson #1 and #2/ Picking Stock Set
Week 8 **October 3**	Lab #4: Matching Foreground and Background/ Guest Speaker-Robert Stadd-Visual Effects producer/supervisor -growth in the field Homework: TBD
Week 9 **October 10**	Introduction to Infinity Set
Week 10 **October 17**	Calibration of Infinity Set
Week 11 **October 24**	Live Action Backgrounds
Week 12 **October 31**	Exam #2 Advanced Color Correction
Week 13 **November 7**	Final Project Shoot
Week 14 **November 14**	Final Project Shoot
Week 15 **November 28**	Final Project Shoot
Week 16 **December 5**	Final Exam