

**Training Package Code:** CUF07

**Training Package Name:** Screen and Media Training Package

**Qualifications:** Digital Media and Technology

Diploma in Screen and Media / Information Technology / Business / Print

**Unit of Competency:** CUFANM402A Create digital visual effects

**Assessment Level:** 4,5

**Unit Code & Unit Title:** CUFANM402A Create digital visual effects

**Unit Description:** This unit describes the performance outcomes, skills and knowledge required to create digital visual effects.

**Application of the Unit:** Compositors or effects artists working in 3D animation and graphics studios apply the skills and knowledge described in this unit. They are responsible for creating digital visual effects to simulate physical or natural phenomenon, such as fire, crowds, flocks of birds, fluids, smoke and weather conditions.

They receive material from various sources, which could include blue screen elements, particles, graphics, 2D and 3D animation, and live action footage. Their job is to creatively combine elements into the final image, ensuring that the established style of the project is respected and continuity is maintained.

Typically, their briefs are based on elements of storyboards for film, television or digital media productions, including games. A high level of creativity is required, along with proficiency in using a range of industry-current software applications to create and refine digital visual effects.

A collaborative approach to work within a production team is essential, as is an ability to meet deadlines.

**Critical Aspects of Evidence.**

Write at least 2 client briefs for 2 sequences.

Write at least 2 requirement documents for 2 sequences.

Demonstrate at least 8 visual effects created and saved in appropriate format e.g. avi and mp4 or flv or mov.

Demonstrate at least 3 refinements performed on the sequences or visual effects created saved in an appropriate format, format e.g. avi and mp4 or flv or mov.

Write a summary review report.

**Reference Book.**

Reference Book 1. Compositing Visual Effects: Essentials for the Aspiring Artist

By Steve Wright

- Publisher: Focal Press
- Number Of Pages: 264
- Publication Date: 2007-11-21
- ISBN-10 / ASIN: 0240809637
- ISBN-13 / EAN: 9780240809632
- Binding: Paperback

Reference Book 2. Adobe After Effects CS5 Classroom in a Book

By Adobe Creative Team

- Publisher: Adobe Press
- Number Of Pages: 400
- Publication Date: 2010-06-18
- ISBN-10 / ASIN: 0321704495
- ISBN-13 / EAN: 9780321704498

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A copy of the text book can be found or hired through the KAL Multimedia Training library services; contact KAL for more information.

## **Introduction.**

### **What is Digital visual effects?**

Compositors or effects artists working in 3D animation and graphics studios apply the skills and knowledge described in this unit. They are responsible for creating digital visual effects to simulate physical or natural phenomenon, such as fire, crowds, flocks of birds, fluids, smoke and weather conditions.

They receive material from various sources, which could include bluescreen elements, particles, graphics, 2D and 3D animation, and live action footage. Their job is to creatively combine elements into the final image, ensuring that the established style of the project is respected and continuity is maintained.

Typically, their briefs are based on elements of storyboards for film, television or digital media productions, including games. A high level of creativity is required, along with proficiency in using a range of industry-current software applications to create and refine digital visual effects.

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## **Software.**

Adobe After Effects CS5

Adobe Flash Animation CS5

Adobe Premier CS5

Maya 2008, Maya 2011 or Maya 2012

## **Assessment Methods.**

- Formative assessment
- Summative assessment

### **What is formative assessment?**

Formative assessment takes place over a period of time while you learn and practice. An example of formative assessment is performing tasks in the work place and performing simulated class activities such as Create a new File, Edit the file, Save the File and exit the program for instance.

When the tasks are completed in the work place or in class, the trainer or supervisor in your work place will observe your activities and will assess what you have done, whether you have performed the job well or need more practice and have to do the job again.

The trainer or the assessor will have a checklist of the work or task requirements completed and it is here where you are assessed as opposed to summative assessment is assessed at the end of the course, employment period or training period etc.

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### **What is summative assessment?**

Summative assessment is when a collection of work is combined to accumulate satisfactory completion of a unit of competency. An example of summative assessment is a workplace task accompanying a job log, skills or written quiz under exam conditions with a check list, a simulated work place assignment or a third party portfolio report with a check list.

### **Method of assessment.**

A range of assessment methods should be used to assess practical skills and knowledge. The following examples are appropriate for this unit:

- direct questioning combined with review of portfolios of evidence and third-party workplace reports of on-the-job performance.
- evaluation of a range of digital visual effects sequences created by the candidate to determine ability to create different types of effects.
- written or verbal questioning to test knowledge as listed in the required skills and knowledge section of this unit.

### **Holistic assessment.**

This unit can be assessed as an individual unit or in a holistic approach with the following units:

- BSBCRT402A Collaborate in a creative process
- CUFANM403A Create titles for screen productions.
- CUFPPM404A Create storyboards
- CUFPOS401A Edit screen content for fast turnaround
- CUFANM503A Design animation and digital visual effects
- CUFANM302A Create 3D digital animations
- CUFDIG301A Prepare video assets
- CUFSOU204A Perform basic sound editing
- BSBPMG510A Manage projects
- BSBCMM401A Make a presentation
- CUFDIG302A Author interactive sequences

### **Assessment.**

To be deemed competent in this unit you must undertake and submit the following:

- Demonstrate **knowledge** by undertaking an **oral** or **written quiz under exam conditions**.
- Demonstrate a **skill** by undertaking a **simulated work place assignment** (Assignment), or undertake a **work place task** accompanying a **job log** with verification of work performed by your supervisor, or undertake a **work place task accompanying a skills check list** or a **check list by your work place trainer** or a **third party portfolio**, or **complete** all the **simulated class activities**.

### **Assignment**

Item	Description	Yes <input checked="" type="checkbox"/>	No <input type="checkbox"/>
<input type="checkbox"/> Task 0	Quiz document	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Task 1	2 x write a project brief document	<input type="checkbox"/>	<input type="checkbox"/>

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<input type="checkbox"/> Task 2	Write 2 requirement documents for the project briefs	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Task 3	10 x Experimental Digital Visual Effects with at least 3 alterations to two sequences	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Task 4	Create 2 sequences with a number of digital visual effects.	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Task 5	Write a summary review report.	<input type="checkbox"/>	<input type="checkbox"/>

**Unit Duration or Nominal Hours:** 70 hrs

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Delivery	Topics	Duration
Theory	<b>1 Clarify work requirements.</b>	
Activity		
Summary		
Theory	<p>1.1 With reference to <b>production documentation</b>, clarify <b>requirements</b> for <b>digital visual effects</b>.</p> <p><b>What is production documentation?</b></p> <p>Production documentation is used to document what the client wants, the creative specifications, basically the information that has been supplied to you to create a special effect using animation and other Computer Graphics (CG) and filming techniques.</p> <p>Documentation that might be supplied to you could be the following:</p> <ul style="list-style-type: none"><li>• animatics</li><li>• brief</li><li>• script</li><li>• shoot list</li><li>• storyboard</li><li>• technical specifications.</li></ul> <p>From the production documentation you might need to create the same digital effect but for different project such as a planet exploding can be used for a game and a motion picture or a tv commercial.</p> <p>The following is a list of design projects that you might need to create a effect or different effects for:</p> <ul style="list-style-type: none"><li>• films</li><li>• television productions</li><li>• commercials/advertisements</li><li>• games</li><li>• e-learning resources</li><li>• websites</li><li>• mobile phones</li><li>• promotional/informational videos/DVDs</li><li>• digital simulations</li><li>• virtual worlds.</li></ul> <p><b>What is Digital Visual Effects?</b></p> <p>Digital visual effects is something that has been generated by the computer, that alters the appearance or enhances the over all visual appearance of a scene or sequence or video or movie by adding or removing visual elements to the scene.</p>	

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	<p>Creating Visual effects involves the integrated of computer generated elements into live action footage or real world image, this process of integration is called compositing.</p> <p>The following is a list of digital visual effects that you can either apply or use;</p> <ul style="list-style-type: none"><li>• colour correction</li><li>• compositing:<ul style="list-style-type: none"><li>• image layering</li><li>• motion graphics</li></ul></li><li>• filters:<ul style="list-style-type: none"><li>• warp</li><li>• glow</li><li>• blur</li><li>• fog</li></ul></li><li>• integrating lighting across different elements</li><li>• keying:<ul style="list-style-type: none"><li>• chroma</li><li>• luma/luminance</li><li>• difference</li></ul></li><li>• lighting:<ul style="list-style-type: none"><li>• shadow</li><li>• atmospheric</li><li>• flares</li></ul></li><li>• particle systems:<ul style="list-style-type: none"><li>• bubbles</li><li>• smoke</li><li>• droplets</li><li>• weather effects</li><li>• dust</li><li>• atmospheric effects</li><li>• starbursts</li><li>• fireworks</li></ul></li><li>• textures, e.g.:<ul style="list-style-type: none"><li>• water</li><li>• cloth</li><li>• fur</li></ul></li><li>• tracking:<ul style="list-style-type: none"><li>• camera matching</li><li>• motion tracking.</li></ul></li></ul>	
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What are requirements?

A requirement is a singular documented physical and functional need that a particular product or service that must be done or performed.

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	<p>It is a statement that identifies a necessary attributes, capability, characteristic, or quality of a system for it to have value and utility to a user.</p> <p>You can clarify work requirements using plain English by itemizing each statement and where necessary use diagrams to explain the work flow or in this case model design, color schemes animation requirements such as diagrams of key frames and actions via using a story board</p> <p>The following is an example of a technical specifications contained in a project brief.</p> <p>Write down what the user requirements are for the following scenarios:</p> <p><b>Scenario 1.</b> Need a pleasing moving background scene for a web banner which is 200 wide by 96 height. The file format is to be avi or mov, or flv, the back ground must be transparent, and final output will be used for the web. You must also submit the source or project file and any additional files for it. Duration 180 frames or 3 seconds.</p> <p><b>Sample User Requirements form sample scenario.</b></p> <p><b>Dimensions:</b> 200 x 96</p> <p><b>File format:</b> avi or mov, or flv</p> <p><b>Duration:</b> 180 frames or 3 seconds</p> <p>Using the internet view a movie and see what type or production documentation would be used, clarify the requirements and identify the visual effects used.</p>	
<b>Activity</b>	<p><b>Activity 1.1</b> Using the internet view a movie on perhaps you tube that you know where they might have used digital visual effects.</p> <p>Pick a scene that you like and draw or write a short description outlining the following:</p> <ul style="list-style-type: none"><li>• A short description (1 or 2 paragraphs) in plain English about the scene and the special or digital visual effect used. (This is your requirements, or a brief).</li><li>• Create screen capture or draw a story board. (Production Documentation)</li><li>• Add the special effects used in the story board</li></ul> <p>Save the above activity information in a file called Activity 1.1 Document.doc</p>	
<b>Summary</b>	<p><b>Element 1.1</b> Question: Define the term Digital visual effects and write down at least 6 digital effects that can be created.</p> <p>Ans:</p> <p>Visual effects (commonly shortened to Visual F/X or VFX) are the various processes by which imagery is created and/or manipulated outside the context of a live action shoot.</p>	

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	<p>Visual effects often involve the integration of live-action footage and computer generated imagery (CGI) in order to create environments which look realistic, but would be dangerous, costly, or simply impossible to capture on film.</p> <p>They have become increasingly common in big-budget films, and have also recently become accessible to the amateur filmmaker with the introduction of affordable animation and compositing software.</p> <p>Digital visual effects:</p> <p>Ans: Varies</p> <ul style="list-style-type: none"><li>• bubbles</li><li>• smoke</li><li>• droplets</li></ul>													
<b>Theory</b>	<p>1.2 In consultation with <b>relevant personnel</b>, clarify work flow sequences to ensure that production schedule deadlines are met.</p> <p>What is work flow? Work flow is how you or your team expect to generate or do all the work and in what sequence to perform all the tasks to achieve the goal.</p> <p>Digital Visual Effects work Flow Example 1.</p> <p>To create a Digital visual effect normally you have a need which is described in a <b>client brief</b> or it can be in the form of a script or story board. It is then the <b>designers</b> job to <b>analyse</b> the story board and script or client brief to create a user requirements document. From there the <b>user requirements</b> are then handed over to the <b>designer</b> to start <b>analysing</b> the user requirements and writing a digital visual effect design document. The visual effects design document is then handed over to the visual effect creators or the compositors that combine all the digital visual effects into a sequence. Finally the work is evaluated and feedback is given to the development team and any alterations are reworked.</p> <p>By identifying the key elements in the work flow for Digital Visual Effects work Flow Example 1 you establish what work needs to be done and how much time that you can allocate to the task weather it can be a large or small amount of time.</p> <p>Note that the Digital Visual Effects work Flow Example 1 is an overview of the work that is to be performed you would normally then break each task down into sub tasks and allocate the relevant personnel to those tasks.</p> <p>For instance if we break the Digital Visual Effects work Flow Example 1 down we have the following schedule for the work flow described in our example.</p> <table border="1"><thead><tr><th>Task</th><th>Personnel</th><th>Duration</th><th>Date</th></tr></thead><tbody><tr><td>Obtain Client Brief.</td><td>Client</td><td>0.3 day</td><td>1/1/2012</td></tr><tr><td>Clarify user</td><td>Designer</td><td>0.2 day</td><td>1/1/2012</td></tr></tbody></table>	Task	Personnel	Duration	Date	Obtain Client Brief.	Client	0.3 day	1/1/2012	Clarify user	Designer	0.2 day	1/1/2012	
Task	Personnel	Duration	Date											
Obtain Client Brief.	Client	0.3 day	1/1/2012											
Clarify user	Designer	0.2 day	1/1/2012											

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requirements -			
Analyse story board and script.	Designer	1 day	2/1/2012
Gather and analyse reference material.	Designer	1 day	3/1/2012
Gather all assets.	Designer	1 day	4/1/2012
Create previsualisation designs.	Designer	1 day	5/1/2012
Obtain Feedback from other personnel	Designer, Designer head of department.		
Create digital visual effects design document.	Designer, Designer head of department.	1 day	5/1/2012
Experiment with different digital visual effects.	Visual Effect creators,	1 day	6/1/2012
Create digital visual effects.	Compositor	1 day	7/1/2012
Evaluate and respond to relevant personnel feedback about the design of the digital visual effect.	Director, Designer, Compositor, Visual Effect creators	1 day	8/1/2012

By breaking down each of the task that you need to perform in the production of a digital visual effect you ensure that the production schedule dead line is met.

Relevant personnel that you might consult with are the following:

- designer
- director
- editor
- head of department
- post-production manager
- producer
- SFX (special effects) supervisor
- storyboard artist

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	<ul style="list-style-type: none"><li>• technical director</li><li>• other technical/specialist personnel.</li></ul> <p><b>What stage in movie making is visual effects used?</b></p> <p>Although most visual effects work is completed during post-production, it usually must be carefully planned and choreographed in pre-production and production.</p> <p>Film production occurs in three stages:<sup>1</sup></p> <p><b>Pre-production</b>—Preparations are made for the shoot, in which cast and film crew are hired, locations are selected, and sets are built. The Development stage, in which the ideas for the film are created, rights to books/plays are bought, etc., and the screenplay is written, occurs before Pre-production.</p> <p><b>Production</b>—The raw elements for the finished film are recorded.</p> <p><b>Post-Production</b>—The film is edited; production sound (dialogue) is concurrently (but separately) edited, music tracks (and songs) are composed, performed and recorded, if a film is sought to have a score; sound effects are designed and recorded; and any other computer-graphic 'visual' effects are digitally added, all sound elements are mixed into "stems" then the stems are mixed then married to picture and the film is fully completed ("locked").</p> <p>Reference: 1 Steiff, Josef (2005). <i>The Complete Idiot's Guide to Independent Filmmaking</i>. Alpha Books. pp. 26–28</p>	
<b>Activity</b>	<p><b>Activity 1.2</b> Search on the internet and find out what each of the following people do, type of work that they do and write a short report on how they interact with each other.</p> <p>Relevant people to research on:</p> <ul style="list-style-type: none"><li>• SFX (special effects) supervisor</li><li>• storyboard artist</li><li>• technical director</li><li>• director</li><li>• editor</li><li>• 1 x other technical/specialist personnel in relation to digital visual effects designer or compositor</li></ul> <p>Save the file as Activity 1.2.doc</p>	
<b>Summary</b>	<p><b>Element 1.2 Q 1.2.1</b> What stage in movie making is visual effects used?</p> <p>Ans: Although most visual effects work is completed during post-production, it usually must be carefully planned and choreographed in pre-production and production.</p> <p><b>Element 1.2 Q 1.2.2</b> Describe when the visual effects supervisor is involved in</p>	

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	<p>the production of a film?</p> <p>Ans:</p> <p>A visual effects supervisor is usually involved with the production from an early stage to work closely with production and the film's director to achieve the desired effects.</p>	
<b>Theory</b>	<p>1.3 Select <b>software</b> that best suits the type of <b>production</b> and <b>delivery platform</b> for which visual effects sequences are being created.</p> <p>What software exists for creating digital visual effects.</p> <p>The following is a list for digital visual effects creating software programs and programs that you can use to create a digital visual effect sequence:</p> <ul style="list-style-type: none"><li>• 3D, e.g.: 3D Studio Max Maya Soft Image Ulead Cool 3D Adobe Flash. Blender</li><li>• graphics, e.g.: Photoshop Illustrator</li></ul> <p>What is a production?</p> <p>A production is something that is produced from components or raw materials.</p> <p>The following is a list of the different types of productions that you can create digital visual effects for;</p> <ul style="list-style-type: none"><li>• animated productions</li><li>• commercials</li><li>• digital media products, e.g.:<ul style="list-style-type: none"><li>• simulations</li><li>• games</li><li>• e-learning resources</li><li>• virtual worlds/environments</li></ul></li><li>• documentaries</li><li>• feature films</li><li>• filmed events or performances</li><li>• music video</li><li>• short films</li><li>• television productions.</li></ul> <p><b>What is a delivery Platform?</b></p>	

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Delivery platform is what system is the content going to be delivered to the user or consumer.

For example, is the final sequence going to be for the following;

- Web
- HD
- DVD
- VCD
- You Tube
- Kiosk
- Games
- Internet

<b>Delivery Platform</b>		<b>Resolution Screen Size</b>	<b>File Format</b>
Web		1024 x 768	Wmv, flv, mkv, swf
HD		1920 x 1080	Avi
DVD		1920x1080	Mpeg, vob, avi
VCD		720 x 480	Mpeg
You Tube		1024 x 768 Dependent on Device or User preferences	Flv
Kiosk		1024 x 768 Dependent on Device	Swf, flv
Games		1920 x 1080 or Dependent on Device	Dependent on Device
Internet		1024 x 768 Dependent on Device or User preferences	Wmv, flv, mkv, swf

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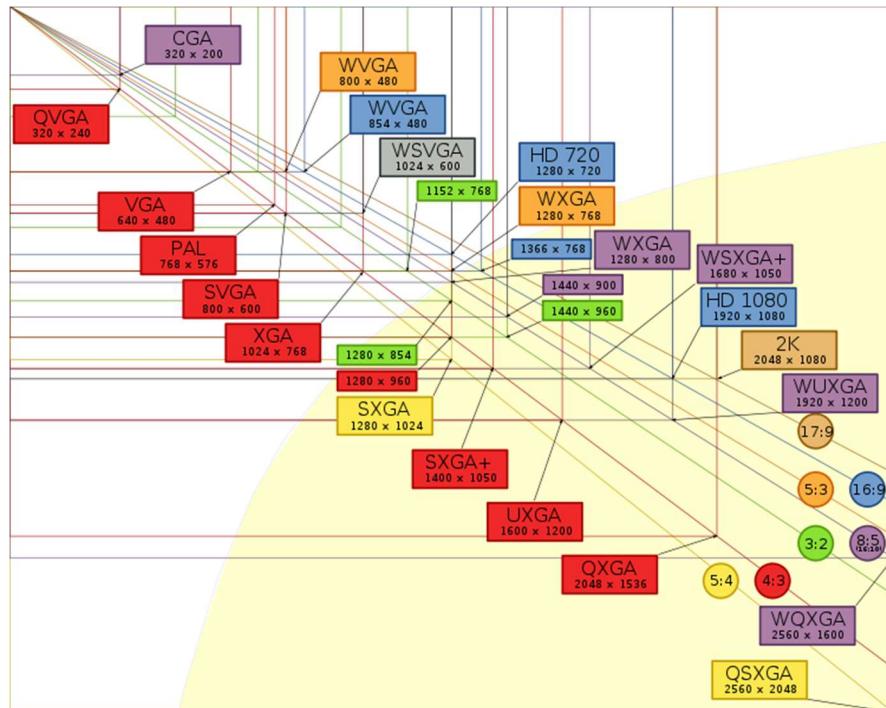
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The following is a diagram of different television standards and their screen resolutions.



Source: Image taken from Wikipedia on Screen resolutions,  
ref: [http://en.wikipedia.org/wiki/File:Vector\\_Video\\_Standards4.svg](http://en.wikipedia.org/wiki/File:Vector_Video_Standards4.svg)

Selecting what software that best suits the type of production and delivery platform depends on what type of digital visual effect you need to create.

You can choose any software as long as it produces or creates the desired result.

For instance, can the software save the desired file format as an avi or mov video file, can you set the screen size or can the software allow you to save the animation sequence as a multiple or single frame image files?

Also can the software import all different file formats such as other 3D software program formats? Usually you will need to save your effect that you created as an avi or mov file format.

How can you export an effect so that it is transparent into a video sequence? You could render your animation out as an avi, and then use after effects to key out the background (chroma key).

Another way is that you can use Adobe Flash and in the export dialog box tick the option to export alpha channels, or save as a sequence of images. Adobe Flash replaces the black background with a transparent area.

Another option is that you could use Maya or a 3D Program to create your effect and save the file as an appropriate file format that you desire.

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	<p>You can create effects such as fire, fire works, water, sky, lighting, explosions, smoke, fluids etc and save them as avi and use after effects to import and set the layers of the clips as track matts or alpha matt or chrome key clips to mask out the unwanted background.</p>					
	<p> <b>Adobe Flash</b>, allows you to create some basic visual effects like water, raindrops, ink drops, blood splatter through animation using key frames, motion tweens and shape tweens. Even allows you to apply filters, fade in, fade out, shatter effect etc. It also allows you to import video and allow for overlays as well as setting a background for chrome keying in a video editing software program. It also exports final output files as video files and other file formats such as ai, TIFF, mov etc.</p>					
	<p> <b>3D Studio Max &amp; Maya:</b> allows you to create particle effects, allows you to animate 3d models and export animations in a variety of file formats such as Avi, TIFF, mov, ai etc, 3D Studio max also has particle features and the ability to do key framing.</p>					
	<p> <b>Adobe after effects</b> allows you to use the particle effects features and filters to create a number of different effects such as fire, snow, lightening, glow etc. For example a glow effect can be used for a light saber. Adobe after effects allows you to import video footage, edit and use key framing like an animation program and export to a number of video formats such as TIFF, mov, avi, mpeg etc.</p>					
<b>Activity</b>	<p><b>Activity 1.3.</b> Using the internet or the help facilities of your digital visual effects program that you have chosen, find out what file formats does it create and what are they used for. Save the file as Activity 1.3 doc</p>					
<b>Summary</b>	<p><b>Element 1.3 Q. 1.3.0</b> What screen sizes, resolution are used for the following delivery platforms and what file format.</p>					
	<table border="1"><tr><td><b>Delivery</b></td><td><b>Screen Size /</b></td><td><b>File Formats</b></td><td><b>Other Comments</b></td></tr></table>	<b>Delivery</b>	<b>Screen Size /</b>	<b>File Formats</b>	<b>Other Comments</b>	
<b>Delivery</b>	<b>Screen Size /</b>	<b>File Formats</b>	<b>Other Comments</b>			

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platforms	Resolution		
Web			
HD			
DVD			
VCD			
You Tube			
Kiosk			
Games			
Internet			

Ans:

Delivery platforms	Screen Size	File Formats	Other Comments
Web	1024 x 768	Wmv, flv, mkv, swf	
HD	1920 x 1080	Avi or tiff	
DVD	1920x1080	Mpeg, vob, avi	
VCD	720 x 480	Mpeg	
You Tube	1024 x 768	Flv	
Kiosk	1024 x 768	Swf, flv	
Games	1920 x 1080		

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Internet	1024 x 768	Wmv, flv, mkv, swf	

**Element 1.3** Q. 1.3.1 Name some software applications that you can create digital visual effects.

Ans:

- Combustion
- Shake
- After Effects
- Nuke
- Digital Fusion.
- Flash
- Photo Shop
- Ulead Cool 3D
- Pinnacle Studio Ultimate
- 3D Studio Max

**Element 1.3** Q. 1.3.2 What are some distinguishing features of TWO selected visual effects programs.

Ans:

Flash, allows you to create some basic visual effects like water, raindrops through animation using key frames, allows you to apply filters, fade in fade out etc.

