- Modern Day Visual Effects Compositing
  - CGI Compositing
  - Set Extension
  - Match Move
  - Chroma Compositing
  - Motion Tracking
  - Warping and Morphing
  - o Bullet Time Shots
  - Crowd Duplication
  - Atmospherics
  - Rotoscoping
  - o Wire Removal
  - Scene Salvage
- CGI Compositing
  - Premultiply
  - Scaling the Background
  - Semi-Transparent Pixels
  - Summing the Layers
  - o Multipass Compositing
  - Depth Compositing
  - o Multiplane Compositing
  - Dynamics and Simulations
  - Particle Effects
- Key, Matte, Alpha, and Mask
- Chroma Compositing
  - o Keyers
- i. Luma-Key
- ii. Chroma-key
- iii. Difference-Key
- How Keyers Work
- o Pulling the Matte
- o Despill
- Color Correction
- Scene Adjustment (scaling foreground or background)
- Making The Composite
- Before the keyer processes
  - i. Garbage Mattes
  - ii. Denoise
  - iii. Grain Extraction
- Rotoscoping
  - o Splines
  - o Motion Blur
  - o On 2's

## Image Blending

- o Merge
- i. Screen
- ii. Over
- iii. Soft light
- iv. Color Dodge
- v. Difference
- vi. Plus
- o Mix
- o Add
- Subtract
- Multiply

## Transforms

- **Transform**
- Pivot Points
- Corner Pin
- o Animation
- i. Key Frame
- ii. Procedural
- iii. Expression
- Directional Blur
- Motion Blur
- o Tracking
- i. Linear Track
- ii. Planar Track
- iii. Motion Tracking
- Stabilizing
- o Matchmove
- Warp
- i. Mesh Warp
- ii. Spline Warp

## Compositing Color

- Color Space
- Black and White Points
- Color Adjustments
- o Gamma Slamming
- o Pre-Balancing Color Channels

## Scene Salvage

- Dust Busting
- Wire Removal
- o Rig Removal
- o Hair Removal
- Scratch Removal
- Light Leaks

- o Deflicker
- Footage Processing
  - i. Interlaced Videos
  - ii. Non-Square Pixels
  - iii. Frame Rate
  - iv. Coping with Time Code
  - v. Compression Artifacts
  - vi. 3:2 Pull-Down
  - vii. 3:2 Pull-Up
- Structure of Digital Images
  - o The Pixel
  - Color Images
  - o Image Channels
  - Dots Per Inch (DPI)
- Digital Image Metadata
  - Digitizing Images
  - o Image Resolution
  - o Image Aspect Ratio
  - Pixel Aspect Ratio
  - Display Aspect Ratio
  - Bit Depth
  - Floating-Point
  - Multiplying Images
  - Image File Formats
  - o Photographic Images vs. Graphics
  - Indexed Color Images (CLUT)
  - Compression
  - o EXR
  - File Formats