

Title: Digital Visual Effects and Compositing

Start Date: Wednesday, 18 September 2013

Assessment Day: Friday, 18 October 2013

Assessable units of competency

CUFANM402A Create digital visual effects

General description



Your mission should you choose to accept it... (and you do!)

... is the creation of 1-3 VFX shots with a running time between thirty and sixty seconds maximum. Utilizing your Maya skills and new found Nuke skills in compositing you will be working to the highest possible standards. A high level of creative conceptualisation is required in this assessment. Following four weeks training in Compositing techniques you have a period of five weeks to conceive, design, shoot, create and composite finished digital visual effects shots. Through team work you should be able to attain a higher standard of finished work in the available time by concentrated effort in specific job roles. You will be researching, learning and mastering new software and techniques throughout. Recommend all renders should be Open EXR 16 bit or 32 bit float for maximum picture quality and potential.

Working collaboratively with teams of six to seven people you will conceive, concept, and create a digital VFX scene using Maya, Nuke and other ancillary pieces of software.

Your VFX film will demonstrate integration of CGI characters and elements against live action background plates and elements. There is no style brief; you are free to move on genre, character design, look and feel. As a rough guide consider 1 week pre-production period, 3 weeks production and 1 week of post.

You must nominate a Director and Producer for the group and each team member must have an assigned role and responsibility from the project's genesis.

Together develop and create a Production Brief/packet which includes proposed production schedule for your production that covers all team members expected delivery dates. Plot time at school and outside of school hours. Include treatments, storyboards, concept art, animatics and the like.

Present your proposed project to your lecturer and class so it can be "Greenlit". Further pre-production work may need to be done before you proceed to Production and Post.

Every team member should create personal Vimeo accounts and upload works, contributions and breakdowns to Vimeo. YouTube can be used for EOI (*Evidence of Industry*), Vimeo for more polished works. Producers are to provide links to Lecturer.

The final shots should be posted on Vimeo along with breakdowns and will form an important part of your Graduation Showreel. You will be assessed on your major Group project work as well as several in-class exercises, such as, or similar to, the "Robot-In-A-Day" exercise (*which involves multi-pass render creation and comp*) and the "Roto Sam" exercise where you roto-scope at least ten to thirty frames suitable for compositing.

Above: Chris Lee & Vaughn White's Robot from The Digital VFX assignment way back in 2010

Knowledge and skills

Listed here is the knowledge and skills you'll be learning and on which you will be assessed.

- Contribute, participate and work successfully together in a team environment, as per industry practices. You'll need to demonstrate -
 - time management
 - asset management
 - research and develop pipelines
 - concepting communications, planning and scheduling
 - creating lookdev, CGI characters, props and 3D elements
 - produce camera blocking and layout
- Demonstrate skills in implementing a diverse range of digital visual effects techniques as projects require. This might encompass such elements as clean plates, wire removal, marker removal, garbage mattes, roto scoping, keying, particles, Matchmoving, creation of custom HDRIs for Image based lighting.
- Composite CGI with live action using industry standard compositing techniques and methodology in Nuke.
- Implement screen principles, in shot creation and colour theory.

Evidence specifications

This is the specific evidence you must prepare for and present on assessment day to demonstrate you have competency in the above knowledge and skills. The evidence must conform to all the specific requirements listed below. You will be assessed across more than two projects.

1. Finished film containing CGI character and live action B.G. (group activity)
2. Production Packet (group activity)
3. Peer review form (individual)

4. Multi-frame sample of Roto scoping (individual)

5. Multi-frame sample of a multipass render comp (individual)

Your roles and responsibilities as a candidate

- Understand and feel comfortable with the assessment process
- Know what evidence you must provide during your assessment
- Take an active part in the assessment process
- Be ready for the assessment at the nominated time

Assessment instructions for candidate

METHOD OF ASSESSMENT

Assessment will be conducted by you personally presenting evidence that demonstrates your competence in a short interview with your assessor. The evidence you must prepare and present is described above in this assessment criteria document. Assessments will be conducted on a specific day recorded above in this assessment criteria document.