It also allows you to import video and allow for overlays as well as setting a background for chrome keying in a video editing software program.

It also exports final output files as video files and other file formats such as ai, TIFF, mov etc.

3D Studio Max allows you to create particle effects that can be used for backgrounds, animating 3d models and exporting animations in a variety of file formats such as Avi, TIFF, mov, ai etc.

3D Studio Max has a particle feature as well as the ability to perform key framing.

Adobe after effects allows you to use the particle effects features and filters to create a number of different effects such as fire, snow, lightening, glow etc. Glow example like a light saber and blue screen.

Adobe after effects allows you to import video footage, edit and use key framing like an animation program and export to a number of video formats such as TIFF, mov, avi, mpeg etc.

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<b>Theory</b>	<p>1.4 Gather and analyse <b>reference material</b> to help with visualisation of final sequences.</p> <p><b>What is Reference material?</b> Reference material is images, videos or observations that you use as a guide on how to create your digital visual effects.</p> <p><b>How do we Gather reference material?</b> Reference material can be any of the following sources of information to base your ideas on.</p> <ul style="list-style-type: none"><li>• books</li><li>• direct observation of actions</li><li>• DVDs ('making ofs')</li><li>• still images</li><li>• videos.</li></ul> <p><b>How do we analyse reference material?</b> We look and observe how real world objects behave and interact with each other, so that we can break up each of the elements.</p> <p><b>How do we break up our visual effects into elements?</b> If we take fire as an example, you can break up a fire effect as the following key elements:</p> <ul style="list-style-type: none"><li>• Start of a fire: the fuel,</li><li>• Beginning: the ignition,</li><li>• Smoke: smouldering,</li><li>• Growth: the rate at which the flame shoots out,</li><li>• Color: blue flame or red flame,</li><li>• Other object interactions: sparks, smaller explosions</li><li>• Death: perhaps smoke as the flame dies.</li></ul> <p>From our simple example of fire there are other visual effects that need to be created, for instance smoke and an explosion or even colour alteration.</p>	
<b>Activity</b>	<p><b>Activity 1.4</b> Capture 3 pictures of something in the real world such as the following that you might use for a digital visual effect;</p> <ul style="list-style-type: none"><li>• Water still, Water Bubbling, Water when it is cooled,</li><li>• Sky moving, 3 pictures of the sky 10 sec apart of each other,</li><li>• Sun setting, 3 pictures of the Sun setting 2 mins apart of each other,</li><li>• Water in a pond, through rock in pond watch ripples, wait a few seconds and capture faded ripples.</li><li>• Ink drop on paper, drop a piece of ink on paper, then wait for the ink to run or move the paper so that the ink runs and take 2 images of the ink running.</li></ul> <p>Save the Images in an word document called Activity 1.4 Reference</p>	

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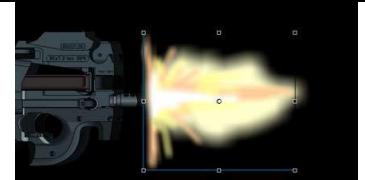
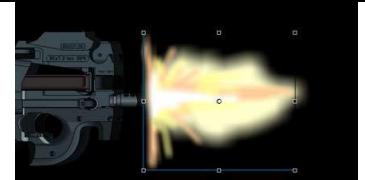
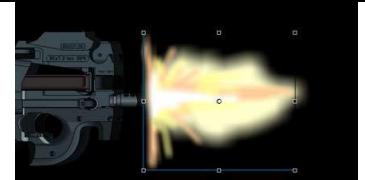
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	Document.doc  Repeat Activity 1.4 again and save the second captured real world event in the Activity 1.4 Reference Document.doc file.													
<b>Summary</b>	<b>Question Element 1.4</b> What does gather and analyse reference material to help with visualisation of final sequence mean? Ans: What Gather and analyse reference material to help with visualisation of final sequence refers to looking and seeing how real world objects behave and interact with each other so that you can view what you are seeing as a reference that will enable you to incorporate what you have seen into your own scene.													
<b>Theory</b>	<b>2 Prepare components.</b>													
<b>Activity</b>														
<b>Summary</b>														
<b>Theory</b>	2.1 Gather all <b>assets</b> for integration and check that they are in the correct <b>output file format</b> .  What is an asset? An asset is something that you need for instance to create a good gun scene you need to have a number of effects such as the following; <table border="1"><thead><tr><th>Asset description (file name and output file, output file format .mov file)</th><th>Sample Image of asset effect</th></tr></thead><tbody><tr><td>muzzle flash effect (muzzle_flash.mov)</td><td></td></tr><tr><td>Flash light (flash light) to create a flash light effect, perhaps in Adobe after affects you could make an adjustment layer and create a mask then apply levelling.</td><td></td></tr><tr><td>bullet if you want (bullet.mov)</td><td></td></tr><tr><td>blood splatter (blood_splatter.mov)</td><td></td></tr><tr><td>muzzle flash powder (powder.mov)</td><td></td></tr></tbody></table>	Asset description (file name and output file, output file format .mov file)	Sample Image of asset effect	muzzle flash effect (muzzle_flash.mov)		Flash light (flash light) to create a flash light effect, perhaps in Adobe after affects you could make an adjustment layer and create a mask then apply levelling.		bullet if you want (bullet.mov)		blood splatter (blood_splatter.mov)		muzzle flash powder (powder.mov)		
Asset description (file name and output file, output file format .mov file)	Sample Image of asset effect													
muzzle flash effect (muzzle_flash.mov)														
Flash light (flash light) to create a flash light effect, perhaps in Adobe after affects you could make an adjustment layer and create a mask then apply levelling.														
bullet if you want (bullet.mov)														
blood splatter (blood_splatter.mov)														
muzzle flash powder (powder.mov)														

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bullet cartridge (bullet_cartridge.mov)	
debris when bullet hits an object (debris.mov) or an explosion_particles.mov)	

Assets can also include the following;

- animated sequences
- audio tracks, for example 9mm.wav or 9mm.mp3
- live action film footage
- live action video footage
- sequences of stills
- static background plates
- stills.

### **What is a File format?**

File format is a type of file that has been encoded in a particular way. The file will contain the file type and how the information is organized.

### **What is an output File Format?**

An Output file format means what format is required so that you can incorporate all your effects into the required sequence.

The required output file format will depend on what software program you are using as this determines what formats can you import and output to.

**Input** will be used so that you can generate a sequence.

**Output** will be used for effects that you have created in perhaps Maya or captured video footage.

The following are some examples of output file formats which you can integrate into your compositing software program and the required output file formats for digital visual effect generating programs:

- AVI (lossless compression, Audio Video Interleave)
- EPS
- IFF
- JPEG
- MPEG
- PNG
- Quicktime, (.mov with alpha channels and transparency capabilities)
- Targa
- TIFF. (Tagged image file format with alpha channels and transparency normally a sequence of files which can be incorporated in to video)

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	editing program to create desired final output file format avi)	
<b>Activity</b>	<p><b>Activity 2.1.1.</b> Using the internet or the help facilities of your digital visual effects program that you have chosen, find out what file formats does it import and what are they used for. If it does not have an import facility how does it allow you to add effects into your compositing program. Save the file as Activity 2.1.1.doc</p> <p><b>Activity 2.1.2</b> Open your effects program and explore the software and see if you can find import and export then take screen captures of how you would import and export other assets into an effect that you might create. Write down what formats they import and export. Save the file as Activity 2.1.2.doc</p>	
<b>Summary</b>	<p><b>Element 2.1 Q.</b> Define at least 2 file formats used in digital visual effects or What formats can you import into of TWO selected visual effects programs?</p> <p>Ans:</p> <p>AVI, Audio Visual Interlacing, it is raw footage it is not compressed and is used in video editing.</p> <p>EPS,</p> <p>IFF,</p> <p>JPEG,</p> <p>MPEG, Motion picture experts group, is a compresses video file format it is best to use large width and height if you want to enlarge and scale up for wide screen, broad cast and perhaps data projection so you do not lose picture quality.</p> <p>PNG,</p> <p>Quicktime, mov file used for video editing.</p> <p>Targa,</p> <p>TIFF. Taged image file format allows for transparency of big move files, if you use Adobe after effects.</p>	
<b>Theory</b>	<p>2.2 Choose digital visual effects that best represent the vision of <b>scripts</b>, as required.</p> <p>What is a script?</p> <p>A script is something that is written that outlines an instruction, idea or something that someone needs to be follow or carried out. Weather is how to get to a location, how to make a cup of tea, a request.</p> <p>You would have to read the script to understand what the user or director of a movie wants.</p> <p>The script will have key words, phrases or verbs' describing what is to happen.</p> <p>A script can also be any of the following:</p> <ul style="list-style-type: none"><li>• Movie script,</li><li>• User Requirements,</li><li>• Brief outline of work that needs to created or performed etc.</li></ul>	

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***Sample Script.***

**Scene 22. –INT – Dungeon Room Energy ball Hit**

Wand emits an energy ball and hit comes from wizard Rebeca and Kat blocks hit.

**MS** - Energy ball hitting wizard Kat and Kat raises hand as if she is blocking energy ball by creating a Shield that you can see. Energy ball is to appear from the far right to left. The color of shield is to be blue and the energy ball fades as Kat raises her hand.

From the sample script of Scene 22. – INT – Dungeon Room Energy ball Hit example you would write or list down what effect elements you need to best represent the vision of **scripts**

The following is an example of the digital visual effect that can be created so that it fulfils the script requirements.

- Creation of Digital Visual Effects Idea 1.
  - In After effects you could use the following to create the desired result:
    - a solar flare,
    - video footage of a puff of smoke hitting a round object filmed behind a green screen,
    - Colorize all elements blue.
- Creation of Digital Visual Effects Idea 2.
  - In Maya 3D you could use the following to create the desired result:
    - A 3d Sphere that has a glowing color white or blue and change the transparency to 0,
    - A fluid effect with a transparent object and colorize object blue or white.

So from the Sample Script example it does not say what effect but it says an energy ball and a shield, which is a fictional effect. It also says the energy ball and the shield is to be blue.

The following is a sample previsualisation of Scene 22. – INT – Dungeon Room Energy ball Hit script interpretation.

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	<p>Scene 22 INT – Dungeon Room Energy ball Hit</p> <p>Frame 1</p>  <p>Frame 2</p> 													
	<p>Figures taken and adapted from Andrew Kramer from <a href="http://www.videocopilot.net">www.videocopilot.net</a></p> <p>So from the previsualisation interpretation of Scene 22. –INT – Dungeon Room Energy ball Hit Idea 1 does not match what the script wants however idea 2 does.</p>													
<b>Activity</b>	<p><b>Activity 2.2. Research Activity.</b> Go to the following web address <a href="http://www.videocopilot.net/">http://www.videocopilot.net/</a> and look for the following tutorials and see what effects are used.</p> <table border="1"><thead><tr><th>Effect Wanted in Scene</th><th>Video Copilot Tutorial</th><th>Effects used</th></tr></thead><tbody><tr><td>Person gets struck by Lightning</td><td>97. Lightning Strike</td><td>Lightening Effect, or random lines that glow over time.</td></tr><tr><td>Person soul comes out of the persons body.</td><td>77. Soul Removal</td><td>Particle system effect, clouds.</td></tr><tr><td>A planet explodes, What affect would you use.</td><td>53. Planet Explosion</td><td>Fire, explosion, and hide original planet image.</td></tr></tbody></table>	Effect Wanted in Scene	Video Copilot Tutorial	Effects used	Person gets struck by Lightning	97. Lightning Strike	Lightening Effect, or random lines that glow over time.	Person soul comes out of the persons body.	77. Soul Removal	Particle system effect, clouds.	A planet explodes, What affect would you use.	53. Planet Explosion	Fire, explosion, and hide original planet image.	
Effect Wanted in Scene	Video Copilot Tutorial	Effects used												
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Person soul comes out of the persons body.	77. Soul Removal	Particle system effect, clouds.												
A planet explodes, What affect would you use.	53. Planet Explosion	Fire, explosion, and hide original planet image.												
<b>Summary</b>	<p><b>Question Element 2.2</b> What does choose digital visual effects that best represent the vision of scripts, as required mean?</p> <p>Ans:</p> <p>What choose digital visual effects that best represent the vision of scripts as required means is that you create or choose an effect that meets the user or script writers requirements.</p> <p>Note: Candidate can write an example script and story board to demonstrate understanding of question.</p>													

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Question Element 2.2 Question 2.2.2. From the following sample script write down what media elements you can use and what visual effects you might use to meet the user requirements.

***Sample Script.***

**Scene 22. –INT – Dungeon Room Energy ball Hit**

Wand emits an energy ball and hit comes from wizard Rebeca and Kat blocks hit.

**MS -** Energy ball hitting wizard Kat and Kat raises hand as if she is blocking energy ball by creating a Shield that you can see. Energy ball is to appear from the far right to left. The color of shield is to be blue and the energy ball fades as Kat raises her hand.

Ans: Varies.

The following is an example of the digital visual effect that can be created so that it fulfills the script requirements.

- Creation of Digital Visual Effects Idea 1.
  - In After effects you could use the following to create the desired result:
    - a solar flare,
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So from the Sample Script example it does not say what effect but it says an energy ball and a shield, which is a fictional effect. It also says the energy ball and the shield is to be blue.

The following is a sample previsualisation of Scene 22. – INT – Dungeon

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Room Energy ball Hit script interpretation.

Scene 22 INT – Dungeon Room Energy ball Hit	
Frame 1	Frame 2
	

Figures taken and adapted from Andrew Kramer from [www.videocopilot.net](http://www.videocopilot.net)

So from the previsualisation interpretation of Scene 22. –INT – Dungeon Room Energy ball Hit Idea 1 does not match what the script wants however idea 2 does.

**Theory**

2.3 Check that components comply with **storyboard** requirements.

How do we check that the components comply with the story board requirements?

To check that the components comply with the story board requirements you need to ensure that the components act in accordance with what has been drawn in the story board and meet the user requirements that might be outlined by the director or in a script.

For instance an energy ball that moves right to left then disappears in the middle with a semi-circle shield is generated. So to summarise, two effects are needed to be created, an energy ball and a shield.

The following is an example of a story board that might be written down of what effects are needed for that scene.

Scene 22 – Frame 1	Scene 22 frame 2
	
Effects need for scene	Effects need for scene
<input type="checkbox"/> Energy ball	<input type="checkbox"/> Shield

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Activity									
<b>Summary</b>	<p>Element 2.3 Question 2.3.1</p> <p>From the following 2 images from a story board scene write down what effect would you create or use to full the user requirements.</p> <table border="1"><tr><td><b>Scene 9</b></td><td><b>Scene 10</b></td></tr><tr><td></td><td></td></tr><tr><td><b>Effects need for scene</b></td><td><b>Effects need for scene</b></td></tr></table> <p>Ans:</p> <table border="1"><tr><td><input type="checkbox"/> Energy ball</td><td><input type="checkbox"/> Shield</td></tr></table>	<b>Scene 9</b>	<b>Scene 10</b>			<b>Effects need for scene</b>	<b>Effects need for scene</b>	<input type="checkbox"/> Energy ball	<input type="checkbox"/> Shield
<b>Scene 9</b>	<b>Scene 10</b>								
									
<b>Effects need for scene</b>	<b>Effects need for scene</b>								
<input type="checkbox"/> Energy ball	<input type="checkbox"/> Shield								
<b>Theory</b>	<p>2.4 Determine the appropriate <b>methods and techniques</b> to be used for the production of the required digital special effects.</p> <p>What is a method and techniques in relation to creating digital visual effects? A method and technique refers to the way in which you create your digital visual effects, there are 2 methods and 1 technique that can be used such as the following:</p> <ul style="list-style-type: none"><li>• 2D graphics and paint (Method),</li><li>• 3D models and animation (Method),</li><li>• Compositing (Technique).</li></ul> <p>When designing special effects you can use 3d programs, 2d programs or compositing software because they usually all have some sort of simulation and compositing facilities built in.</p> <p>You can use a <b>2d graphic image</b> files to create a 3D effect, such as smoke. You have the smoke image then overlay the images on top of each other and then in the Compositing software like after effects apply transformation to them over time e.g. use a expression to create the animation for instance wiggle(0,360) to make the object rotate in a circle.</p> <p>You can also use <b>2d graphics programs</b> like Adobe photo shop for Matte paintings like a Ware house of City scape or an image or series of images from a movie to create a trailer for a movie then use the <b>compositing software program</b> to put the scene together.</p>								

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	<p>You can use Flash as a <b>2D Paint program</b> as it has some cool tools for painting. You can import your raw footage into flash and then paint over the footage as a new layer and step through the frames to get the right timings and position to the original footage then export your paint of the frames as an overlay with transparencies and save as a mov file. Then use a compositing or video editing program to insert the plain animation sequence into your video.</p> <p>You can also create ink drops or blood splat in Flash using the shape animation tween.</p> <p>You can use a <b>3D Modelling and 3D Animation programs</b> like Maya and 3D Studio Max to create a muzzle flash for a gun using the fire effect. Attach the fire effect onto a object and make the object transparent then export it, as an avi and use the default black screen. Then in after effects the compositing software, change the screen mode and hence you have your own muzzle flash effect.</p> <p>You can use Adobe after effects as a <b>Compositing</b> program as it uses layers so that you can combine all your digital visual effects and video footage into another compositing program like Adobe Premier. You can also use adobe premiere to chrome key or perform matteing, add effects to footage but you cannot use particle effects like snow, water etc.</p> <p>To learn more about these techniques you need to learn how to use several software programs and learn how to use the programs first before you understand how they work. So start installing your software programs and watch videos on how to use them which is in the next section. So Have fun.</p>	
<b>Activity</b>	<p><b>Activity 2.4.1</b> Research activity. Using the internet find or describe and give 1 example of 1 software program for each method and technique that can be used for the production of user digital visual effects.</p> <p>Just as a reminder there are 3 methods and techniques that you can use to create digital visual effects so research 1 program each and write down what they do, how they work, what type of effects can be created or if not.</p> <ul style="list-style-type: none"><li>• 2D graphics and paint</li><li>• 3D models and animation</li><li>• compositing.</li></ul> <p>Save the file as Activity 2.4.1.doc</p>	
<b>Summary</b>	<p>Question 2.4.1 Element 2.4.1 In relation to digital visual effects name at least 3 methods and techniques for the production of user digital visual effects.</p> <p>Ans:</p> <ul style="list-style-type: none"><li>• 2D graphics and paint</li></ul>	

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- 3D models and animation
- compositing.

Question 2.4.2 Element 2.4 Describe and give an 1 example of 1 software program for each method and technique that can be used for the production of user digital visual effects.

Ans: Varies – Sample.

You can use a **2d graphic image** files to create a 3D effect, such as a smoke. You have the smoke image then overlay the images on top of each other and then in the Compositing software like after effects apply transformation to them over time e.g. use a expression to create the animation for instance wiggle(0,360) to make the object rotate in a circle.

You can also use **2d graphics programs** like Adobe photo shop for Matte paintings like a Ware house of City scape or an image or series of images from a movie to create a trailer for a movie then use the **compositing software program** to put the scene together.

You can use Flash as a **2D Paint program** as it has some cool tools for painting. You can import your raw footage into flash and then paint over the footage as a new layer and step through the frames to get the right timings and position to the original footage then export your paint of the frames as an overlay with transparencies and save as a mov file. Then use a compositing or video editing program to insert the pain animation sequence into your video.

You can also create ink drops or blood splat in Flash using the shape animation.

You can use a **3D Modeling and 3D Animation programs** like Maya and 3D Studio Max to create a muzzle flash for a gun using the fire effect. Attach the fire effect onto a object and make to object transparent then export it as an avi and use the default black screen. Then in after effects the compositing software, change the screen mode and hence you have your own muzzle flash effect

You can use Adobe after effects as a **Compositing** program as it uses layers so that you can combine all your digital visual effects and video footage into another compositing program like Adobe Premier. You can also use adobe premiere to chrome key or matteing, add effects to footage but you cannot particle effects like snow, water etc.

<b>Theory</b>	<b>3 Assemble previsualisations.</b>  What is <b>Previsualisation</b> ?	
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Previsualisation is also known as pre-rendering which is a way of viewing complex scenes in a movie before filming or creating a digital visual effect. Previsualisation is submitted to the director in the form of story boards to conceptualize the movie scenery make up.

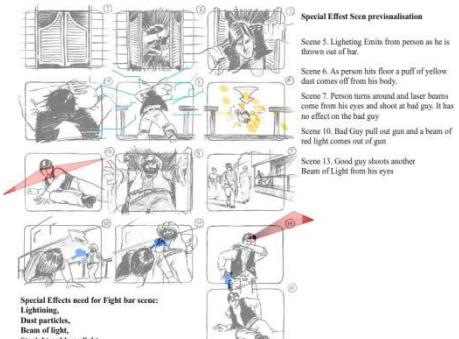
The following is an Example of a Sample Post Production Special Effect Form Sheet which can also be called an **Visual Effects Design Document** or sheet, it will have key drawings of the special affects attached as a story board.

If you will notice it has see story board, which could also be the Previsualisation storyboard document as shown in the next diagram.

Episode	VFX Shot	Date						
Scene	Element No	Time						
State	Preferred Take	Notes by						
Take	Roll No	Storyboard						
VFX DATA								
Shot Information	Setting			INTERIOR	EXTERIOR			
	Time of Day	DAY	DARK	DFN	DAWN	DUSK	LOOKED	MOVING
	Director			SOUND	MOS			
CAMERA	Camera Body No	Cameraman						
Speds FPS	Stock							
Shutter Speed	Shutter Angle							
Format	Aspect Ratio							
LENS	Lens No	Type						
Focal length	f/stop							
Focus setting	Filter used							
POSITION	Elevation	Subject Dist						
Inclination	Screen Dist							
VISUAL EFFECTS	Method: (eg: blue screen)							
	Element Description: (eg: fgd)							
	Shot Description: (DIAGRAM OVERPAGE)							
	Characters In Shot:		Shot Lgh: (eg: 2/s)					

The following is an example of a story board with visual effects and some notes on the storyboard Hence a Previsualisation.

The following is just a sketch or draft however a formal story board template will contain more information.



The following is an example of a formal Film Story board, where you can add additional information for any special effect notes required.

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Sequence # 29

Visual Description: Graduation caps being tossed

Estimated Time of Take: 10 sec.

Notes: "If you work hard, you can succeed." (panning across the raised hands of the cheering students)

### Detailed Story Board Template

Sequence No:

Short Description: e.g. Close up of Phone ringing with its light flashing while ringing as well as zooming out

Transition In or Out:

Video Image:

Audio Recorded:

Added Audio:

Transition Out:

Estimated Time of Take:

Narration/Script/Notes:

Sequence No:

Short Description: e.g. Close up of Phone ringing with its light flashing while ringing as well as zooming out

Transition In or Out:

Video Image:

Audio Recorded:

Added Audio:

Transition Out:

Estimated Time of Take:

Narration/Script/Notes:

Sequence No:

Short Description: e.g. Close up of Phone ringing with its light flashing while ringing as well as zooming out

Transition In or Out:

Video Image:

Audio Recorded:

Added Audio:

Transition Out:

Estimated Time of Take:

Narration/Script/Notes:

<b>Activity</b>	<b>Activity 3.0</b> Design a story board template that can be used to create a Previsualisation document. Save the file as Activity3.0 Previsualisation-	
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	StoryboardTemplate.doc	
<b>Summary</b>		
<b>Theory</b>	<p>3.1 Create previsualisation of the required visual effects sequences using the appropriate assets and <b><i>compositing techniques.</i></b></p> <p><b>Define the term compositing?</b> The creation and forming a number of media elements to one completed motion sequence.</p> <p>Or</p> <p>Compositing is the combining of visual elements from separate sources into single images, often to create the illusion that all those elements are parts of the same scene.</p> <p>There are all different types of compositing, the following are a number compositing techniques:</p> <ul style="list-style-type: none"><li>• adding graining</li><li>• adding motion blur</li><li>• camera matching</li><li>• colour matching</li><li>• combining levels together seamlessly</li><li>• creating convincing shadows</li><li>• creating mattes</li><li>• enhancing the lighting</li><li>• keying</li><li>• painting</li><li>• rotoscoping.</li></ul> <p><b>Assembling Information about Colouring.</b></p> <p>If you note an image is made up or can be broken up into channels, just like in photo shop. An RGB image has 3 channels, Red (R), Green (G) and Blue (B). But in actual fact there is a fourth Channel an alpha channel <b>RGBA</b> which contains transparency information.</p> <p><b>What is an alpha channel?</b></p> <p>An alpha channel provides a way to store images and their transparency information in a single file without disturbing the color channels.</p>	10 hrs

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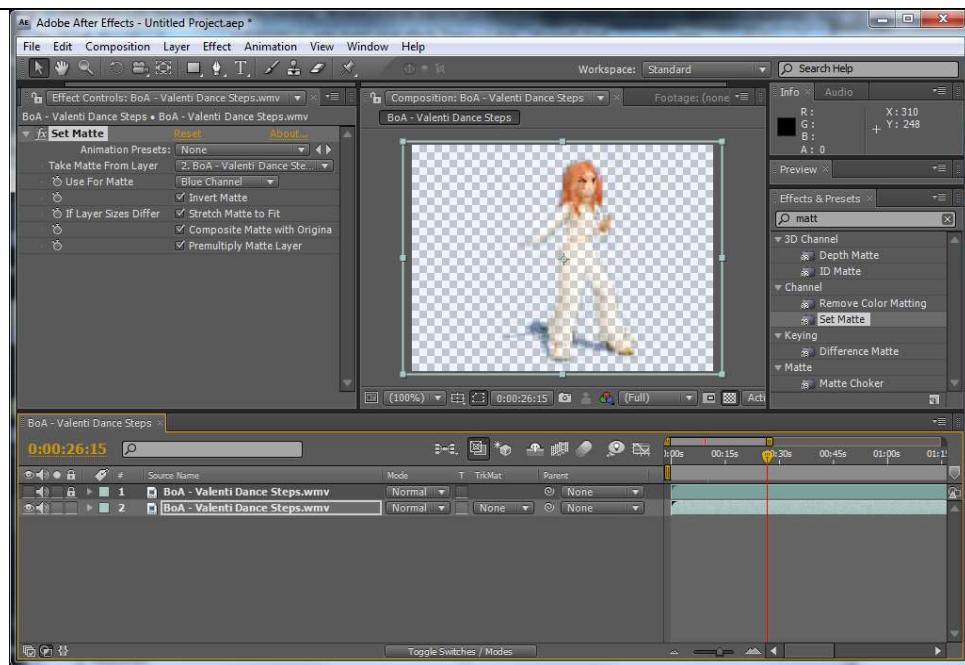
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## What is Keying?

Keying is when you isolate a foreground object from the blue screen or back ground.

Keying is usually a piece of software (keyer) that pulls (pulling) the background out from an image.

The following is a **list of all the operations performed by a typical digital keyer** compared to a simple compositing operation used to composite CGI while working with Chrome Key or when incorporating blue screen into a video sequence.

Digital Keyer	CGI Compositing Operation
Pull the matte	Scale the background RGB
Despill the bluescreen layer	Sum the layers
Color correct the foreground	
Scale the bluescreen RGB	
Scale the background RGB	
Sum the layers	

## What is a Matte?

A matte is the actual footage that you want to use, that you want to place over another piece of live action footage. An example of matting is Blue

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Screen the live action footage is filmed in front of a solid colour. Then the digital image software program removes the solid colour by pulling (pull) the colour out and leaving a Matte.



Figure Reference: Compositing Visual Effects: Essentials for the Aspiring Artist By Steve Wright Publication Date: 2007-11-21 page 78 Figure 4.1

The main tool for pulling a matte is the keyer.

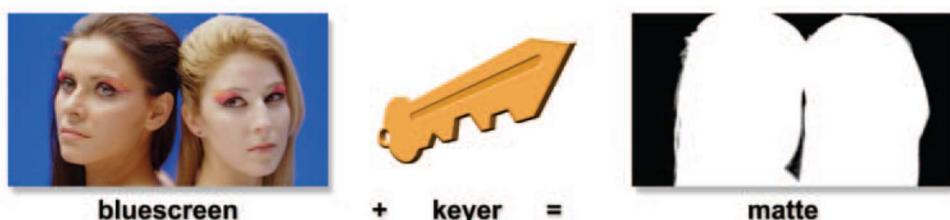


Figure Reference: Compositing Visual Effects: Essentials for the Aspiring Artist By Steve Wright Publication Date: 2007-11-21 page 79 Figure 4.2

There are other matts that can be used to create a perfect matt or blue screen chrome key matt, other such matts are the following;

- Garbage matte,
- Holdout matte.

### What is a Garbage Matte?

A garbage matte (or junk matte) removes unneeded portions of the scene, resulting in a rough area that contains only the subject that you want to keep.

When you are working with a poorly lit or uneven color screen (for example, a bluescreen or greenscreen), sketching a garbage matte around the subject can greatly reduce the amount of work that you have to do in keying out the background. However, if you do this you are

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disadvantaging yourself by not using chrome keying.

The following is a process of removing chrome key or blue screen using a Garbage matte.

- 1.Create a mask to roughly outline a subject.
- 2.Apply one or more keying effects to mask out the remainder of the background.
- 3.Apply Matte effects as necessary to fine-tune the matte.

### **What is despill?**

Despill is the removal of chrome key color (blue Screen) from your subject matter which is footage in front of the blue screen for instance.

Despill is like a halo around the target object of your blue screen footage.

Blue light bounces (spills) off the bluescreen and contaminates the target object.

“What is a compositor to do? The answer is that the bluescreen layer must be color corrected inside the keyer, after it pulls the matte but before it lays it down over the background. Therefore all digital keyers also have internal color correcting capabilities. The background layer can be color corrected before it is given to the keyer, so no problem there.”<sup>3</sup>

Reference: <sup>3</sup>Compositing Visual Effects: Essentials for the Aspiring Artist By Steve Wright Publication Date: 2007-11-21 page 66

### **What is a colour artifacts in relation to Chrome keying or Screen Matte?**

Artefacts is the process in which despill has been applied and the subject matter of the say the blue screen has resulted in the subject matter colouring has been changed slightly from the original blue screen footage.



Figure Reference: Compositing Visual Effects: Essentials for the Aspiring Artist By Steve Wright Publication Date: 2007-11-21 page 84 Figure 4.7

### **What is Matte Painting?**

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Figure Reference: The government warehouse in Raiders of the Lost Ark (1981) was painted on glass by Michael Pangrazio at Industrial Light & Magic, and combined with live-action footage of a government worker, pushing his cargo up the center aisle.

Matte Painting is a painted or digital still of a landscape or scene that allows filmmakers to create the illusion of an environment, such as a big warehouse full of boxes, millions of people watching something etc, an environment that would otherwise be too expensive or impossible to build or visit.

Matte painters and film technicians have used various techniques to combine a matte-painted image with live-action footage.

A matte painting can be a photo shop file.

## What is Rotoscoping?

Rotoscoping is an animation technique in which live action video is traced to create animation that mimics the live action. The action is traced just to get the lines needed to capture the image, attempting to keep consistent line work from frame to frame while following the live action video's motion. The lines are then transferred to cels and painted as in normal traditional animation.<sup>4</sup>

An example of Rotoscoping is a Fight scene from Star Wars when the light sabers are used. The live action scene is shot and then an animated then comes in and traces over frame by frame where the light saber has been and fills in a glowing light. But with Video Copilotes (<http://www.videocopilot.net>) light saber v.2 effect it is even simpler than before. Normally you would need to create a mask then fill in the mask and apply a glow effect on the mask and key the frames now you just set the start and end points as you key the frames.

Reference: <sup>4</sup> [http://animation.about.com/od/glossaryofterms/g/rotoscoping\\_def.htm](http://animation.about.com/od/glossaryofterms/g/rotoscoping_def.htm)

## Mattes in Adobe After Effects.

**No Track Matte:** No transparency created; next layer above acts as a normal layer.

**Alpha Matte:** Opaque when alpha channel pixel value is 100%.

**Alpha Inverted Matte:** Opaque when alpha channel pixel value is 0%.

**Luma Matte:** Opaque when the luminance value of a pixel is 100%.

**Luma Inverted Matte:** Opaque when the luminance value of a pixel is 0%

## What is motion Blur?

Motion blur is the apparent streaking of rapidly moving objects in a still

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	<p>image or a sequence of images such as a movie or animation.</p> <p>It results when the image being recorded changes during the recording of a single frame, either due to rapid movement or long exposure.</p>	
<b>Activity</b>	<p><b>Activity 3.1</b> Using the internet find tutorials on the web, on how to create different effects using different <i>compositing techniques</i>. Find one tutorial for each of the following:</p> <ul style="list-style-type: none"><li>• adding graining</li><li>• adding motion blur</li><li>• camera matching</li><li>• colour matching</li><li>• combining levels together seamlessly</li><li>• creating convincing shadows</li><li>• creating mattes</li><li>• enhancing the lighting</li><li>• keying</li><li>• painting</li><li>• rotoscoping</li></ul> <p>Save the tutorials in a file called Activity 3.1 Compositing techniques Tutorial Document.doc.</p>	
<b>Summary</b>	<p><b>Question 3.1.1 Element 3.1</b> Q. Define the term compositing?</p> <p>Ans: The creation and forming a number of media elements to one completed motion sequence.</p> <p>Or</p> <p>Compositing is the combining of visual elements from separate sources into single images, often to create the illusion that all those elements are parts of the same scene.</p> <p><b>Question 3.1.2 Element 3.1</b> Q. Name at least 3 compositing techniques.</p> <p>Ans:</p> <ul style="list-style-type: none"><li>• adding graining</li><li>• adding motion blur</li><li>• camera matching</li><li>• colour matching</li><li>• combining levels together seamlessly</li><li>• creating convincing shadows</li><li>• creating mattes</li><li>• enhancing the lighting</li><li>• keying</li><li>• painting</li><li>• rotoscoping.</li></ul> <p><b>Question 3.1.3 Element 3.1</b> Q. What is keying and give an example of keying?</p> <p>Ans: Chrome Key + Other if suggested.</p> <p><b>Question 3.1.4 Element 3.2, 3.1</b> What is motion Blur?</p>	

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	<p>Ans:</p> <p>Motion blur is the apparent streaking of rapidly moving objects in a still image or a sequence of images such as a movie or animation.</p> <p>It results when the image being recorded changes during the recording of a single frame, either due to rapid movement or long exposure.</p>	
<b>Theory</b>	<p>3.2 Experiment with previsualisation to establish the best results and solve problems that arise during the process of creating the visual effects.</p> <p>If you remember we discussed what previsualisation is, but just as a reminder previsualisation is also known as pre-rendering. It is a way of viewing complex scenes in a movie before filming. Previsualisation is submitted to the director in the form of story boards to conceptualize the movie scenery make up.</p> <p>Previsualisation allows people to experiment with different lighting, camera placement, movement and how visual effects are going to be used in a scene.</p> <p>You might also include in the Previsualisation story board the type of effect you might use e.g. use random generate and make them glow in after effects rather than use the Lighting effect that has a start and end point.</p> <p>As you will see there are all different ways of creating the same effect but have a slightly different way of behaving.</p> <p>You can for example have red lights emit from a person's eyes, you can use 2 separate lines for each of the eyes and make them glow and stretch out or you could use a mask and fill the mask red and get it to emit from the 2 eyes. It all depends on what type of effect or what has the director has visioned the scene to look like. For this you would have to look at the script and perhaps talk to the director before final shots go underway.</p> <p>Please note having different effects or experimenting with different effects on the story board allows the director to choose what effect he or she likes so that he/she can make a decision, so you should have more than copy of your story board ideas at least 2.</p> <p>The following is a sample of a Previsualisation story board.</p>	

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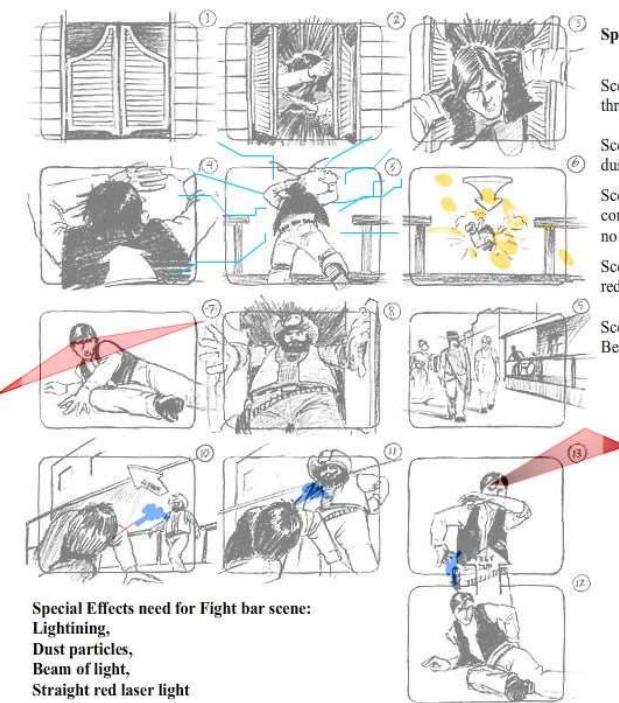
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#### Special Effect Scene previsualisation

Scene 5. Lighting Emits from person as he is thrown out of bar.

Scene 6. As person hits floor a puff of yellow dust comes off from his body.

Scene 7. Person turns around and laser beams come from his eyes and shoot at bad guy. It has no effect on the bad guy

Scene 10. Bad Guy pull out gun and a beam of red light comes out of gun

Scene 13. Good guy shoots another Beam of Light from his eyes

The following table is an example of experimenting with previsualisation of a special effect.

Scene Shot Description	Scene Ref	Visual Effect Description	Sample Image	Assets Required
Laser Beam Shooting from a persons Eyes	7, 13	A band of light from the eyes.		1 Light Beam that glows
		2 Separate circular beams of light from both eyes		2 x Lines that glow
		A glasses type of device on persons eyes where the person touches and the beam of light emits from		3d Glasses Light Beam
		A swam of white to orange to red particles are generated in front of persons eyes then shoots out the particles		Particle Beam

<b>Activity</b>	<p><b>Activity 3.2</b> Create a Story board of at least 6 Frames and add relevant notes or drawings to a story board to denote what type of effect is going to be used and how will it work. Save file as Activity3.2 ExperimentWithSpecialEffect.doc</p>	30 hrs
<b>Summary</b>	<p><b>Question 3.2.1. Element 3.2</b> Write down any digital visual effects Problems that you have in counted and write down how you solved these problems or any new effects that you have created.</p>	

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Ans: Varies. If person wrote down problem or describes an effect that he created then person is competent or simply write no problems encountered.

**Question 3.2.2. Element 3.2** From the following table write down how you could create this effect for the sample scene shot description. In the visual effect description write down how you could create the effect and in the assets required column write down what effect you would use as well as what other media elements you might need.

Scene Shot Description	Scene Ref	Visual Effect Description	Sample Image	Assets Required
Laser Beam Shooting from a persons Eyes	7, 13			

Ans: Varies - Sample

Scene Shot Description	Scene Ref	Visual Effect Description	Sample Image	Assets Required
Laser Beam Shooting from a persons Eyes	7, 13	A band of light from the eyes.		1 Light Beam that glows
		2 Separate circular beams of light from both eyes		2 x Lines that glow
		A glasses type of device on persons eyes where the person touches and the beam of light emits from		3d Glassess Light Beam
		A swam of white to orange to red particles are generated in front of persons eyes then shoots out the particles		Particle Beam

**Theory** 3.3 Submit previsualisation visual effects sequences to relevant personnel for evaluation and feedback.

### What is Evaluation?

Evaluation is a systematic determination of a subjects merit, worth and significance, using criteria governed by a set of standards.

So in relation to previsualisation evaluation is an assessment on the design in regards to the aim and objectives of the visual effects sequence.

The primary purpose of the evaluation is to reflect on the work presented and identify areas that need to be changed in the visual effects ideas presented to the director and other personnel that might be working on the project.

When performing an evaluation generally there is a criteria check list which is based on the user requirements, in this case it might be a checklist

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about what type of visual effect is required and the different ways the visual effect can be portrayed. For instance a laser beam shooting out of a persons eyes might be portrayed as the following: The standards used might be the Directors expectations of the laser beam shooting from the eyes.

Scene Shot Description	Scene Ref	Visual Effect Description	Sample Image	Assets Required	Yes / No
Laser Beam Shooting from a persons Eyes	7, 13	A band of light from the eyes.		1 Light Beam that glows	Yes
		2 Separate circular beams of light from both eyes		2 x Lines that glow	No
		A glasses type of device on persons eyes where the person touches and the beam of light emits from		3d Glassess Light Beam	No
		A swam of white to orange to red particles are generated in front of persons eyes then shoots out the particles		Particle Beam	No

The requirements come from the script and the script might say the following:

#### Script Extract: ***Laser Beam Shooting from a persons Eyes***

As you notice the user requirements are often vague and clarification is need hence feedback is required from other personnel or the director.

Further Reading: Read more information about Evaluation by going to the [Evaluation Toolbox](#) or copy and pasting this URL you're your web browser

[http://evaluationtoolbox.net.au/index.php?option=com\\_content&view=article&id=11&Itemid=17](http://evaluationtoolbox.net.au/index.php?option=com_content&view=article&id=11&Itemid=17)

### What is Feedback?

Feedback is a process in which the effect or output of an action is returned or fed-back to modify the next action.

For example the visual effects designer will come up with a draft copy or a previsualisation visual effects sequences document of the effects that the director wants from the script and then he or she will get the directors opinion.

It is from the directors and other relevant personnel's opinion where the feedback comes from.

After the directors and other personnel's evaluations and feedback the visual effects designer will go back and alter or modify the

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	<p>previsualisation visual effects sequences document which is basically the storyboard.</p> <p>Then the whole process will start again and it is not until the director is happy does the next phase in the development process does it proceed.</p> <p>What should a visual effects sequences document contain or what information is included in a previsualisation document?</p> <p>Information about different effects that can be used in a scene, a list of effects, short description on how or the sequence of the effects, duration of effects, timing of effect and a sample storyboard showing how the effects will be implemented into story board and script as well as alternatives of how to create the desired affect.</p>	
<b>Activity</b>	<p><b>Activity 3.3</b> Submit previsualisation visual effects sequences to relevant personnel for evaluation and feedback.</p> <p>Activity 3.3.1 Email your trainer a visual effects sequence document for a script and a story board.</p> <p>Activity 3.3.2 The trainer is to make comments and you are to come up with or submit or create a new visual effects sequence document for the scenes the trainer has commented on.</p> <p>Once both activities have been completed save the file as Activity 3.3 previsualisation evaluation and feedback trimmer comments.doc .</p>	
<b>Summary</b>	<p><b>Question 3.3.1 Element 3.3</b> What is an Evaluation?</p> <p>Evaluation is a systematic determination of a subjects merit, worth and significance, using criteria governed by a set of standards.</p> <p>So in relation to previsualisation evaluation is an assessment on the design in regards to the aim and objectives of the visual effects sequence.</p> <p><b>Question 3.3.2 Element 3.3</b> What is the primary purpose of an evaluation?</p> <p>The primary purpose of the evaluation is to reflect on the work presented and identify areas that need to be changed in the visual effects ideas presented to the director and other personnel that might be working on the project.</p> <p><b>Question 3.3.3 Element 3.3</b> What is Feedback?</p> <p>Feedback is a process in which the effect or output of an action is returned or fed-back to modify the next action.</p>	
<b>Theory</b>	<p>3.4 Match elements as required, such as colour, lighting and camera.</p> <p>When creating your visual effects you might want the footage or the effect to match the live action footage colour or light intensity and camera angle.</p>	

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Or when adding a green screen of a person and you overlay it on the top of a blue day, you might need to adjust the light so that you don't know the difference in the lighting.

The following is an example of how you should match your colours the reflective light from the gun shot, should be a bright white colour rather than blue. This was done using masks and levels to alter the light.



**Reference:** Image source taken from [www.videocopilot.net](http://www.videocopilot.net) project files to demonstrate element matching lighting.

<b>Activity</b>	<b>Activity 3.4.1</b> The activity is assessed in element 4 of 4.1, 4.2, 4.3	
<b>Summary</b>	<p><b>Question 3.4.1 Element 3.4</b> Describe where you might need to Match elements as required, such as colour, lighting and camera?</p> <p>Ans: Varies.</p> <p>When creating your visual effects you might want the footage or the effect to match the live action footage colour or light intensity and camera angle.</p> <p>Or when adding a green screen of a person and you overlay it on the top of a blue day, you might need to adjust the light so that you don't know the difference in the lighting.</p>	
<b>Theory</b>	<b>4 Produce visual effects.</b>	
<b>Activity</b>		
<b>Summary</b>		
<b>Theory</b>	<p><b>4.1 Create final visual effects.</b></p> <p>What is create final visual effects?</p> <p>Create final visual effects is about compositing, where you combine all your actions or actual video footage and incorporate all your media elements</p>	

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or visual effects into a sequence to create your final scene.

What is involved with Create final visual effects?

What is involved with create final visual effects is that you use a compositing software program to incorporate all the visual effects developed in Maya or Flash or have filmed stock footage like fire.

You can even film a fire effect behind a blue screen or black screen and incorporate it into your compositing software program, however you can create a fire effect in a Maya 3D.

The compositing software program uses layers like all manipulation programs to overlap images. Just like photo shop a compositing software program can manipulate channels, remove backgrounds using matteing, and blending modes or screen modes for instance screen mode, overlay etc.

The following is a description of adobe after effects blending modes and the information has been sourced from Adobe after effects on line help topic: Blending Modes.

#### **Normal**

Href: Adobe after effects on line help topic: Blending Modes.

The result color is the source color. This mode ignores the underlying color.

Normal is the default mode.

#### **Darken**

Href: Adobe after effects on line help topic: Blending Modes.

Each result color channel value is the lower (darker) of the source color channel value and the corresponding underlying color channel value.

#### **Multiply**

Href: Adobe after effects on line help topic: Blending Modes.

For each color channel, multiplies source color channel value with underlying color channel value and divides by maximum value for 8-bpc, 16-bpc, or 32-bpc pixels, depending on the color depth of the project. The result color is never brighter than the original. If either input color is black, the result color is black. If either input color is white, the result color is the other input color. This blending mode simulates drawing with multiple marking pens on paper or placing multiple gels in front of a light. When blending with a color other than black or white, each layer or paint stroke with this blending mode results in a darker color.

#### **Add**

Href: Adobe after effects on line help topic: Blending Modes.

Each result color channel value is the sum of the corresponding color channel values of the source color and underlying color. The result color is never darker than either input color.