ASSESSMENT CONDITIONS

You will have approximately 10 mins to present your evidence that demonstrates your competence. It is your responsibility to be prepared. If you have forgotten something or made a small mistake you may correct it, however the assessor may choose to assess other candidates who are better prepared and return to you if time permits. Upon completion of the assessment you will be issued with feedback and a record of the assessment, which you will need to acknowledge that you have accepted the result. If you are absent on the nominated assessment day (without prior agreement or a sufficient documented excuse) you will be assessed as not yet competent.

GRADING

The assessment you are undertaking will be graded as either *competent* or *not yet competent*.

REASSESSMENT PROCESS

If you are assessed as being not yet competent you will receive clear, written and oral feedback on what you will need to do to achieve competence. You will have two (2) weeks to prepare your evidence for a reassessment. You will be given only one reassessment opportunity. If you are unsuccessful after your reassessment you will be required to attend an intervention meeting with your Head of School to discuss your progress.

REASONABLE ADJUSTMENTS

We recognise the need to make reasonable adjustments within our assessment and learning environments to meet your individual needs. If you need to speak confidentially to someone about your individual needs please contact your teacher.

Assessment rubric

This table defines exactly what is required to be successfully deemed competent.

Evidence	Definition of Competent
1. Finished film containing CGI character and live action B.G.	<p>A competent finished film must include</p> <ul style="list-style-type: none"> • Film contains CGI Characters on a live action filmed background. • A Quicktime uncompressed (<i>Animation codec</i>).mov file including sound and music effects as appropriate. HD 1080 25 fps up to 2K (2048 X 1556) film size. Duration: 30 seconds – 60 seconds maximum. This format is for your show reels and also the AIE Graduation reel. • A half sized MPEG 4 version H.264 codec for review and marking purposes. (960 x540 pixels)
2. Production Packet	<p>A competent production packet must include</p> <ul style="list-style-type: none"> • A Production packet of documents contains <ul style="list-style-type: none"> ◦ Proposed Production schedule including assigned roles to all members. Nominated Director and Producer. ◦ Expected sign off points clearly indicated. ◦ Concept Art, storyboards relevant inspirational art. ◦ Look and feel, mood boards. Treatments. <p>This can all be presented in a multi-page, pdf format A4 – A3. Electronic & or paper accepted.</p>
3. Peer review	<p>A competent peer review must include</p> <ul style="list-style-type: none"> • Peer review will address <ul style="list-style-type: none"> ◦ Strengths of your peers ◦ Areas of improvement of your peers ◦ A critical analysis of your own performance including strengths and weaknesses and how you could improve.

Assessment Criteria

Full Time Courses – 2nd Year Screen Art

CUF60107 Advanced Diploma of Screen and Media

<p>4. Multi-frame sample of roto scoping</p>	<p>A competent roto scope sample must include</p> <ul style="list-style-type: none"> • A multi sample demonstration of Rotoscoping. (You may use provided Roto Sam footage or your own) <ul style="list-style-type: none"> ○ Generate 10-30 frames of roto that can successfully extract the character from the background. ○ Consistency in the roto edge to just inside or outside of the character. ○ Adapted a work flow that minimises “boiling edges” ○ Provide H.264 codec mov. file for review as well as demonstrate the Nuke script to your teacher.
<p>5. Multi-frame sample of a multipass render comp</p>	<p>A competent composite must include</p> <p>An aesthetically pleasing composite where the CGI character appears to be photographed with the same lighting conditions visible in the empty backplate.</p> <ul style="list-style-type: none"> • Demonstrate that you have a working comp by inclusion of the .nk script and footage foldered for Teacher review. • Created Maya Mental Ray shaders and renders suitable for compositing by providing the renders in Open EXR format for Teacher review.

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