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	<p><b>Lighten</b> Href: Adobe after effects on line help topic: Blending Modes. Each result color channel value is the higher (lighter) of the source color channel value and the corresponding underlying color channel value.</p> <p><b>Screen</b> Href: Adobe after effects on line help topic: Blending Modes. Multiplies the complements of the channel values, and then takes the complement of the result. The result color is never darker than either input color. Using the Screen mode is similar to projecting multiple photographic slides simultaneously onto a single screen</p> <p>Adobe after effects also allows you to use blending modes and Track Matte.</p> <p><b>What is a Track Matte?</b> href: Adobe After effects on line help.</p> <p>"A track matte is when you want one layer to show through holes defined by another layer, set up a track matte.</p> <p>For example, you can use a text layer as a track matte for a video layer to allow the video to only show through the shapes defined by the text characters.</p> <p>The underlying layer (the fill layer) gets its transparency values from the values of certain channels in the track matte layer—either its alpha channel or the luminance of its pixels.</p> <p>Defining the transparency of a layer based on the luminance of the track matte's pixels is useful when you want to create a track matte using a layer without an alpha channel or a layer imported from a program that can't create an alpha channel. In both cases—using alpha channel mattes and using luminance mattes—pixels with higher values are more transparent. In most cases, you use a high-contrast matte so that areas are either completely transparent or completely opaque. Intermediate shades should appear only where you want partial or gradual transparency, such as along a soft edge.</p> <p>After Effects preserves the order of a layer and its track matte after you duplicate or split the layer. Within the duplicated or split layers, the track matte layer remains on top of the fill layer. For example, if your composition contains layers A and B, where A is the track matte and B the fill layer, duplicating or splitting both of these layers results in the layer order ABAB. "</p>	
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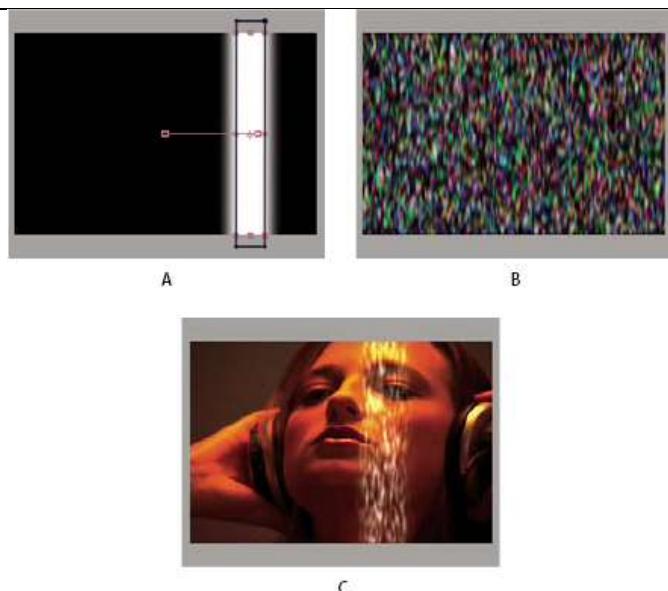
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This Element is a Practical demonstration skill see the activity section for information or links on how to perform the Practical class activities in Adobe After Effects and Maya.

For Adobe after effects see the relevant activity section for online web links.

For Maya see word document downloads for tutorials in Maya.

<b>Activity</b>	<p><b>Use Adobe After effects.</b></p> <p><b>Practical Activity 1.0 Watch Adobe After Effects Introduction Tutorials.</b></p> <p>Go to the following web address <a href="http://www.videocopilot.net">www.videocopilot.net</a> and look for Basic Training link and click on it. <a href="http://www.videocopilot.net/basic/">http://www.videocopilot.net/basic/</a></p> <p>You will also need to download the footage files to work through the Basic Training tutorials. Click here to down load files <a href="http://www.videocopilot.net/basic1/bt_footage.zip">http://www.videocopilot.net/basic1/bt_footage.zip</a></p> <p>Then watch and follow the Basic After Effects Tutorials as you watch the videos save what you do as you go and render the effects that you create as as flv files or mp4 format for web viewing dimensions 640 x 480. You will need to watch videos Lesson 1 Introduction and Lesson 10 Rendering first.</p> <p>1. <b>Practical Activity 1.1.</b> see <a href="http://www.videocopilot.net">www.videocopilot.net</a> web site click tutorials</p>
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	<p>and look for basic training section and view the <b>1. Introduction to After Effects</b> video.</p> <p><b>2.</b> <i>Practical Activity 1.2.</i> see <a href="http://www.videocopilot.net">www.videocopilot.net</a> web site click tutorials and look for basic training section and view the <b>10. Rendering</b> video.</p> <p>Please note you should render all the composition scenes as you experiment with after effects as flv files or mp4 format for web viewing dimensions 640 x 480. <b>Refers to Unit Section Element 4.3</b></p> <p><b>3.</b> <i>Practical Activity 1.3.</i> see <a href="http://www.videocopilot.net">www.videocopilot.net</a> web site click tutorials and look for basic training section and view the <b>2. Effects</b> video.</p> <p><b>4.</b> <i>Practical Activity 1.4.</i> see <a href="http://www.videocopilot.net">www.videocopilot.net</a> web site click tutorials and look for basic training section and view the <b>3. Animation</b> video.</p> <p><b>5.</b> <i>Practical Activity 1.5.</i> see <a href="http://www.videocopilot.net">www.videocopilot.net</a> web site click tutorials and look for basic training section and view the <b>4. Keying &amp; Transparency</b> video for matte and keying examples for Adobe After Effects.</p> <p><b>6.</b> <i>Practical Activity 1.6.</i> see <a href="http://www.videocopilot.net">www.videocopilot.net</a> web site click tutorials and look for basic training section and view the <b>5. Motion Tracking</b> video.</p> <p><b>7.</b> <i>Practical Activity 1.7.</i> see <a href="http://www.videocopilot.net">www.videocopilot.net</a> web site click tutorials and look for basic training section and view the <b>6. Time remapping</b> video.</p> <p><b>8.</b> <i>Practical Activity 1.8.</i> see <a href="http://www.videocopilot.net">www.videocopilot.net</a> web site click tutorials and look for basic training section and view the <b>7. 3D Integration</b> video.</p> <p><b>9.</b> <i>Practical Activity 1.9.</i> see <a href="http://www.videocopilot.net">www.videocopilot.net</a> web site click tutorials and look for basic training section and view the <b>8. Titles</b> video part 1 and Part 2 and render the 2 titles out, save project files on your computer and mail or upload your title videos in flv format or mp4 format for web viewing dimensions 640 x 480.</p> <p><b>Practical Activity 2.1.</b> Create 8 digital effects and save as mov files. e.g. Fire, Snow, Rain, Water, Energy ball, Lightening, Smoke, Fire works.</p> <p><b>Practical Activity 3.1.</b> Watch and follow at least 8 digital effects tutorials from <a href="http://www.videocopilot.net/tutorials/">http://www.videocopilot.net/tutorials/</a> and save as mov files. The following are some suggested tutorials from the web site.</p> <p>87. 3D City 52. Dead Planet 53. Planet Explosion 68. Energy</p>	
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	<p>81. Spin Orbs 77. Soul Removal 21. Simulated Lighting 24. Blood Splatter 124. Magical Hits 120. The Portal 23. Moving 3D Lines</p>	
<b>Summary</b>		
<b>Theory</b>	<p>4.2 Generate <b>additional required effects</b> to final stage.</p> <p>This Element is a Practical demonstration skill see the activity section for more information or links on how to perform the Practical class activities element 4.1 Activity section.</p> <p>Additional effects could be fire, water, snow, rain, smoke, soul removal etc.</p> <p>An Additional effect can even be perhaps an animation of a character or aeroplane that is developed in a 3D Program such as Maya and then incorporated into you compositing software program. The effect might be used to help with continuity, get the users attention, help with visual symmetry for example in some of the George Lucas Star war movies new animations and creatures have been incorporated into shots to help with the visual animation or shot footage of a scene. Why later? Because the technology back then was not advanced enough and the budget did not allow for what the director visioned.</p> <p><b>Example 1. Flash - An Bubble Effect with Flash.</b> The following is an example of how you can create an effect in a 2D program like flash. From the screen capture you will notice when it exports or create the effect file an mov file it has the option of ignore stage color and generate an alpha Channel or transparent background.</p>	

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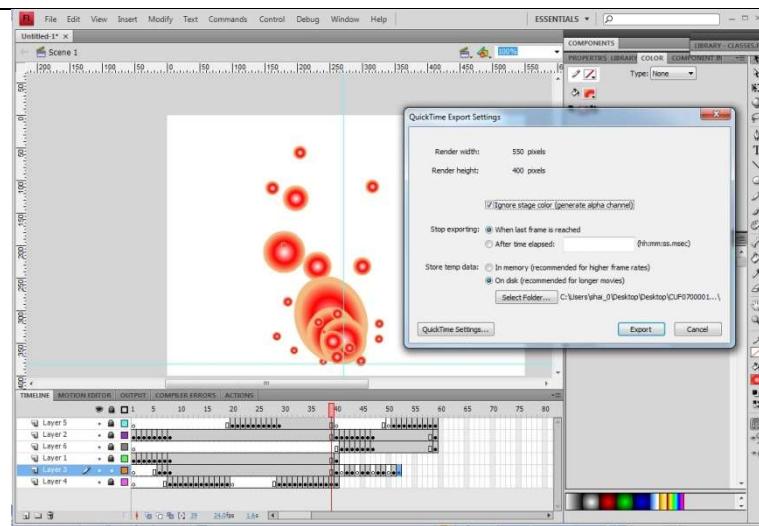
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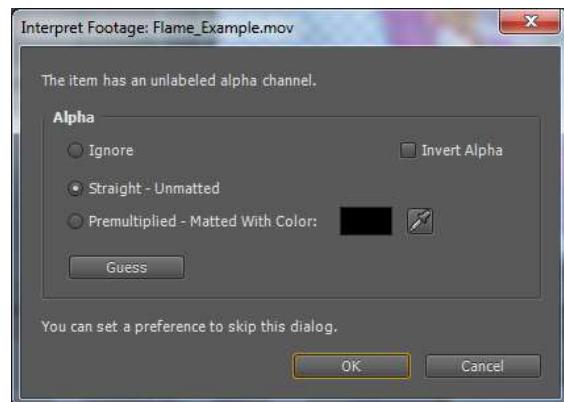
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When you import a mov file that has an alpha channel you get a dialog box specifying what you want to do, ignore alpha channel, Invert Alpha Channel, Straight – UnMatted or Premultiplied – Matted with a color (You can choose the Matt color)



The following image is the incorporation of the effect created in some stock footage.

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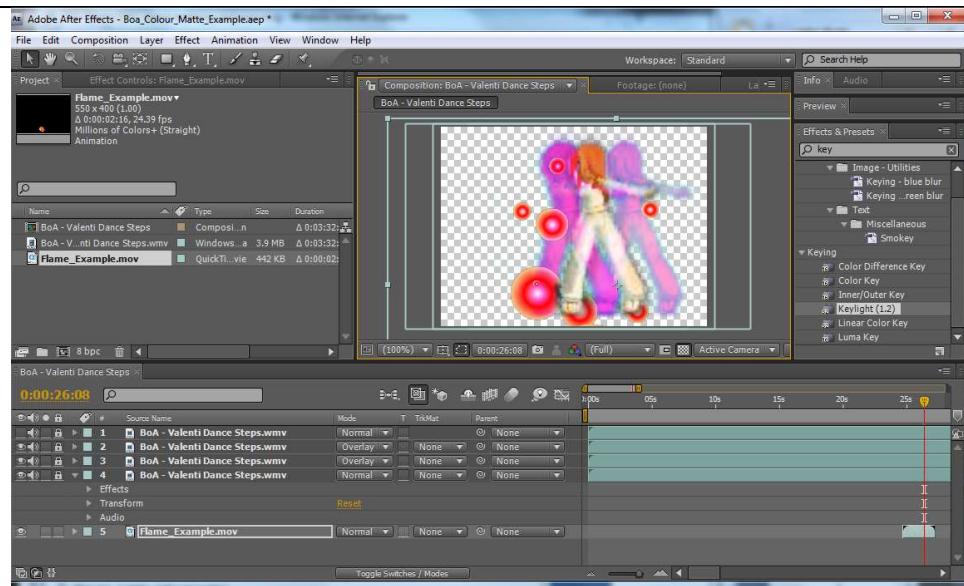
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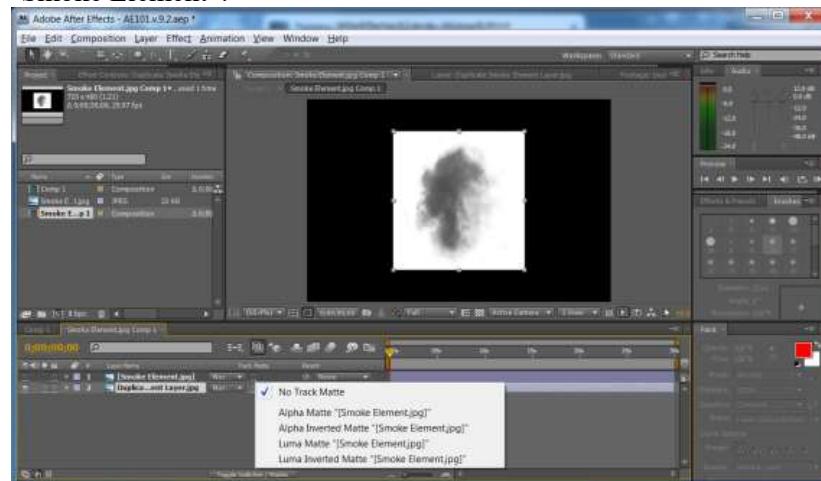


### **Example 2 Adobe After Effects – Building a Energy Ball or wave with after effects to create an Effect.**

Ref: The following example has been adapted from Andre Kramer Video Copilot web site tutorial written by Shannon So. Screen shots and examples have been created by Shannon.

The following example is the type of actions performed in Adobe after effects for Matte, where you have a **2D Image** with a white back ground but you want to remove the white background, but keep the smoke image.

Step 7 Click the TrkMatte drop down box to bring up the Luma Inverted Matte “Smoke Element”.



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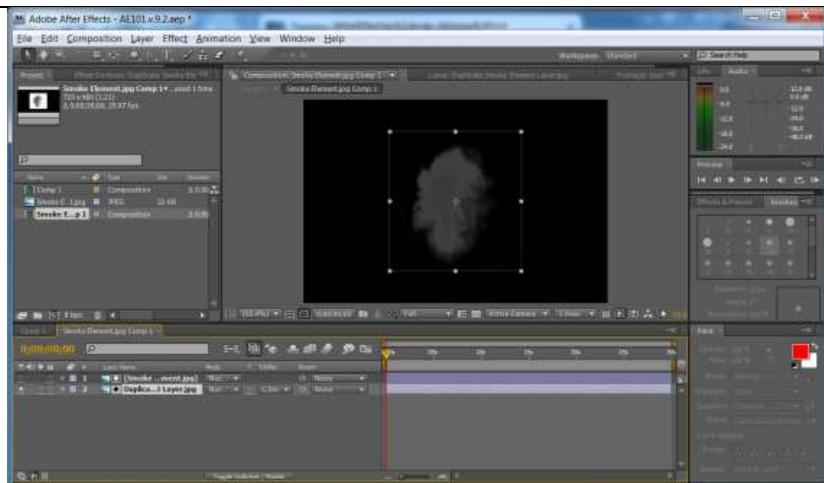
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Step 26 Then In the time line panel change the Smoke Element.jpg Comp 1 composition element TrkMat to an Luma matte or Alpha Matte.



**Example 3 After Effects - Other effects with the Particular effect.**

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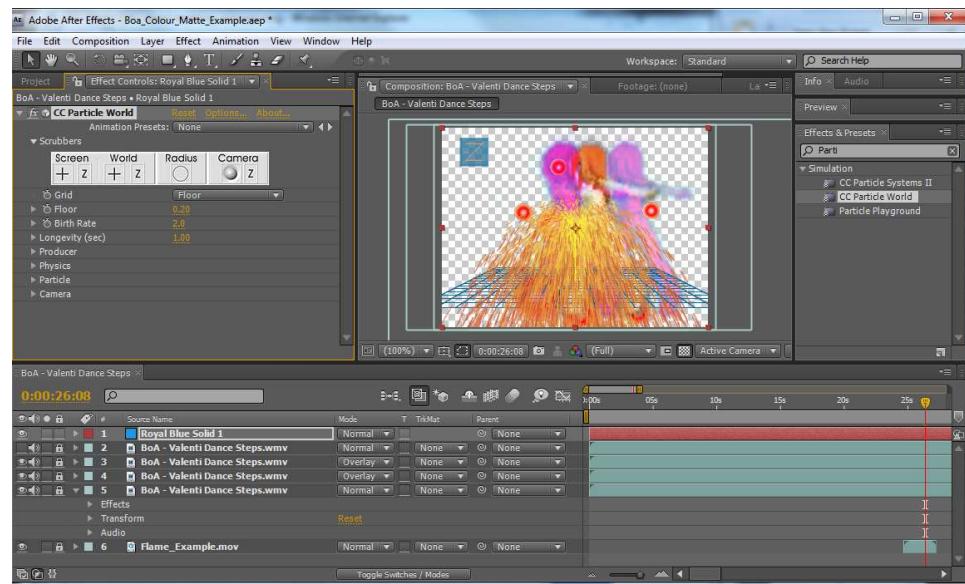
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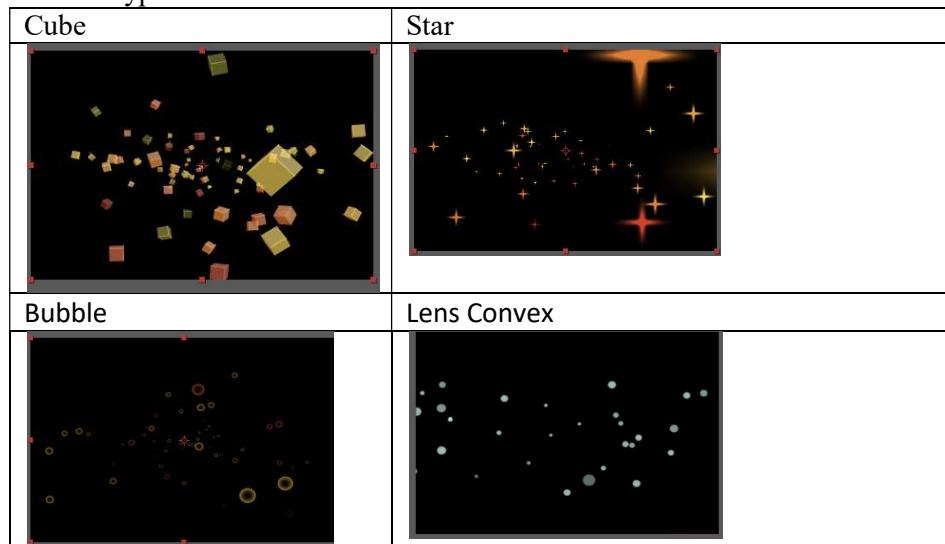
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The following is an example of Adobe after effects CC Particle World and the different particle types that it can create.



Particle Types that Adobe after effects can create.



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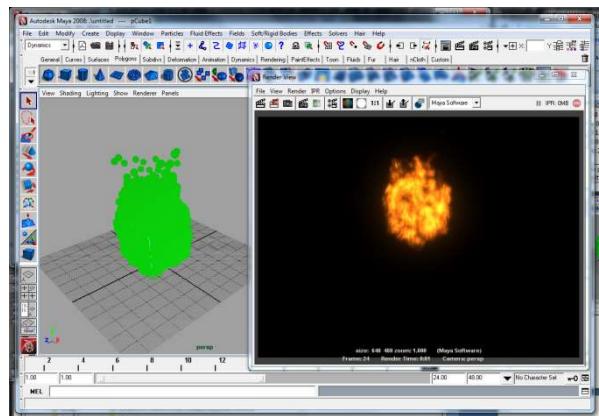
**Qualifications:** Digital Media and Technology

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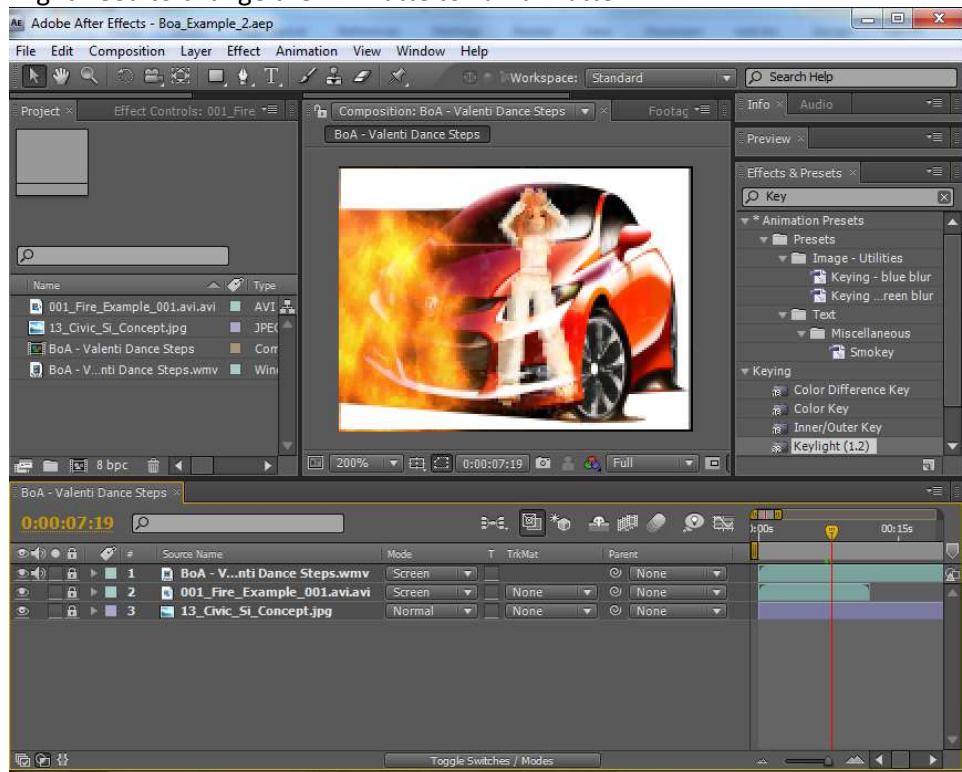
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**Example 4 Maya Fire Example -** Maya is a 3D Modelling program and 3d Animation Program – The following is an example of fire on an object but the object is transparent, so you don't see the object just the fire. You can save the effect as an avi then import the fire into Adobe after effects so that you can composite it into After effects.



The following is an example of how you can composite the Fire in adobe After effects. Change the Layer mode of the black fire to Screen mode. Or if need you might need to change the TrkMatte to Luma Matte.



**Example 5. Maya 3d Program – Maya Energy Field** The following is another example of an effect that can be created in maya and then used in

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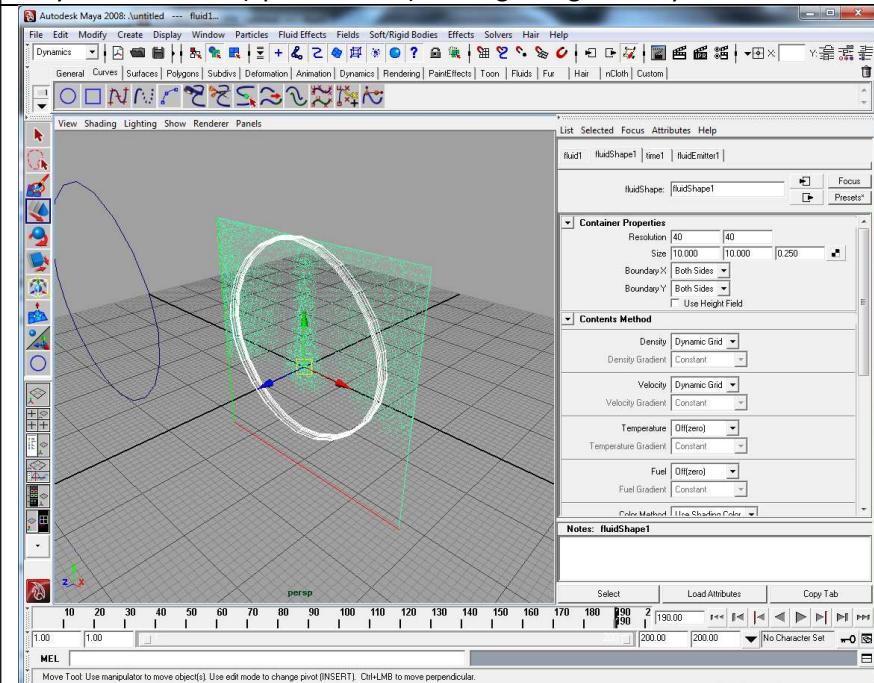
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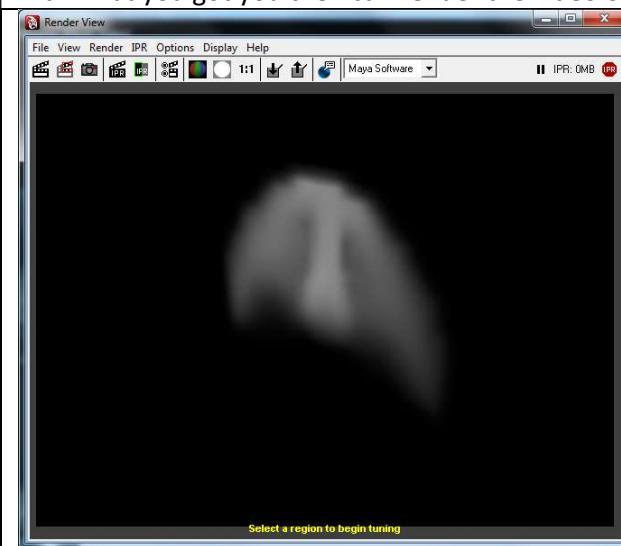
Adobe after effects to compose an action sequence.

This shield effect was made by creating a 2d Fluid, adding an emitter, then make a collision to shape it into a semi circle.

**Maya Fluid Effects (Special Effect) During Design in maya**



The following is Render View of Special Effect in maya. After you are happy with what you got you then can render the video out as an avi file.



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The following picture is when you add the **Maya energy field** into **Adobe after effects** for compositing. You would change the Transfer mode of the energy field to Add or Screen Mode and alter the cure to get different colors.



You would do the same if you created a 3D ball and made it glow in **Maya**



**Example 6. Maya – Snow Effect** - The following is an example of a Snow Effect which then would be incorporated into adobe after effects compositing program.

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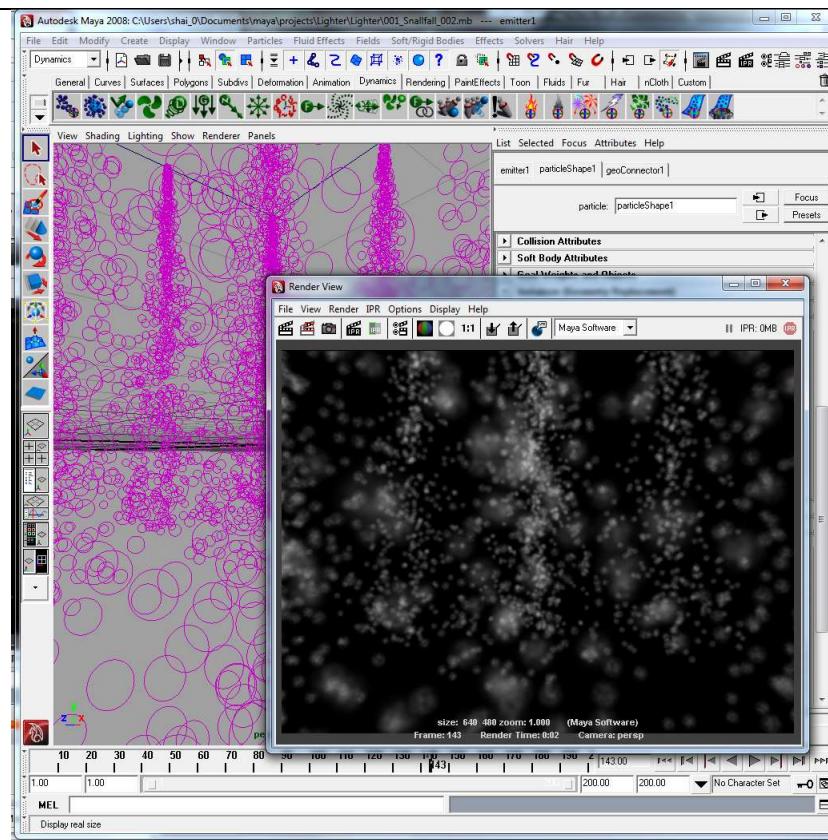
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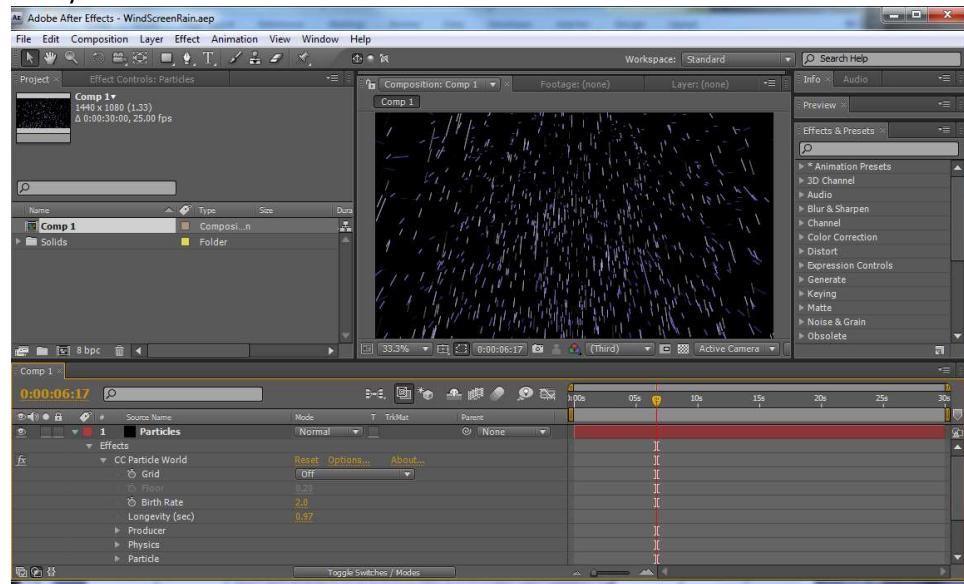
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**Example 7. Adobe After Effects Rain Effect.** – The following is an example of how you can create a rain effect if after effects.



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	<p>If you notice from our examples you can create the same effects in each of the programs i.e. Adobe After Effects and Maya.</p> <p><b>Do you need adobe after effects to composite special effects and video footage?</b></p> <p>No, you can use Adobe Premier Pro, as long it allows Overlay and chrome key or matte capabilities.</p>	
<b>Activity</b>	<p><b>Practical Activity.</b></p> <p>With the 8 different digital effects created alter them to create some sort of an additional effect or experiment with them to create new effects. Create at least 3 additional effects.</p> <p>e.g. Soul Removal. A portal. Glowing Fire ball with perhaps smoke trail, Shock wave, debri of particles, fire works in Maya then alter it so that is red, or blue. Save the files as mov files.</p>	
<b>Summary</b>	<p>Question 4.2.1 State weather the following statement is true or false. Element 4.1 4.2.1</p> <p>Statement: Adobe After effects can be used for compositing and effects.</p> <p>a. True b. False</p> <p>Ans: True</p> <p>Question 4.2.2 State weather the following statement is true or false. Element 4.1 4.2.2</p> <p>Statement: After effects can be used as a video editing program.</p> <p>a. True b. False</p> <p>Ans: True</p> <p>Question 4.2.3 Question State weather the following statement is true or false. Element 4.1 4.2.3</p> <p>You can import video footage into Maya and use that video footage as a reference.</p> <p>a. True b. False</p>	

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	<p>Ans: True</p>	
<b>Theory</b>	<p><b>4.3 Render</b> visual effects to desired format.</p> <p><b>What is Rendering?</b></p> <p>Rendering is the creation of the frames of a movie from a composition.</p> <p>The rendering of a frame is the creation of a composited two-dimensional image from all of the layers, settings, and other information in a composition that make up the model for that image.</p> <p>The rendering of a movie is the frame-by-frame rendering of each of the frames that make up the movie.</p> <p>Like I said previously using a software program like Flash to create your effect is not only a program to create effects, it is also a compositing program. The compositing program i.e. Flash has layers just like Adobe after effects and can create different output file formats or desired formats like the following:</p> <ul style="list-style-type: none"><li>• AVI</li><li>• EPS</li><li>• IFF</li><li>• JPEG</li><li>• MPEG</li><li>• PNG</li><li>• Quicktime (mov)</li><li>• Targa</li><li>• TIFF.</li></ul> <p>To render a file, is like creating an output file.</p> <p>A Desired Format might be a mov or flv file with an alpha channel with a stream rate of 300 kilobits per second with a screen size of 1024 x 768 and audio set to 16Bit stereo and with 8mhz</p> <p>You can view kilobits per second as the resolution or the quality of the video being broadcasted.</p> <p><b>How to Render in Adobe Flash.</b></p> <p>There are several ways of creating visual effect file formats in Adobe Flash such as the following;</p> <p>File, Export, Image or Movie. (for Film and General Special Effects)</p> <p>File, Publish. (for Web Based)</p> <p><b>How to Render in 3d Maya.</b></p> <p>There are several ways of Exporting visual effects in maya also, such as the following;</p>	

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You can create a series of still images in a sequence for example frame 1 to 10 as a JPEG file with a particular screen size of 800 x 400 for the Web or create a video file that has a background color with a desired file format of avi, to be used in an editing program like Adobe Premier Pro CS.

### How to render a file in Maya 3D.

To export a series of files from a 3D Maya animation or movie file such as an avi you need to perform the following:

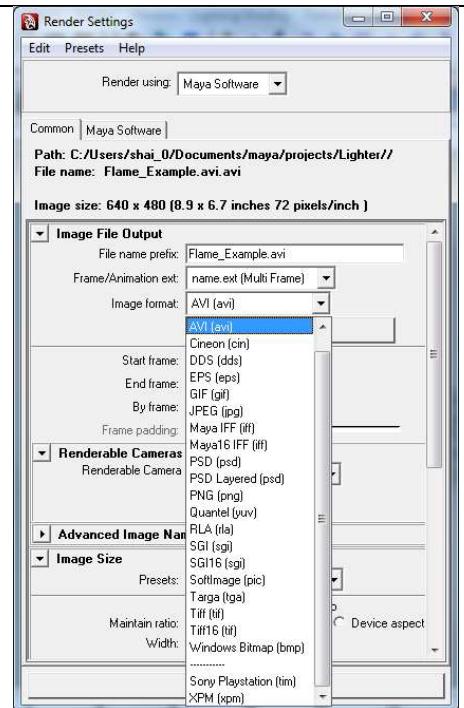
1. Change mode to Rendering Mode.
2. Change the rendering settings to appropriate file format and settings.

#### File name:

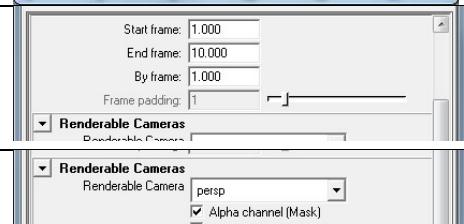
**Frame/Animation ext:** name.ext  
(Multi Frame) [Multi Frame is set so that it exports all the frames that are in your timeline, frame 1 to 10 for instance.]

#### Image Format: AVI

**Compression:** Encoding Format X-Vid MP4 for High Definition.  
Or Raw Microsoft Video 1



Then Enter the Start frame and end frame that you want to use from the timeline.



You can specify if you want to use an alpha channel making the background color transparent so that you can use it in another compositing program as a mask.

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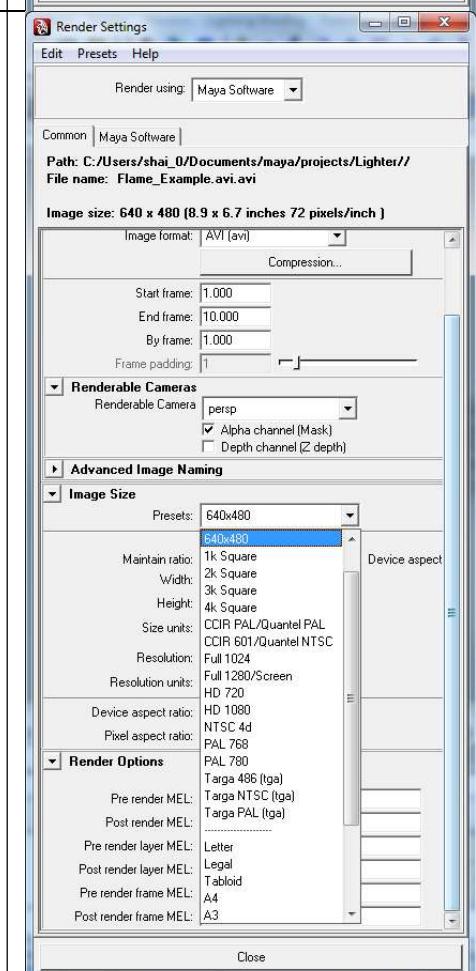
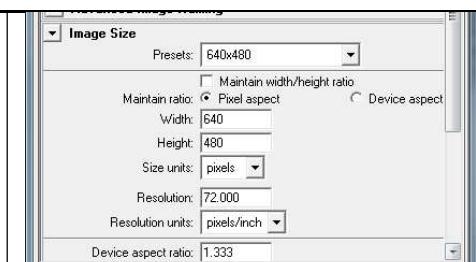
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You can specify the size or use the preset sizes e.g. 2K or HD 1080: 1920 x 1080 or 2K = 2048 X 2048 square with aspect ratio 1.0  
Set the resolution e.g.: 300



Change the aspect ratio if you want to convert video footage to some other format e.g. 1.77 for HD and DVD to 1.33

3. Then in the menu click Render and click then click the render options button to bring up the render dialog box and render with all process then click the render button.

### How to render in Adobe After Effects.

There are 2 ways that you can create an effects file or a completed composite sequence file, to create a desired output file you can perform one of the following;

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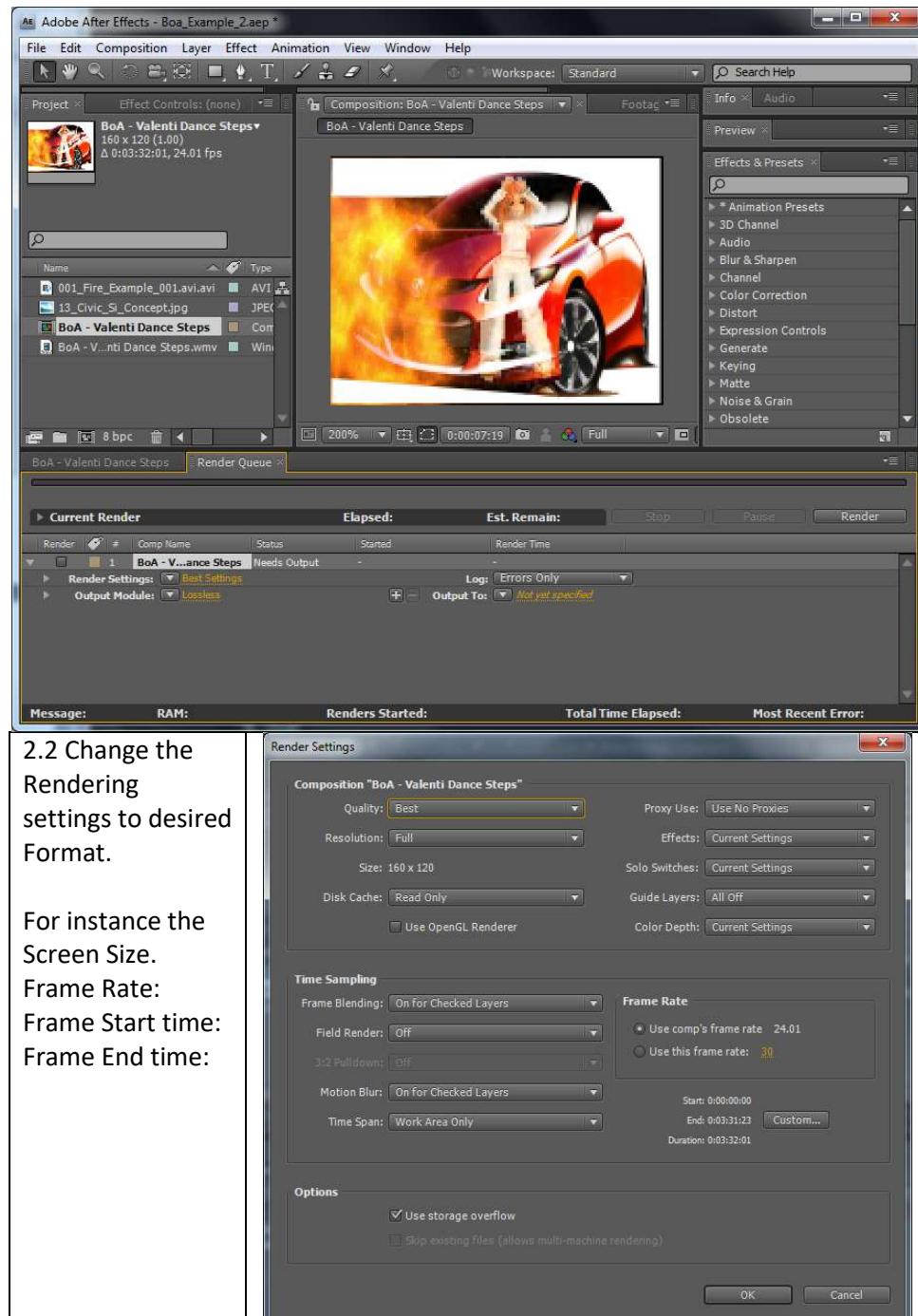
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1. In the menu click file export or

2.1 In the Menu click Composition, Add to render que which brings up the render Que panel.



2.2 Change the  
Rendering  
settings to desired  
Format.

For instance the  
Screen Size.  
Frame Rate:  
Frame Start time:  
Frame End time:

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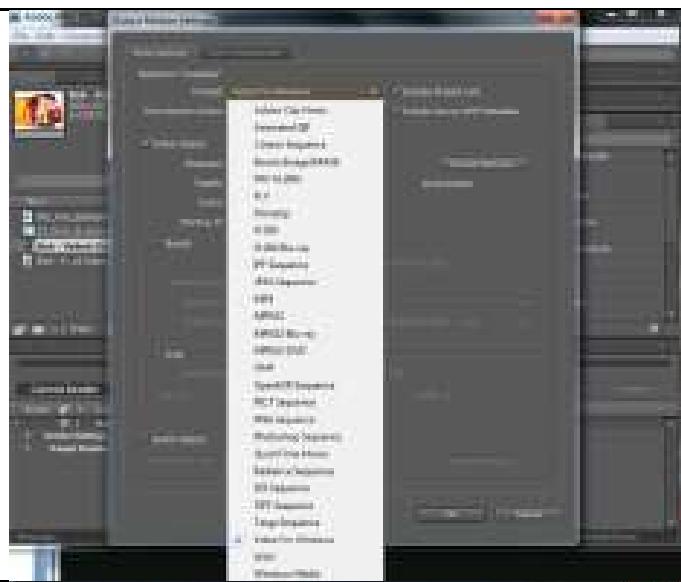
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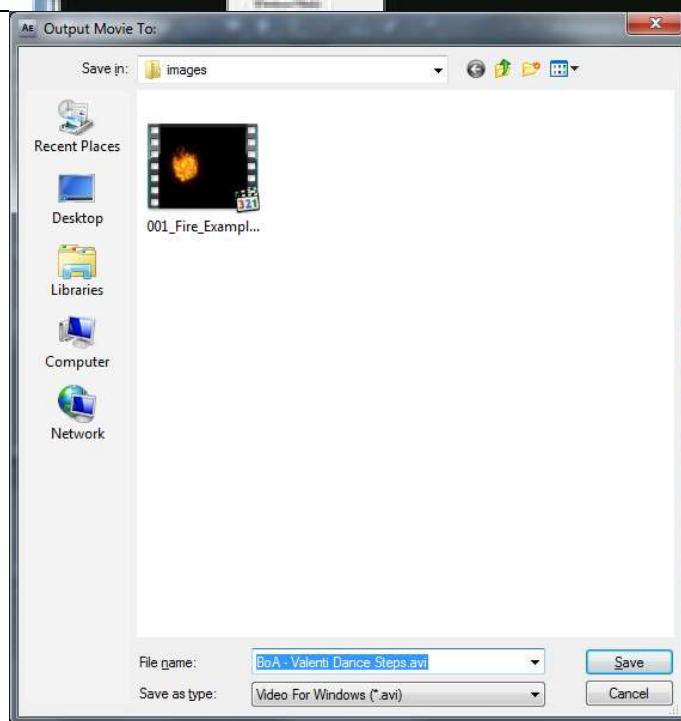
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2.3 Change the output module or (Compression to be used) lossless or mpeg or DV Pal, DV NTSC, Lossless Alpha

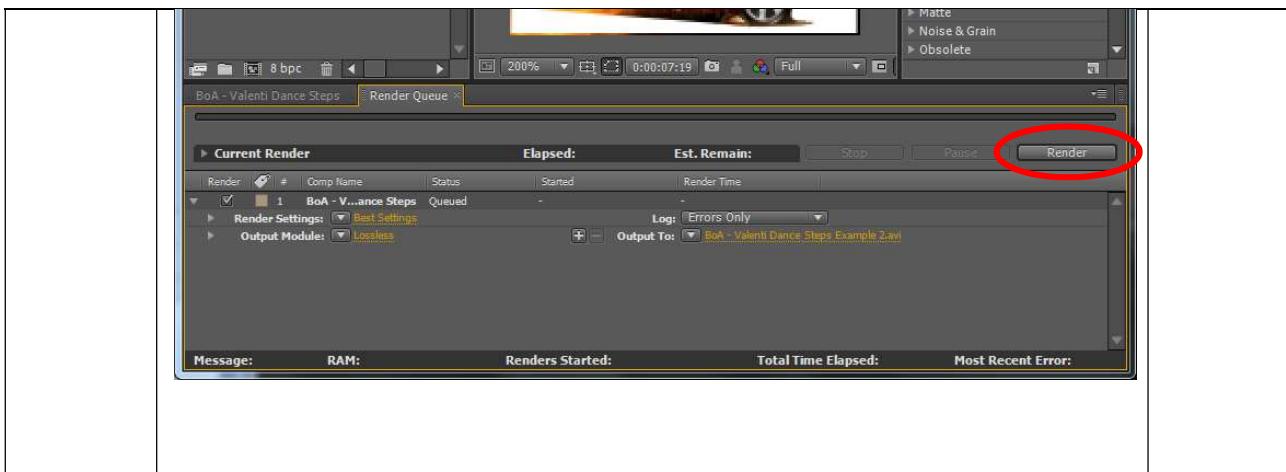


2.4 Output To i.e. the location of where to put output file and the name of the file.



3. Then press the Render button on the far right hand side of the Render Que Panel Tab.

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<b>Activity</b>	<p><b>Activity 4.3</b> Render all your special effects that you have created if you have not already done so as a mov file or flv or mp4.</p>	
<b>Summary</b>	<p>Question 4.3 Define what rendering is and state what visual effect file formats exist, state at least 3.</p> <p>Ans:</p> <p>What is Rendering?</p> <p>Rendering is the creation of the frames of a movie from a composition.</p> <p>The rendering of a frame is the creation of a composed two-dimensional image from all of the layers, settings, and other information in a composition that make up the model for that image.</p> <p>File formats,</p> <p>Avi</p> <p>Mov</p> <p>Flv or gif</p>	
<b>Theory</b>	<p>4.4 Submit visual effects sequences to relevant personnel for evaluation and feedback by agreed deadlines.</p> <p>From the previous sections we have already learnt what evaluation and feedback is, but just for a reminder here is what they mean again.</p> <p>What is Evaluation?</p> <p>Evaluation is a systematic determination of a subjects merit, worth and significance, using criteria governed by a set of standards.</p> <p>What is Feedback?</p> <p>Feedback is a process in which the effect or output of an action is returned or fed-back to modify the next action.</p> <p>After a visual effect sequence is completed it is reviewed by the relevant personnel and the director to be assessed to see if the work presented</p>	

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	<p>follows the user requirements or the directors expectations of what the visual effect sequence should look like. If not then the other personnel would input what has worked, not worked and what improvements can be made before the agreed deadlines with the special effects creator and the director.</p>	
<b>Activity</b>	<p><b>Activity 4.4</b> Write a short brief of the type of effect that you want to incorporate into a scene and submit it via email or upload or submit or post the visual effects that you have created up on line some where and get other peoples opinion on the work that you have created and see if it meets some sort of requirements in the brief you have written.</p> <p>Save what other people have said or get what your trainer has commented on and save in a word document along with the brief that you have written for the scene that you want to incorporate the visual effect into. Save this information in word as Activity 4.4 Feedback.doc</p>	
<b>Summary</b>	<p><b>Element 4.4 Question 4.4</b> In relation to digital visual effects what does the following statement mean.</p> <p>Statement: “Submit visual effects sequences to relevant personnel for evaluation and feedback by agreed deadlines “</p> <p>Ans:</p> <p>When a visual effect sequence is completed it is reviewed by the relevant personnel and the director to be assessed to see if the work presented follows the user requirements or the directors expectations of what the visual effect sequence should look like. If not then the other personnel would input what has worked, not worked and what improvements can be made before the agreed deadlines with the special effects creator and the director.</p>	
<b>Theory</b>	<p><b>5 Finalise visual effects.</b></p>	
<b>Activity</b>		
<b>Summary</b>		
<b>Theory</b>	<p>5.1 Respond to feedback by making adjustments to visual effects so that they comply with design and production specifications.</p> <p>Once the visual effects has been evaluated and feedback has been given comments, advice, notes of criticism about the visual effects are then confirmed back to the design and production specifications document, before any alterations are to proceed. It is not until then, are the visual effects scenes altered, also after alterations have been made the visual effects artist will arrange a time for the visual effects to be reviewed one last time.</p> <p>What adjustments can you apply to an effect to enhance a digital visual</p>	

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	<p>effect, any of the following;</p> <ul style="list-style-type: none"><li>• colour correction,</li><li>• compositing:<ul style="list-style-type: none"><li>• image layering,</li><li>• motion graphics,</li></ul></li><li>• filters:<ul style="list-style-type: none"><li>• warp, glow, blur, fog</li><li>• integrating lighting across different elements,</li></ul></li><li>• keying:<ul style="list-style-type: none"><li>• chroma,</li></ul></li><li>• luma/luminance, difference lighting:<ul style="list-style-type: none"><li>• shadow,</li><li>• atmospheric,</li><li>• flares,</li></ul></li><li>• particle systems:<ul style="list-style-type: none"><li>• bubbles,</li><li>• smoke droplets,</li><li>• weather effects,</li><li>• dust</li></ul></li><li>• atmospheric effects,</li><li>• starbursts,</li><li>• fireworks,</li><li>• textures,</li><li>• e.g.: water, cloth, fur, tracking: camera matching,</li><li>• motion tracking.</li></ul>	
<b>Activity</b>	<p><b>Activity 3.3 &amp; 5.1</b> Submit previsualisation visual effects sequences to relevant personnel for evaluation and feedback.</p> <p>Email your trainer a visual effects sequence document for a script and a story board.</p> <p>The trainer is to make comments and you are to come up with or submit or create a new visual effects sequence document for the scenes the trainer has commented on.</p> <p>Once both activities have been completed save the file as Activity 3.3 5.1 previsualisation evaluation and feedback timer comments.doc.</p>	
<b>Summary</b>	<p>Question 5.1.1 Element 5.1 What adjustments can you apply to an effect to enhance its appearance name at least 3?</p> <p>Ans:</p> <p>colour correction, compositing:, image layering, motion graphics, filters:</p>	

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	<p>, warp, glow, blur, fog</p> <p>integrating lighting across different elements, keying: chroma, luma/luminance, difference lighting: shadow, atmospheric, flares, particle systems: bubbles, smoke droplets, weather effects, dust</p> <p>atmospheric effects, starbursts, fireworks, textures, e.g.: water, cloth, fur, tracking: camera matching</p> <p>motion tracking.</p> <p>Question 5.1.2 Element 5.1 Explain what happens when you have evaluated and receive feedback on your visual effects</p> <p>Ans:</p> <p>When the visual effects has been evaluated and feedback has been given these comments, advice, notes of criticism about the visual effects are then confirmed back to the design and production specifications document before any alterations are to proceed. It is not until then, are the visual effects scenes altered, also after alterations have been made the visual effects artist will arrange a time for the visual effects to be reviewed one last time.</p>	
<b>Theory</b>	<p>5.2 Save files to specified storage system accessible to production team.</p> <p>Why should you save files to a specific storage system that is accessible to the production team?</p> <p>Firstly so that everyone in the production team can have the ability to access;</p> <ul style="list-style-type: none"><li>• reference material,</li><li>• user requirements,</li><li>• view story boards,</li><li>• project documentation,</li><li>• assets or other media elements such as the following;</li><ul style="list-style-type: none"><li>• images,</li><li>• graphics,</li><li>• video footage,</li><li>• stock footage,</li><li>• raw video footage,</li><li>• effect files,</li></ul><li>• project files or scene sequences,</li></ul> <p>Secondly to centralize all files so that back up can be performed easily.</p> <p>However it is recommended that work at the end of the day is copied over to the server for backup reasons, also as you finish creating your affects you should copy the effect file and all files onto the sever so that other people in the development team can access the new effects created that might be needed for</p>	

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	<p>other scenes.</p> <p>The following is a sample work flow or one way for when working in a production team with video footage and with a special effects development team:</p> <ul style="list-style-type: none"><li>* You should store all your files on a server and then copy the files that you need to your computer as working or editing files from the server can have adverse effects on your computer, software and final output.</li><li>* When creating a digital visual effect you should create a new Folder, Save the project file in that folder and then copy all the files that you need into a sub folder called assets.</li><li>* When you finish you should copy the Folder and the project file to the server without the assets folder but keep a copy on your computer.</li></ul> <p>A copy of all the assets like images, graphics, video footage, stock footage, raw video footage and effect files should be stored in a centralised location on a server in a place as a separate folder on the server like assets.</p> <ul style="list-style-type: none"><li>* So when working on an existing project or new project all you do is open the project file and recopy the assets that you need from the server or if already on your computer make a copy of them. If you need a file that is not already on your computer you should fetch the new file that you need from the server and place it in the local copy on your computer.</li><li>* Then if you create an effect that needs to be used on a project you would render the effect file on your computer and then copy that file onto the server in the assets folder.</li></ul> <p><b>What is a Server?</b></p> <p>A server is simply a computer where everyone can gain access to files and shares. You need to create folders, user accounts with passwords and assign share permissions to these folders.</p> <p>You can even set read-only permissions on the raw video footage and allocate read and write on effect files that other users create in the production team.</p> <p><b>Why should we copy all files on a server?</b></p> <p>Just in case the computer crashes or someone steals the computer or breaks in. By having it on a centralised location you can back up all the files from one centralised source and when the back up is complete a copy is taken off site, in case of theft, fire, flooding or server crash.</p>	
<b>Activity</b>	<p><b>Activity Element 5.2.1</b> Find out how much disk space you have on a server or on your computer, if you do not have a server to save all your media elements and project files then use your computer as the server. Take a screen shot of your computer and the file system that you have set up to work on your digital visual effects for the 2 scenes that you have to create in a word document called Activity Element 5.2.1.doc</p>	
<b>Summary</b>	<p><b>Element 5.2.1 Question 5.2.1</b> What does save files to specified storage system accessible to production team means?</p>	

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	<p>Ans: It refers to the special effects that you have created or any media elements that you have used to create the effect such as images, graphics, video footage, folders, stock footage, raw video footage, project files, effect files, are saved in a central location. So that you and others can access these files to reproduce an effect that you have designed and share other media elements that the production team is working on to create or incorporate into several scenes of a project.</p> <p><b>Question 5.2.2 Save files to specified storage system accessible to production team. (Element 5.2.2)</b></p> <p>Q. What is the most generic file format for video editing that would be appropriate for merging effects into a video editing suite.</p> <p>Ans: avi Or any others.</p> <p><b>Question 5.2.3 Why should you save files to a specific storage system that is accessible to the production team? (Element 5.2.3)</b></p> <p>Ans: Firstly so that everyone in the production team can have the ability to access;</p> <ul style="list-style-type: none"><li>• reference material,</li><li>• user requirements,</li><li>• view story boards,</li><li>• project documentation,</li><li>• assets or other media elements such as the following;<ul style="list-style-type: none"><li>• images,</li><li>• graphics,</li><li>• video footage,</li><li>• stock footage,</li><li>• raw video footage,</li><li>• effect files,</li></ul></li><li>• project files or scene sequences,</li></ul> <p>Secondly to centralize all files so that back up can be performed easily.</p>	
<b>Theory</b>	<p>5.3 Make back-up copies of visual effects in accordance with enterprise procedures.</p> <p><b>What is Backup?</b> A backup or backing up is a process of making copies of data which may be used to restore or recover from data lost.</p> <p><b>Why should we do backups?</b> Just in case the computer crashes or some one steals the computer or breaks in, accidental deletion. It is best to keep all files in a centralised computer system. By having it on a centralised location you can back up all the files from one centralised source and when the back up is complete a copy is taken off site, in case of theft, fire, flooding or server crash.</p>	

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If working in a small or large organisation the backup is usually documented in the procedure of how, when, frequency and policy of what to do with the backup once done as well as the procedure and policy in the event of data lost and recovery.

#### **What are the different types of backup?**

**Software backup,** Software backup is when a piece of software will perform the backup for instance the software program will copy the files then encode it using its own program method, file format and compression.

Some software backup also allows you to schedule what, when and how to create your backups for instance Microsoft backup allows Full Backup and Differential Backup and allows you to schedule the backup on a particular day and time.

**Imaging,** with imaging backup a copy of the data blocks or sectors which make up the storage device i.e. the hard drive, DVD, USB etc or file mounting points and structure is taken and stored.

**Simple file copy,** you simply choose which file you want to make a copy off, paste them to some where else and then make a copy of the files onto a storage device such as another hard drive, portable device which is external, burn them to dvd, copy over the internet using ftp (file transfer program) used to copy large files onto another server.

There are many more but these are the main ones.

#### **What are the different kinds of backups?**

**Full Backup.** Full backup is the starting point for all other backups, and contains all the data in the folders and files that are selected to be backed up.

**Incremental Backup.** Incremental Backup means backing up everything that has changed since last full backup and only the changes.

**Differential Backup.** A differential backup backups only the files that have changed since the last full backup.

#### **How do you perform backups?**

Backups are usually done by a software program or user intervention where the user does the backup on a particular day, time and then specifies where to save the backups.

But backups can be a simple copy and paste or a software program schedule which is an automated process, after that you then would make a copy of the backups and take it off site.

#### **Why should we make back up copies?**

You should make copies of the backup in case the backup gets corrupt or someone steals the computer or breaks in or accidental deletion of the backup while on the server.

The purpose of backup copies is to take them off site, away from the main business premises which is part of the enterprise procedures or part of the backup process.

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<b>Activity</b>	<p><b>Activity 5.2 Element 5.2</b> Look in your help facilities of your computer and find out how to create a backup copy of your files and write how to perform the backup by writing a backup procedure and save the document as Activity 5.2 Backup Procedure.doc</p>	
<b>Summary</b>	<p><b>Question 5.3 Make back-up copies of visual effects in accordance with enterprise procedures. (Element 5.3)</b></p> <p>Q. What files should you save to reproduce effect if lost?  Ans: All Files and write down the Time codes or editing list so that you can reproduce effect.  Write down any settings and the instruction to recreate effect.  Raw footage, copy all files onto DVD and final onto dvd. 2 copies of the digital visual effect should be created, one for you and one for the client.</p>	
<b>Theory</b>	<p><b>5.4 Complete workplace documentation as required.</b></p> <p>What is workplace documentation?  Work place documentation is material that provides information or evidence or serves as a record such as a visual effects design document.</p> <p>Work place documentation would include a story board with comments and perhaps a tutorial or a how to, document outlining what settings to set.</p> <p>Setting such as position, camera angle, lens type, focus settings, effect length, position, brightness, contracts, opacity, birth / death position etc.  The document can even outline what specific visual effect say in 3d Maya, 3d Studio Max, Adobe After Effects etc. that need to be used.</p> <p><b>Example 1 - Tutorial - Adobe After Effects tutorial to create fire using fractal noise.</b></p> <p><b>How to create fire with a Fractal Noise.</b></p> <ol style="list-style-type: none"> <li>From the menu click Composition, New Composition, and in composition name enter Fire2.</li> <li>From the menu click Layer, New, Solid, then click Make Comp Size button and in the Composition text box type Fire2.</li> <li>From the Menu click Effect, Noise &amp; Grain, Fractal Noise and set the following properties:</li> </ol> <p><b>Fractal Type:</b> Dynamic Twist.  <b>Contrast:</b> 206  <b>Brightness:</b> -25  Expand the Transform parameter and set the following settings:  <b>Scale:</b> 58.7  <b>Uniform Scaling:</b> Un Ticked  <b>Scale Height:</b> 224.4  <b>Complexity:</b> 6.0</p> <p>Set the following parameters and click the stop watch timer for both these</p>	

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parameters:

**Off Set Turbule:** (Point) 360 = x, 240 = y

**Evolution:** 0x +0.0<sup>0</sup>

Sub Settings.

**Sub Offset:** (Point) 0 = x, 61 = y

4. Move the Jog to the end of the animation and alter the following settings:  
Alter following for Animation.

**Off Set Turbule:** (Point) 360 = x, 393 = y

**Evolution:** 0x -1330<sup>0</sup>

Sub Settings.

**Sub Offset:** (Point) 0 = x, 61 = y

5. From the Effects panel Search panel type Colorama and apply to layer.  
Note: It is remapping every color of the shade gray then remaps in the gray to a different color.

6. Expand Output Cycle and set the following settings:

**Use Preset Palette:** Fire.

#### **Example 2 - Sample Special Effects report:**

Project name: sad\_particles.aep

Source files collected to:

C:\Users\Bob\Desktop\sad\_particles

Source files collected: All

Collected comps:

3D Particles

Black Solid 1 Comp 1

smoke\_cloud 2.png Comp 1

Color Correction

3D Particles OUTPUT

NO CAMERA OUTPUT

No Camera 2

Number of collected files: 1

Size of collected files: 43 KB

Collected source files:

C:\Users\Bob\Desktop\smoke\_cloud 2.png

Rendering plug-ins:

Advanced 3D

Effects used: 6

Effect: CC Particle World

Effect: Curves

Effect: Glow

Effect: Grid

Effect: Ramp

Effect: Tint

#### **Example 3 – Adobe After Effects How to create Fire No2.**

**How to create a Fire.**

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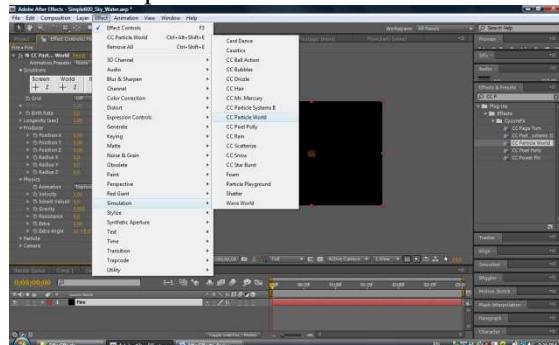
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1. From the menu click Composition, New Composition, and in composition name enter Fire.
2. From the menu click Layer, New, Solid, then click Make Comp Size button and in the Composition text box type Fire.
3. From the Menu click Effect, Simulation, CC Particle World or From the Effects panel search for CC Particle World.



4. In the effects panel, looking at the CC Particle World effect set the following settings:

**Grid:** Off.

**Birth Rate:** 2.0, various.\*

**Expand the following Properties:**

Producer.

Physics.

Particle.

**Set the following Settings:**

**Producer.**

Position X: 0.0

Position Y: 0.36

Position Z: 0.0

Radius X: 0.2, width

Radius Y: 0.0, height

Radius Z: 0

**Physics.**

Animation: Fire

**Velocity:** 0.51

**Gravity:** 0 Note: This effect can also create rain, gravity to 1.

Particle.

**Particle Type:** Bubble.

**Birth Size:** 1.6, various.\*

Create an Adjustment Layer.

5. From the menu click New, Adjustment Layer.

6. From the menu click Effect, Blur & Sharpen, CC Vector Blur.

7. In the CC Vector Blur Effect set the following Settings:

Amount: 10

8. Amount

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9. From the menu click effect, Blur & Sharpen, Fast Blur and set the following settings:

Animation Presets: None

Blurriness: 5.0

10. Apply an Glow effect and set the following settings.

Threshold: 90

Radius: 50

**Example 4 – How to create Rain Effect in after effects.**

**How to create Rain Effect.**

**Create Partial effect.**

1. From the menu click Layer, New, Solid, then click Make Comp Size button.

2. Rename the new layer to Particle.

3. Then go to the Effects and Presets Panel and type particle and select CC Particle World.

4. Solo the layer.

5. In the effects panel, looking at the CC Particle World effect set the following settings:

**Grid:** Off.

**Birth Rate:** 2.0, various.\*

**Expand the following Properties:**

Producer.

Physics.

Particle.

**Set the following Settings:**

**Producer.**

Radius X: 0.6, width

Radius Y: 0.3, height

Radius Z: 1, 3D - Dimensional

**Physics.**

**Velocity:** 1.0

**Gravity: 0 Note:** This effect can also create rain, gravity to 1.

**Particle.**

**Particle Type:** Lens Bubble.

**Birth Size:** 0.150, various.\*

**Death Size:** 0.150

**Note: To create a Rain Effect.**

Change the following settings for rain.

Gravity: 1

Birth Rate: 0.2

To Change the Color go to menu layer, Solid Settings then choose your color.

**Example 5. – Energy field example. - After Effects – Magical Hits.**

Video Footage is taken from the Video Copilot web site and settings have been altered to demonstrate how to Document a animation sequence.

Href: Adopted from [www.videocopilot.net](http://www.videocopilot.net) by Andrew Cramer. Footage.

The following example is a sample design brief and how to document the

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design of the required effect as outline in the design brief.

***Animation Description. Design Brief.***

A energy ball gets directed at a female and a semi-circle appears as a shield to block energy ball. Animation is to go the length of the initial video Magic Hits.mov. which is 1min long.

Color is to be fluorescent blue.

**Project Files Needed.**

Field5Side.mov(Particle Emitter hitting a Ball – Maya Tutorial).

Magic Hits\_web.mov (See [www.videocopilot.net](http://www.videocopilot.net))



**Animation Sequence.**

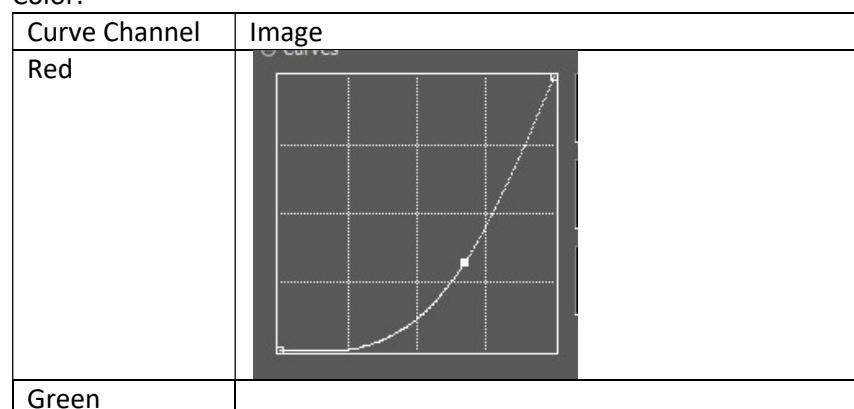
Asset: Effect, Lens Flare Layer.

Frame / Jog Position	Attributes	Attributes settings values	Frame Type
0:00:00:00	Flare Centre	2688.8, 572.7	Key Frame
	Job Position	100%	Key Frame
0:00:00:06	Flare Centre	1250.0, 614.9	Key Frame
	Job Position	55%	Key Frame
0:00:00:13	Flare Centre	1250.0, 614.9	Easy Ease
	Job Position	3%	Key Frame

Anchor Point: 960.0, 5.540

Position: 960, 540.0

Color:



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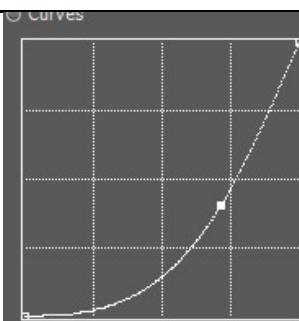
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**Qualifications:** Digital Media and Technology

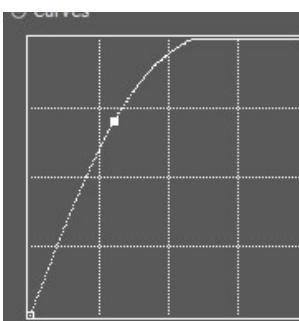
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Blue



**File name:** Field5Side.mov.

Frame / Jog Position	Attributes	Attributes settings values	Frame Type
0:00:00:07	Position	875.5, 486.6	Key Frame
0:00:00:16	Position	955.5, 470.6	Key Frame

Scale: 134.8, 206.6%

Anchor Point: 960.0, 5.540

Color:

Curve Channel	Image
Red	
Green	

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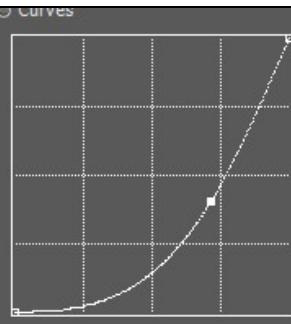
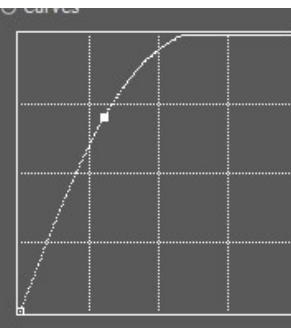
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Blue				

<b>Activity</b>		
<b>Summary</b>	<p><b>Element 5.4 Complete workplace documentation as required.</b></p> <p>Q. What documentation would you write to inform someone on how to use and implement an effect into a project.</p> <p>Ans:</p> <p>A Tutorial on how to create an effect for other staff and settings.</p> <p>Other Ans: Varies</p>	
<b>Theory</b>	<p>5.5 Review process of creating digital visual effects and note areas for future improvement.</p> <p>A review process is where the digital visual effects that have been created are examined or assessed in how they were created for instance;</p> <ul style="list-style-type: none"><li>• Could it have been done in another program,</li><li>• Could it have used stock footage, other 2d images, photo shop images or filmed behind blue screen rather than creating git from a computer software program,</li><li>• The number of hours put in the development of the effect or could it have been done faster filming it,</li><li>• The cost of the effect created.</li><li>• The report will also detail what difficulties the digital visual effect compose encountered.</li><li>• The report might even have notes about how to replicate the particular effect.</li></ul>	
<b>Activity</b>	<p><b>Activity 5.5</b> Create a document on one of the Visual effects that you have created and write a tutorial on how to create it state what files you need, layer order, effects settings and timing and how to construct it.</p> <p>Then write a short review on what improvements or alterations you might</p>	

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	<p>perform to improve the effect generated and save the document as Activity 5.5 Review Document.doc</p>	
<b>Summary</b>	<p><b><i>Element 5.5 Review process of creating digital visual effects and note areas for future improvement.</i></b></p> <p>Q. What improvements can be applied to an effect to enhance user requirements.</p> <p>Ans: Improvement suggestions can be any one of the following:</p> <p>colour correction compositing: image layering motion graphics</p> <p>filters: warp glow blur fog integrating lighting across different elements</p> <p>keying: chroma</p> <p>luma/luminance difference</p> <p>lighting: shadow atmospheric flares</p> <p>particle systems: bubbles smoke droplets</p> <p>weather effects dust atmospheric effects starbursts fireworks textures, e.g.: water</p>	

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	<p>cloth fur</p> <p>tracking: camera matching motion tracking.</p>	
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### **Appendix Sample scene assembly of a number of effects. - After Effects – Magical Hits.**

Video Footage is taken from the Video Copilot web site and settings have been altered to demonstrate how to Document a animation sequence.

Href: Adopted from [www.videocopilot.net](http://www.videocopilot.net) by Andrew Cramer. Footage.

#### ***Animation Description. Design Brief.***

A energy ball gets directed at a female and a semi-circle appears as a shield to block energy ball. Animation is to go the length of the initial video Magic Hits.mov. which is 1min long.

Color is to be florescent blue.

#### **Project Files Needed.**

Field5Side.mov(**Particle Emitter hitting a Ball – Maya Tutorial**).

Magic Hits\_web.mov (See [www.videocopilot.net](http://www.videocopilot.net))



#### **Animation Sequence.**

Asset: Effect, Lens Flare Layer.

Frame / Jog Position	Attributes	Attributes settings values	Frame Type
0:00:00:00	Flare Centre	2688.8, 572.7	Key Frame
	Job Position	100%	Key Frame
0:00:00:06	Flare Centre	1250.0, 614.9	Key Frame
	Job Position	55%	Key Frame
0:00:00:13	Flare Centre	1250.0, 614.9	Easy Ease
	Job Position	3%	Key Frame

Anchor Point: 960.0, 5.540

Position: 960, 540.0

Color:

Curve Channel	Image
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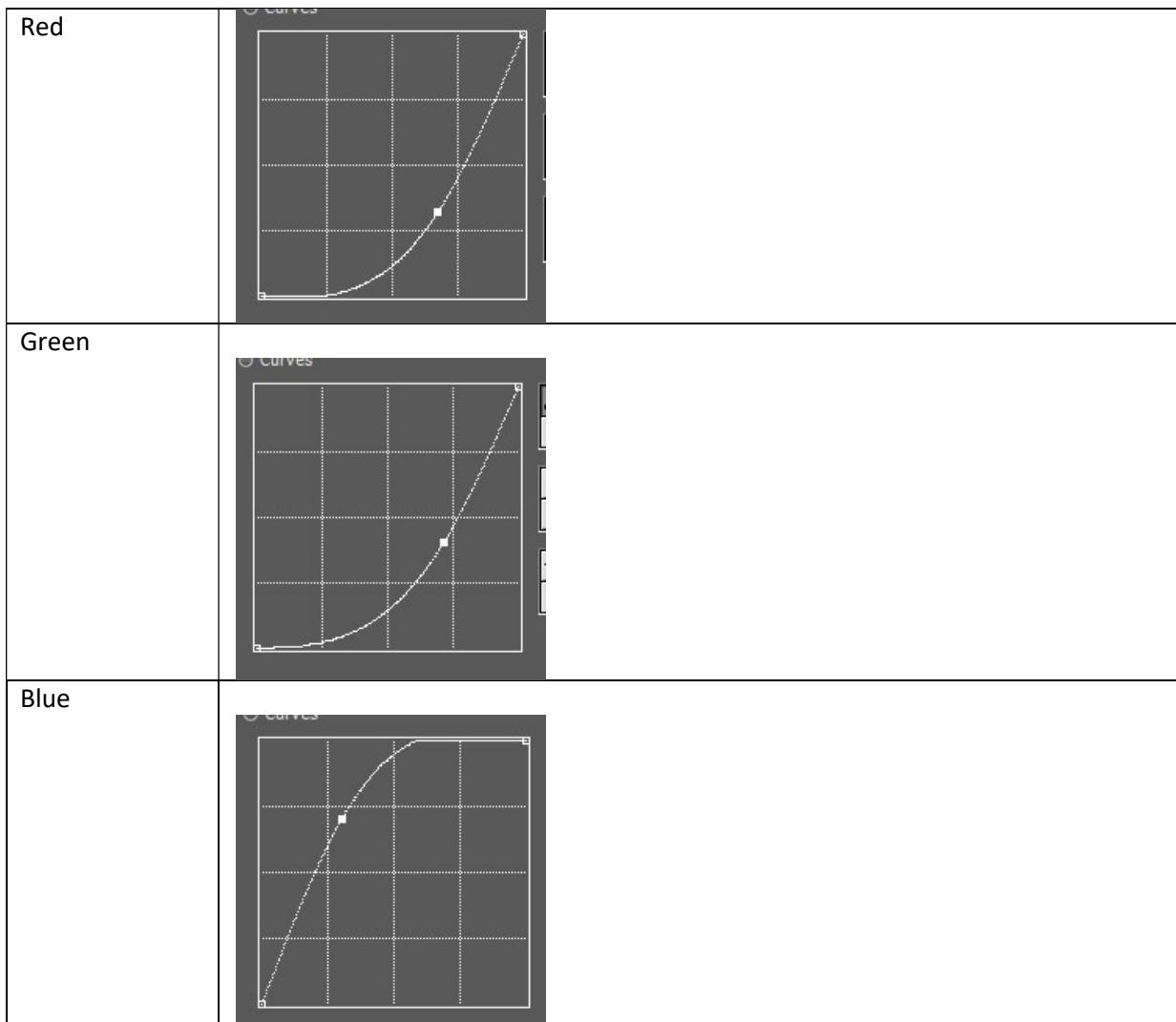
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**File name:** Field5Side.mov.

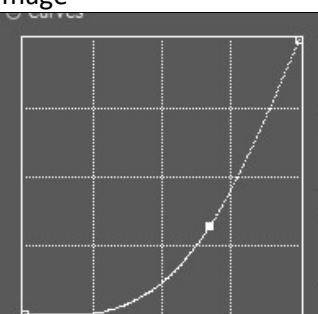
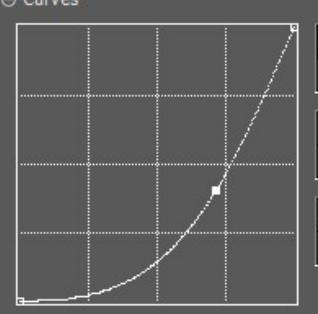
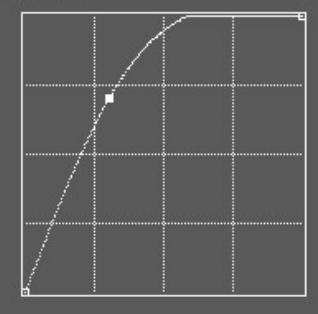
Frame / Jog Position	Attributes	Attributes settings values	Frame Type
0:00:00:07	Position	875.5, 486.6	Key Frame
0:00:00:16	Position	955.5, 470.6	Key Frame

Scale: 134.8, 206.6%

Anchor Point: 960.0, 5.540

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Color:

Curve Channel	Image
Red	
Green	
Blue	

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Appendix Sample production documentation.

**Scenario 1.**

KAL Multimedia Training wants an elements listing to produce the following image into an animation sequence to be displayed on the web as an swf file and a gif file and a fla file is to be submitted along with all the images and models created for the animation sequence with the following file size 550 width and height of 400 pixel. The KAL logo is to have arms and legs added to its logo come up with some concept art sketches the animation sequence is to loop continuously.

***Animation description:***

The person filming in the background fades in first then the computer monitor fades and the television set on the right also fades in. The computer monitor on the right fades in a video editing program.

The video editing program is to have a world fading in and spinning world is displayed with the KAL Multimedia logo appearing from the centre fading in then a lightening bolt effect is create. Then the lightening bolt which is red and orange is broadcasted from left to right of the screen to the television set.

Then the world spinning and fading in happens in the enter of the screen and so does the logo, while this is happening the television displays the animation.

**Sketch Ideas Below:**

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**Sample Ans:**

**User requirements.**

**File format:** gif, swf, flas

**Delivery Platform:** web, 17 frames ans various

**Dimensions:** 550 x 400 pixels

**Project description:** An animation sequence is required:

**Requirements:** Ans Varies.

1. The person filming in the background fades in first then the computer monitor fades and the television set on the right also fades in.
2. The computer monitor on the right fades in a video editing program.
3. The video editing program is to have a world fading in and spinning world is displayed with the KAL Multimedia logo appearing from the center fading in then a lightening bolt effect is create.
4. Then the lightening bolt is broadcasted from left to right of the screen to the television set.
5. Then the world spinning and fading in happens in the enter of the screen and so does the logo, while this is happening the television displays the animation.

**Elements or media assets required:**

Person filming,

Special Effect Lightening red and orange,

TV,

Television

KAL Logo

Map of world spinning

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Sample Story board of Animation sequence of where effect is to be placed and sequencing.



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## Assessment Skills or Knowledge checklist

<b>Candidate name:</b>	
<b>Trainer name:</b>	
<b>Unit of competency:</b> (Cluster)	CUFANM402A Create digital visual effects
<b>Workplace / Location:</b>	
<b>Lesson Title:</b>	CUFANM402A Create digital visual effects
<b>Unit Description:</b>	This unit describes the performance outcomes, skills and knowledge required to create digital visual effects.
<b>Date of Lesson / Assessment:</b>	
<b>Elements of Competency:</b>	All
<b>Performance Criteria:</b>	All
<b>Procedure:</b>  Please Specify method of assessment e.g. Oral Questioning, Demonstration, Practical Observation, Quiz Questions, Assignment, Portfolio  Circle what type of check is going to be used for.	Classroom Observation of Student during Practical Lesson / Assessment by Trainer Other: _____  Checklist for: <input type="checkbox"/> Skills <input type="checkbox"/> Knowledge.

<b>Assessment Instructions:</b>  <i>This assessment tool is to be used for either Knowledge or skills based assessment.</i>  <i>Candidate must demonstrate the following skills or show knowledge in the assessment or provide evidence of written or practical skills in either a simulated environment or in the work place.</i>  <i>Please tick Yes, No or N/A if the evidence provided meets the assessment criteria listed below. Candidate must demonstrate or show all sub points of the assessment criteria to be demanded competent.</i>		
---	--	--

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Competency is the candidate Competent or Not Competent: _____			
Please indicate yes, no, or N/A if the work submitted or sited meets the critical aspects of evidence.	Yes	No	N/A
<b>Required Critical Aspects of learning to be demonstrated / Critical Aspect of evidence:</b> <ul style="list-style-type: none"><li><input type="checkbox"/> creation of a range of digital visual effects sequences that:<ul style="list-style-type: none"><li>○ meet the requirements of a brief</li><li>○ demonstrate attention to detail and an ability to refine visual effects to achieve the required creative effects</li></ul></li><li><input type="checkbox"/> collaborative approach to work</li><li><input type="checkbox"/> ability to meet deadlines</li></ul>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**The assessor must first explain the following with you, they should be ticked off once you are confident that you have understood the information and procedures regarding this assessment.**

- Purpose and outcomes of the assessment process
- Relevant units of competency, AQTF Level, critical aspects of evidence, type of evidence needed and being gathered and employability skills and relevance has been explained.
- Appeals process, been notified or have read on not read the
- Read the General Student Course Guide Information booklet, that outlines general and assessment policy and procedures
- Confidentiality and security of information
- Duration of this assessment \_\_\_\_\_
- Special needs/Additional information:

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**Student Declaration:**

By Signing you acknowledge that you have understood the following information given to you and acknowledge that the work submitted, recorded is of your own work. You also confirm that you have read the Student Procedures document on assessment and aware of the terms and conditions stated in the document.

Signature: \_\_\_\_\_ Date: \_\_\_\_\_

**Assessors Instructions / Office Use:**

<b>Method of assessment:</b> Circle each method;	Work Place, On Line, Face to Face, Written, Oral, Observation, Oral, Other: _____
---	--

By ticking each item in the quiz sheet you acknowledge that the candidate is deemed as competent in the relevant elements of competency. If elements of competency are not indicated on question sheet then use the answer sheet or the units assessment check list to identify what units of elements has the candidate deemed as competent.

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Did the candidate perform the following skills or show knowledge in the assessment or evidence provided (Expected and Provided):							
Element / Performance Criteria	Employability Demonstrated						Demo Comp.y/n
	Employability Skills Type	Employability Description		Demonstrated			
1. Clarify work requirements.							
1.1. With reference to <b><i>production documentation</i></b> , clarify <b><i>requirements</i></b> for <b><i>digital visual effects</i></b> .  Did Candidate:  <input type="checkbox"/> Interpret requirements in relation to production documentation  <input type="checkbox"/> Create or identify what digital effects were needed for a story board	<b>Employability Skills</b>  <b>communication, teamwork and literacy skills</b>	<b>Comments</b>		<b>D.Strated</b>			<input type="checkbox"/>
	interpret and clarify written or verbal instructions			<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
	interpret storyboards			<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
1.2. In consultation with <b>relevant personnel</b> , clarify work flow sequences to ensure that production schedule deadlines are met.  Did candidate:	<b>Type</b>  <b>communication, teamwork and literacy skills</b>	<b>Demonstrated</b>					<input type="checkbox"/>

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<p><input type="checkbox"/> <b>Work</b> collaboratively in a team environment, both independently and under direction</p> <p><input type="checkbox"/> <b>Identify</b> roles and responsibilities of project team members in the relevant industry sector</p>	Work collaboratively in a team environment, both independently and under direction	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
	<b>industry knowledge</b>					
	roles and responsibilities of project team members in the relevant industry sector	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
1.3. Select <b>software</b> that best suits the type of <b>production</b> and <b>delivery platform</b> for which visual effects sequences are being created.  Did candidate  <input type="checkbox"/> <b>Use and Identify</b> common features of industry-current compositing and visual effects software  <input type="checkbox"/> <b>Resolve</b> any issue in relation to the appropriate file type for the relevant production type.	<b>Type</b>	<b>Comments</b>	<b>Demonstrated</b>			
	<b>Technology</b>		Yes	No	Skill	Knw
	use common features of industry-current compositing and visual effects software	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
	<b>Knowledge</b>					
	issues and challenges that arise in the context of creating digital visual effects sequences				<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
1.4. Gather and analyse <b>reference material</b> to help with visualisation of final sequences  Did the candidate  <input type="checkbox"/> <b>Analyse</b> the reference material to	<b>Type</b>	<b>Comments</b>	<b>Demonstrated</b>			
	<b>initiative and creativity</b>	<b>Comments</b>	Yes	No	Skill	Knw
	visualising and interpreting creative concepts	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	

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visualise and interpret the creative concepts  <input type="checkbox"/> <b>Identify</b> issues and challenges that arise in the context of creating digital visual effects in relation to reference material.	<b>industry knowledge</b>					
	issues and challenges that arise in the context of creating digital visual effects sequences	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
<b>2. Prepare components.</b>						
2.1. Gather all <b>assets</b> for integration and check that they are in the correct <b>output file format</b> .  Assets may include:  <input type="checkbox"/> animated sequences <input type="checkbox"/> audio tracks <input type="checkbox"/> live action film footage <input type="checkbox"/> live action video footage <input type="checkbox"/> sequences of stills <input type="checkbox"/> static background plates <input type="checkbox"/> stills  Output file format may include:  <input type="checkbox"/> AVI <input type="checkbox"/> EPS <input type="checkbox"/> IFF <input type="checkbox"/> JPEG <input type="checkbox"/> MPEG <input type="checkbox"/> PNG <input type="checkbox"/> Quicktime	<b>Type</b>	<b>Comments</b>	<b>Demonstrated</b>			
			Yes	No	Skill	Knw
	<b>Technology, Skill (Technical skills )</b>					
	manage files and directories using standard naming conventions and version control protocols	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
	<b>Technology</b>					
	produce digital visual effects for a range of output formats	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
	<b>Industry knowledge</b>					
	issues and challenges that arise in the context of creating digital visual effects sequences	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	

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<p><input type="checkbox"/> Targa <input type="checkbox"/> TIFF</p> <p>Did the candidate:</p> <ul style="list-style-type: none"><li><input type="checkbox"/> Gather all the assets and manage the files.</li><li><input type="checkbox"/> Produce a number of output file formats</li><li><input type="checkbox"/> Check the integrity of the output files to be used.</li><li><input type="checkbox"/> Identify issues and challenges that might arise where creating digital visual effects such as fps, width, height of the out file formats</li></ul>																						
<p>2.2. Choose digital visual effects that best represent the vision of scripts, as required.</p> <p>Did the Candidate:</p> <ul style="list-style-type: none"><li><input type="checkbox"/> Identify an understanding of creative aspects and requirements.</li><li><input type="checkbox"/> Interpret script by choosing correct visual effects.</li></ul>	<table border="1"><thead><tr><th data-bbox="662 881 1021 944">Employability Skills</th><th data-bbox="1021 881 1538 944">Comments</th><th data-bbox="1538 881 1673 944">D.Strated</th><th data-bbox="1673 881 1763 944"></th><th data-bbox="1763 881 1852 944"></th><th data-bbox="1852 881 1942 944"></th></tr><tr><th data-bbox="662 944 1021 1008"></th><th data-bbox="1021 944 1538 1008"></th><th data-bbox="1538 944 1673 1008">Yes</th><th data-bbox="1673 944 1763 1008">No</th><th data-bbox="1763 944 1852 1008">Skill</th><th data-bbox="1852 944 1942 1008">Knw</th></tr></thead><tbody><tr><th data-bbox="662 1008 1021 1056">Industry</th><th data-bbox="1021 1008 1538 1056"></th><th data-bbox="1538 1008 1673 1056"></th><th data-bbox="1673 1008 1763 1056"></th><th data-bbox="1763 1008 1852 1056"></th><th data-bbox="1852 1008 1942 1056"></th></tr></tbody></table>	Employability Skills	Comments	D.Strated						Yes	No	Skill	Knw	Industry								
Employability Skills	Comments	D.Strated																				
		Yes	No	Skill	Knw																	
Industry																						
<table border="1"><tbody><tr><td data-bbox="662 1056 1021 1294">sound understanding of the relationship between the technical and creative aspects and requirements of productions in which digital visual effects are used</td><td data-bbox="1021 1056 1538 1294"></td><td data-bbox="1538 1056 1673 1294"><input type="checkbox"/></td><td data-bbox="1673 1056 1763 1294"><input type="checkbox"/></td><td data-bbox="1763 1056 1852 1294"><input checked="" type="checkbox"/></td><td data-bbox="1852 1056 1942 1294"><input checked="" type="checkbox"/></td></tr><tr><th data-bbox="662 1294 1021 1341">Initiative and enterprise</th><th data-bbox="1021 1294 1538 1341"></th><th data-bbox="1538 1294 1673 1341"></th><th data-bbox="1673 1294 1763 1341"></th><th data-bbox="1763 1294 1852 1341"></th><th data-bbox="1852 1294 1942 1341"></th></tr><tr><td data-bbox="662 1341 1021 1373">visualising and interpreting</td><td data-bbox="1021 1341 1538 1373"></td><td data-bbox="1538 1341 1673 1373"><input type="checkbox"/></td><td data-bbox="1673 1341 1763 1373"><input type="checkbox"/></td><td data-bbox="1763 1341 1852 1373"><input checked="" type="checkbox"/></td><td data-bbox="1852 1341 1942 1373"><input checked="" type="checkbox"/></td></tr></tbody></table>	sound understanding of the relationship between the technical and creative aspects and requirements of productions in which digital visual effects are used		<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Initiative and enterprise						visualising and interpreting		<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>				
sound understanding of the relationship between the technical and creative aspects and requirements of productions in which digital visual effects are used		<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>																	
Initiative and enterprise																						
visualising and interpreting		<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>																	

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	creative concepts						
2.3. Check that components comply with storyboard requirements.  Did candidate: <input type="checkbox"/> Interpret storyboards <input type="checkbox"/> Demonstrate an understanding to the components required for storyboard or in visioned digital visual effects.	<b>Employability Skills</b>  <b>communication, teamwork and literacy</b>  <b>Learning</b>  sound understanding of the relationship between the technical and creative aspects and requirements of productions in which digital visual effects are used	<b>Comments</b>	<b>D.Strated</b>				
			Yes	No	Skill	Knw	
			<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
			<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
2.4. Determine the appropriate <b>methods and techniques</b> to be used for the production of the required digital special effects.  Did Candidate: <input type="checkbox"/> Demonstrate the ability to distinguish different industry software features. <input type="checkbox"/> Select the appropriate technical method and technique to achieve the required special effect  Method and techniques such as:	<b>Employability Skills</b>  <b>self-management, learning and planning</b>  continuously improve skills and knowledge by keeping up to date with industry developments and new software features	<b>Comments</b>	<b>D.Strated</b>				
			Yes	No	Skill	Knw	
			<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
			<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
			<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	

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<input type="checkbox"/> 2D graphics and paint <input type="checkbox"/> 3D models and animation <input type="checkbox"/> compositing	technical and creative aspects and requirements of productions in which digital visual effects are used						
<b>3. Assemble previsualisations.</b>							
3.1. Create previsualisation of the required visual effects sequences using the appropriate assets and <b>compositing techniques</b> .  Did candidate <input type="checkbox"/> Create a previsulation document that interprets user requirements <input type="checkbox"/> Describe and Identify technical compositing techniques according to the sequence requirements.  Compositing Techniques such as the following: <input type="checkbox"/> adding graining <input type="checkbox"/> adding motion blur <input type="checkbox"/> camera matching <input type="checkbox"/> colour matching <input type="checkbox"/> combining levels together seamlessly <input type="checkbox"/> creating convincing shadows <input type="checkbox"/> creating mattes <input type="checkbox"/> enhancing the lighting	<b>Employability Skills</b>	Comments	<b>D.Strated</b>				
			Yes	No	Skill	Knw	
	<b>Initiative and Enterprise</b>		<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
	visualising and interpreting creative concepts		<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
	<b>Learning</b>						
	sound understanding of the relationship between the technical and creative aspects and requirements of productions in which digital visual effects are used		<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
	issues and challenges that arise in the context of creating digital visual effects sequences		<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	

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<input type="checkbox"/> keying <input type="checkbox"/> painting <input type="checkbox"/> rotoscoping.					
3.2. Experiment with previsualisation to establish the best results and solve problems that arise during the process of creating the visual effects.  Did candidate:  <input type="checkbox"/> Demonstrate the ability to creativity come up with a number of ideas during the previsualisation process or stage by generating ideas.  <input type="checkbox"/> Identify problems or issues and challenges that were raised in creating the previsualisation digital visual effects	<b>Employability Skills</b>	<b>Comments</b>	<b>D.Strated</b>		
			Yes	No	Skill Knw
	<b>Initiative and Enterprise</b>		<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
	visualising and interpreting creative concepts		<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
	<b>problem solving</b>				
	troubleshooting and solving problems as they arise during the process of creating digital visual effects		<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
	<b>Learning</b>				
	sound understanding of the relationship between the technical and creative aspects and requirements of productions in which digital visual effects are used		<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
	issues and challenges that arise in the context of creating digital visual effects sequences		<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/>

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3.3. Submit previsualisation visual effects sequences to relevant personnel for evaluation and feedback.  Did candidate:  <input type="checkbox"/> Perform an evaluation and feedback session and submit findings in the form of a report or email.  <input type="checkbox"/> Identify the roles and responsibilities of the project team	Type	Comments	Demonstrated		Skill	Knw
	Yes	No				
	<b>communication, teamwork and literacy</b>					
	respond constructively to feedback received from other team members		<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
	<b>Learning</b>					
	roles and responsibilities of project team members in the relevant industry sector		<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
3.4. Match elements as required, such as colour, lighting and camera.  Did candidate:  <input type="checkbox"/> Describe and Identify where you might need to Match elements as required, such as colour, lighting and camera  <input type="checkbox"/> Demonstrate and Define an understanding of lighting, colour, composition and mood.	Type	Comments	Demonstrated		Skill	Knw
Yes	No					
	distinguishing subtle differences that affect the matching of elements created in multiple mediums				<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
	<b>Learning</b>					
	strong understanding of light, colour, composition and mood				<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
4. Produce visual effects.						

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Type	Comments	Demonstrated		Skill	Knw
		Yes	No		
<b>Technology</b>		<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
use common features of industry-current compositing and visual effects software		<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
produce digital visual effects for a range of output formats				<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
<b>Initiative and Enterprise</b>					
distinguishing subtle differences that affect the matching of elements created in multiple mediums				<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
<b>Learning &amp; Problem Solving</b>					
issues and challenges that arise in the context of creating digital visual effects sequences				<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
strong understanding of light, colour, composition and mood				<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
4.2. Generate additional required effects to final stage.	Type	Comments	Demonst		

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Did candidate:			rated		Skill	Knw
			Yes	No		
	<b>Technology</b>					
	use common features of industry-current compositing and visual effects software		<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
	produce digital visual effects for a range of output formats		<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
	<b>Initiative and Enterprise</b>					
	troubleshooting and solving problems as they arise during the process of creating digital visual effects		<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
	<b>Technology</b>					
	technical parameters of various platforms and how these impact on the process of creating digital visual effects		<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
4.3. Render visual effects to desired format.	Type	Comments	Demonstrated			
			Yes	No	Skill	Knw
Did candidate:	<b>Technology</b>					
	produce digital visual effects for a range of output formats		<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
	<b>Technology</b>					

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	technical parameters of various platforms and how these impact on the process of creating digital visual effects						
4.4. Submit visual effects sequences to relevant personnel for evaluation and feedback by agreed deadlines.  Did candidate:  <input type="checkbox"/> Meet deadlines, i.e. was the assignment submitted on time or late. <input type="checkbox"/> Make notes of other people, listened to feedback for future improvements and were alterations made by deadlines. <input type="checkbox"/> Identify the importance of meeting deadlines to the relevant personnel.	Type  <b>self-management, learning and planning</b>  Meet deadlines	Comments  <b>self-management, learning and planning</b>  Meet deadlines	<b>Demonstrated</b>  Yes   No	Skill   Knw			
	<b>communication, teamwork and literacy</b>  respond constructively to feedback received from other team members		<input type="checkbox"/> <input type="checkbox"/>	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/>			
	<b>Technology</b>  roles and responsibilities of project team members in the relevant industry sector		<input type="checkbox"/> <input type="checkbox"/>	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/>			
<b>5. Finalise visual effects.</b>							
5.1. Respond to feedback by making adjustments to visual effects so that they comply with design and production	Type  <b>Technology</b>	Comments	<b>Demonstrated</b>  Yes   No	Skill   Knw			

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<p>specifications.</p> <p>Did candidate:</p> <p><input type="checkbox"/> Make adjustments to visual effects based on feed back.</p> <p><input type="checkbox"/> Demonstrate the importance of feedback by making adjustments to visual effects so that they comply with design and production specifications from personnel</p>	<table border="1"><tr><td>respond constructively to feedback received from other team members</td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input checked="" type="checkbox"/></td><td><input checked="" type="checkbox"/></td><td></td></tr><tr><td><b>Learning</b></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td>roles and responsibilities of project team members in the relevant industry sector</td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input checked="" type="checkbox"/></td><td><input checked="" type="checkbox"/></td><td></td></tr></table>	respond constructively to feedback received from other team members	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		<b>Learning</b>						roles and responsibilities of project team members in the relevant industry sector	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>													
respond constructively to feedback received from other team members	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>																											
<b>Learning</b>																															
roles and responsibilities of project team members in the relevant industry sector	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>																											
<p>5.2. Save files to specified storage system accessible to production team.</p> <p>Did candidate:</p> <p><input type="checkbox"/> manage files and directories using standard naming conventions and version control protocols</p> <p><input type="checkbox"/> Demonstrate their knowledge of technical parameters with digital visual effects.</p>	<table border="1"><thead><tr><th>Type</th><th>Comments</th><th colspan="2">Demonstrated</th><th></th><th></th></tr><tr><th>Technology</th><td></td><th>Yes</th><th>No</th><th>Skill</th><th>Knw</th></tr></thead><tbody><tr><td>manage files and directories using standard naming conventions and version control protocols</td><td></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input checked="" type="checkbox"/></td><td><input checked="" type="checkbox"/></td></tr><tr><td><b>Learning</b></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td>technical parameters of various platforms and how these impact on the process of creating digital visual effects</td><td></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input checked="" type="checkbox"/></td><td><input checked="" type="checkbox"/></td></tr></tbody></table>	Type	Comments	Demonstrated				Technology		Yes	No	Skill	Knw	manage files and directories using standard naming conventions and version control protocols		<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<b>Learning</b>						technical parameters of various platforms and how these impact on the process of creating digital visual effects		<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Type	Comments	Demonstrated																													
Technology		Yes	No	Skill	Knw																										
manage files and directories using standard naming conventions and version control protocols		<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>																										
<b>Learning</b>																															
technical parameters of various platforms and how these impact on the process of creating digital visual effects		<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>																										
<p>5.3. Make back-up copies of visual effects in accordance with</p>	<table border="1"><thead><tr><th>Type</th><th>Comments</th><th colspan="2">Demonstrated</th><th></th><th></th></tr></thead></table>	Type	Comments	Demonstrated																											
Type	Comments	Demonstrated																													

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enterprise procedures.  Did Candidate:  <input type="checkbox"/> Make backup copies of work <input type="checkbox"/> Identify the process of backing up	<b>Technology</b>		Y es	No	Skill	Knw	
	manage files and directories using standard naming conventions and version control protocols		<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
5.4. Complete workplace documentation as required.  Did the Candidate:  <input type="checkbox"/> Demonstrate the completion of workplace documentation <input type="checkbox"/> Identify the correct documentation need for completion of visual effects.	<b>Learning</b>						
	technical parameters of various platforms and how these impact on the process of creating digital visual effects		<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
5.5. Review process of creating	<b>Type</b>	<b>Comments</b>	<b>Demons trated</b>				
	<b>communication, teamwork and literacy</b>		Y es	No	Skill	Knw	
	complete workplace documentation		<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
	<b>Learning</b>						
	sound understanding of the relationship between the technical and creative aspects and requirements of productions in which digital visual effects are used						
	<b>Type</b>	<b>Comments</b>	<b>Demons</b>				

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<p>digital visual effects and note areas for future improvement.</p> <p>Did candidate:</p> <ul style="list-style-type: none"><li><input type="checkbox"/> Demonstrate the relevant work place documentation.</li><li><input type="checkbox"/> Demonstrated the importance of the review process.</li><li><input type="checkbox"/> Identified future improvements in creating digital visual effects by writing a short report</li></ul>	<b>Communication, teamwork and literacy</b>			<b>rated</b>		
	Complete work place documentation	Y es	No	Skill	Knw	
	<b>Learning</b>					
	roles and responsibilities of project team members in the relevant industry sector	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
	issues and challenges that arise in the context of creating digital visual effects sequences	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
The candidate's performance was:		Not Satisfactory <input type="checkbox"/>	Not Yet Satisfactory <input type="checkbox"/>	Satisfactory <input type="checkbox"/>		
Competency:		Not Yet Competent <input type="checkbox"/>	Competent <input type="checkbox"/>			
Feedback to be given to candidate or to Workplace Supervisor						
Trainer / Assessor signature: Date:						
Student Signature: Date:						

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## Assessment Matrix.

Code: <input type="checkbox"/>	CUFANM402A	Title:	Create digital visual effects							Date:	12/11/2008			
Element	Performance Criteria			%	K	S	A	Work Doc's	Portf olio	Case Study	Demo	Oral Q's	Role Play	Written Test
1. Clarify work requirements.				50	<input checked="" type="checkbox"/>									
	1.1 With reference to production documentation, clarify requirements for digital visual effects.			50	<input checked="" type="checkbox"/>									
	1.2 In consultation with relevant personnel, clarify work flow sequences to ensure that production schedule deadlines are met.			50	<input checked="" type="checkbox"/>									
	1.3 Select software that best suits the type of production and delivery platform for which visual effects sequences are being created.			50	<input checked="" type="checkbox"/>									
	1.4 Gather and analyse reference material to help with visualisation of final sequences.			50	<input checked="" type="checkbox"/>									
2. Prepare components.					<input checked="" type="checkbox"/>									

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	2.1 Gather all assets for integration and check that they are in the correct output file format.	50	<input checked="" type="checkbox"/>									
	2.2 Choose digital visual effects that best represent the vision of scripts, as required.	50	<input checked="" type="checkbox"/>									
	2.3 Check that components comply with storyboard requirements.	50	<input checked="" type="checkbox"/>									
	2.4 Determine the appropriate methods and techniques to be used for the production of the required digital special effects.	50	<input checked="" type="checkbox"/>									
<b>3. Assemble previsualisations.</b>			<input checked="" type="checkbox"/>									
	3.1 Create previsualisation of the required visual effects sequences using the appropriate assets and compositing techniques.	50	<input checked="" type="checkbox"/>									
	3.2 Experiment with previsualisation to establish the best results and solve problems that arise during the process of	50	<input checked="" type="checkbox"/>									

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	creating the visual effects.											
	3.3 Submit previsualisation visual effects sequences to relevant personnel for evaluation and feedback.	50	<input checked="" type="checkbox"/>									
	3.4 Match elements as required, such as colour, lighting and camera.	50	<input checked="" type="checkbox"/>									
<b>4. Produce visual effects.</b>			<input checked="" type="checkbox"/>									
	4.1 Create final visual effects.	50	<input checked="" type="checkbox"/>									
	4.2 Generate additional required effects to final stage.	50	<input checked="" type="checkbox"/>									
	4.3 Render visual effects to desired format.	50	<input checked="" type="checkbox"/>									
	4.4 Submit visual effects sequences to relevant personnel for evaluation and feedback by agreed deadlines.	50	<input checked="" type="checkbox"/>									
<b>5. Finalise visual effects.</b>			<input checked="" type="checkbox"/>									

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	5.1 Respond to feedback by making adjustments to visual effects so that they comply with design and production specifications.	50	<input checked="" type="checkbox"/>									
	5.2 Save files to specified storage system accessible to production team.	50	<input checked="" type="checkbox"/>									
	5.3 Make back-up copies of visual effects in accordance with enterprise procedures.	50	<input checked="" type="checkbox"/>									
	5.4 Complete workplace documentation as required.	50	<input checked="" type="checkbox"/>									
	5.5 Review process of creating digital visual effects and note areas for future improvement	50	<input checked="" type="checkbox"/>									

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## Assessment Mapping.

Parts	Method	PC Performance Criteria	RS Required skills	RK Required Knowledge	CE Critical Aspects of Evidence	EM Employability Skills
<b>Quiz</b>	Written Quiz Questions	1.1, 1.2,1.3,1.4 2.1, 2.2, 2.3, 2.4 3.1, 3.2, 3.3, 3.4 , 4.2, 4.3, 4.4 5.1, 5.2, 5.3,5.4	1.1, 1.2, 1.3, 1.4, 2.1,2.2,2.3,3.1,3.2 ,3.3,3.4, ,4.2,4.3,4.4	1.1,1.2,1.3,2,3, 4,5.	1.0, 1.1, 1.2, 2.0, 3.0	Communication, Teamwork, Problem solving, Initiative and enterprise, Planning and organizing, Self management, Using Technology, Learning
<b>Simulated (Assignment)</b>	Practical / Written					
<b>Task 1.1</b>	Practical	1.1, 1.2,1.3,1.4 2.1, 2.2, 2.3, 2.4 3.1, 3.2, 3.3, 3.4 4.1, 4.2, 4.3, 4.4 5.1, 5.2, 5.3,5.4	RS 1-4	RK 1-5	1.0, 1.1, 1.2, 2.0, 3.0	Communication, Teamwork, Problem solving, Initiative and enterprise, Planning and organizing, Self management, Using Technology, Learning
<b>Task 1.2</b>	Written Assessment	2.3, 1.1, 1.3	RS 1.1, 1.2, 3.1,	RK 1.2, 1.3	1.0, 1.1, 1.2, 2.0, 3.0	Communication, Teamwork, Problem solving, Using technology, Learning
<b>Task 1.3</b>	Written Assessment	3.0-3.4	RS 1.4	RK 1.1, 1.2	1.0, 1.1, 1.2, 2.0, 3.0	Communication, Teamwork, Technology, Planning and organizing, Learning
<b>Task 1.4</b>	Practical	4.3	RS 2.2	RK 4	1.0, 1.1, 1.2, 2.0, 3.0	Communication, Teamwork, Planning and organizing, Technology

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<b>Task 2</b>	Written Assessment	1.1, 1.2, 1.3, 1.4 2.1, 2.2, 2.3, 2.4 3.1, 3.2, 3.3, 3.4 4.1, 4.2, 4.3, 4.4 5.1, 5.2, 5.3, 5.4	RS 1-4	RK 1-5	1.0, 1.1, 1.2, 2.0, 3.0	Communication, Teamwork, Problem solving, Initiative and enterprise, Planning and organizing, Self management, Using Technology, Learning
<b>Class Activity's</b>	Portfolio	1.1, 1.2, 1.3, 1.4 2.1, 2.2, 2.3, 2.4 3.1, 3.2, 3.3, 3.4 4.1, 4.2, 4.3, 4.4 5.1, 5.2, 5.3, 5.4	RS 1-4	RK 1-5	1.0, 1.1, 1.2, 2.0, 3.0	Communication, Teamwork, Problem solving, Initiative and enterprise, Planning and organizing, Self management, Using Technology, Learning
<b>Activity 1.1</b>	Portfolio	1.1	RS 1.1, 1.2		1.1	communication, teamwork and literacy skills
<b>Activity 1.2</b>	Portfolio	1.2	2.1	1.1	1.0, 1.1, 1.2, 2.0, 3.0	communication, teamwork, Learning
<b>Activity 1.3</b>	Portfolio	1.3	2.1	1.3	1.0, 1.1, 1.2, 2.0, 3.0	Technology, Learning
<b>Activity 1.4</b>	Portfolio	1.4	3.1	1.3	1.0, 1.1, 1.2, 2.0, 3.0	Initiative and enterprise, Learning,
<b>Activity 2.0</b>	-	-	-	-		-
<b>Activity 2.1</b>	Portfolio	2.1	2.3, 2.2	1.3	1.0, 1.1, 1.2, 2.0, 3.0	Technology, Learning
<b>Activity 2.2</b>	Portfolio	2.2	3.1	1.2	1.0, 1.1, 1.2, 2.0, 3.0	Learning, Initiative and enterprise
<b>2.3 – No Activity</b>		-	1.2	1.2		communication, teamwork, Learning
<b>Activity 2.4</b>	Portfolio	2.4	4.2	1.2	1.0, 1.1, 1.2, 2.0, 3.0	Self management, Learning

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<b>Activity 3.1</b>	Portfolio	3.1	3.1	1.2, 1.3	1.0, 1.1, 1.2, 2.0, 3.0	Initiative and enterprise, Learning,
<b>Activity 3.2</b>	Portfolio	3.2	3.1, 3.4	1.2	1.0, 1.1, 1.2, 2.0, 3.0	Initiative and enterprise, Problem solving, Learning,
<b>Activity 3.3</b>	Portfolio	3.3	1.4	1.1	1.0, 1.1, 1.2, 2.0, 3.0	Communication, Teamwork, Learning
<b>3.4 No Activity</b>		3.4	3.2	1.2		Initiative and enterprise, Learning
<b>Activity 4.1</b>	Portfolio	4.1	2.1, 2.2, 3.2	1.3	1.0, 1.1, 1.2, 2.0, 3.0	Technology, Initiative and enterprise, Learning, Problem solving
<b>Activity 4.2</b>	Portfolio	4.2	2.1, 2.2, 3.4	4	1.0, 1.1, 1.2, 2.0, 3.0	Technology, Initiative and enterprise, Learning, Problem solving
<b>Activity 4.3</b>	Portfolio	4.3	2.1, 2.2	4	1.0, 1.1, 1.2, 2.0, 3.0	Technology
<b>Activity 4.4</b>	Portfolio	4.4	4.1, 4.3, 1.4	1.1	1.0, 1.1, 1.2, 2.0, 3.0	Communication, Teamwork, Technology, Learning,
<b>Activity 5.1</b>	Portfolio	5.1	1.4	1.1	1.0, 1.1, 1.2, 2.0, 3.0	Technology, Learning,
<b>Activity 5.2</b>	Portfolio	5.2	2.3	4	1.0, 1.1, 1.2, 2.0, 3.0	Technology, Learning,
<b>Activity 5.3</b>	Portfolio	5.3	2.3	4	1.0, 1.1, 1.2, 2.0, 3.0	Technology, Learning,
<b>5.4 No Activity</b>		5.4	1.5	1.2	1.0, 1.1, 1.2, 2.0, 3.0	Communication, Teamwork

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<b>Activity 5.5</b>	Portfolio	5.5	1.5	1.1, 1.4	1.0, 1.1, 1.2, 2.0, 3.0	Communication, Teamwork, Learning
<b>Workplace</b>	Third party / Simulated	1-5	RS 1-4	RK 1-5	1.0, 1.1, 1.2, 2.0, 3.0	Communication, Teamwork, Problem solving, Initiative and enterprise, Planning and organizing, Self management, Using Technology, Learning
<b>Work Place Task 1.1</b>	Practical	1.1, 1.2, 1.3, 1.4 2.1, 2.2, 2.3, 2.4 3.1, 3.2, 3.3, 3.4 4.1, 4.2, 4.3, 4.4 5.1, 5.2, 5.3, 5.4	RS 1-4	RK 1-5	1.0, 1.1, 1.2, 2.0, 3.0	Communication, Teamwork, Problem solving, Initiative and enterprise, Planning and organizing, Self management, Using Technology, Learning
<b>Work Place Task 1.2</b>	Written Assessment	2.3, 1.1, 1.3	RS 1.1, 1.2, 3.1,	RK 1.2, 1.3	1.0, 1.1, 1.2, 2.0, 3.0	Communication, Teamwork, Problem solving, Using technology, Learning
<b>Work Place Task 1.3</b>	Written Assessment	3.0-3.4	RS 1.4	RK 1.1, 1.2	1.0, 1.1, 1.2, 2.0, 3.0	Communication, Teamwork, Technology, Planning and organizing, Learning
<b>Work Place Task 1.4</b>	Practical	4.3	RS 2.2	RK 4	1.0, 1.1, 1.2, 2.0, 3.0	Communication, Teamwork, Planning and organizing, Technology
<b>Work Place Task 2</b>	Written Assessment	1.1, 1.2, 1.3, 1.4 2.1, 2.2, 2.3, 2.4 3.1, 3.2, 3.3, 3.4 4.1, 4.2, 4.3, 4.4 5.1, 5.2, 5.3, 5.4	RS 1-4	RK 1-5	1.0, 1.1, 1.2, 2.0, 3.0	Communication, Teamwork, Problem solving, Initiative and enterprise, Planning and organizing, Self management, Using Technology, Learning

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## Student Assessment Summary Sheet

The following is an outline of what class activity's and quiz questions match up with each performance criteria.

	<b>Quiz / Exam Quiz</b>	<b>Class Activity</b>	<b>Assignment / Task</b>	<b>RS</b>	<b>RK</b>	<b>Employability Skills</b>	<b>Job Log No</b>	<b>Evidence Item No</b>
<b>1.0 Clarify work requirements.</b>								
1.1 With reference to <i>production documentation</i> , clarify <i>requirements</i> for <i>digital visual effects</i> .	Q1	CA 1.1	T1					
1.2 In consultation with <i>relevant personnel</i> , clarify work flow sequences to ensure that production schedule deadlines are met.	Q 1.2.1, 1.2.2	CA 1.2	All					
1.3 Select <i>software</i> that best suits the type of <i>production</i> and <i>delivery platform</i> for which visual effects sequences are being created.	Q 1.3.0, 1.3.1, 1.3.2	CA 1.3	T1					
1.4 Gather and analyse <i>reference material</i> to help with visualisation of final sequences.	Q 1.4	CA 1.4	All					
<b>2.0 Prepare components.</b>								

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2.1 Gather all <b>assets</b> for integration and check that they are in the correct <b>output file format</b> .	Q 2.1	CA 2.1.1, 2.1.2	All					
2.2 Choose digital visual effects that best represent the vision of scripts, as required.	Q 2.2	CA 2.2	T1					
2.3 Check that components comply with storyboard requirements.	Q 2.3.1	-	T1					
2.4 Determine the appropriate <b>methods and techniques</b> to be used for the production of the required digital special effects.	Q 2.4.1, 2.4.2	CA 2.4.1	All					
<b>3.0 Assemble previsualisations.</b>		<b>3.0</b>						
3.1 Create previsualisation of the required visual effects sequences using the appropriate assets and compositing techniques.	Q 3.1.1, 3.1.2, 3.1.3, 3.1.4	CA 3.1	All					
3.2 Experiment with previsualisation to establish the best results and solve problems that arise during the process of creating the visual effects.	Q 3.2.1, 3.2.2	CA 3.2	All					
3.3 Submit previsualisation visual effects sequences to relevant personnel for evaluation and feedback.	Q 3.3.1, 3.3.2, 3.3.3	CA 3.3	- All					

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3.4 Match elements as required, such as colour, lighting and camera.	Q 3.4.1, 4.1, 4.2, 4.3	CA 3.4.1	All					
<b>4.0 Produce visual effects.</b>								
4.1 Create final visual effects.	-	CA 4.1.1 - 4.1.9  4.1.0.1, 4.1.0.2	T1, T2					
4.2 Generate additional required effects to final stage.	Q 4.2.1, 4.2.2, 4.2.3	CA 4.2	T1					
4.3 Render visual effects to desired format.	Q 4.3	CA 4.3	T1					
4.4 Submit visual effects sequences to relevant personnel for evaluation and feedback by agreed deadlines.	Q 4.4	CA 4.4	ALL					
<b>5.0 Finalise visual effects.</b>								
5.1 Respond to feedback by making adjustments to visual effects so that they comply with design and production specifications.	Q 5.1.1, 5.1.2	CA 3.3	All					
5.2 Save files to specified storage system accessible to production team.	Q 5.2.1, 5.2.2	CA 5.2.1	All					

**Training Package Code:** CUF07

**Training Package Name:** Screen and Media Training Package

**Qualifications:** Digital Media and Technology

Diploma in Screen and Media / Information Technology / Business / Print

**Unit of Competency:** CUFANM402A Create digital visual effects

**Assessment Level:** 4,5

5.3 Make back-up copies of visual effects in accordance with enterprise procedures.	Q 5.3	CA 5.3	All					
5.4 Complete workplace documentation as required.	Q 5.4		All					
5.5 Review process of creating digital visual effects and note areas for future improvement.	Q 5.5	CA 5.5	All					

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CUFANM402A Create digital visual effects Assignment

Student Name: \_\_\_\_\_ Date: \_\_\_\_\_

Cert II – Advanced Diploma in Screen, Multimedia, Business  
CUFANM402A Create digital visual effects Assignment – Simulated Assignment  
Student Name: \_\_\_\_\_ Date: \_\_\_\_\_

**CUFANM402A Create digital visual effects – Elements All.**

**Task 1.1**

**You are to incorporate a number of digital visual effects into 2 scenes producing a total of at least 8 digital visual effects between the 2 scenes.**

You have a choice of Creating 8 different visual effects for any type of production.

The following are a list of suggestion special effects that you could do. Note you might need shoot video footage to generate your visual effects or use another program to create some of your assets eg 3D Studio Max.

Visual effects:

- Bubbles, smoke
- droplets
- weather effects
- dust
- atmospheric effects
- starbursts
- fireworks
- line animations
- Energy ball
- lightening
- Explosion of an object
- Gun Shot Flare of light.

Other Effects:

- Camera Movement of an object.
- Lighting effect.

And tracking such as:

- camera matching
- or motion tracking.

**Task 1.2.**

Before you start create a story board that documents what you are going to create.

**Task 1.3**

You are to create a pre-visualization document.

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**Task 1.4**

When Submitting your visual effects save the project files of the software program that you have used and Save the visual effects 320 x 240 pixels avi format or wmv depending on file size. Effects should not go for more than 15 sec.

**Task 2.**

Write a short 1 page addressing each of the following elements in relation to you creating your visual effects;

- File format,
- Methods and techniques used in the creation of the visual effects.
- compositing techniques
- State what you did to create the 8 effects and why, what methods and techniques you used
- State why you used the particular software e.g. features etc.
- Description of the scene you are trying to create.
- Description on what improvements you created or explain how you experimented with an effect to create one that you liked best.
- State what alterations you made in terms of color, lighting and camera matching
- Write how you evaluated your effects and what feedback was given to you by your trainer or client.

**Due:** By the End of week 10.

**Assessment Tool to use:** Assessment Skills or Knowledge checklist

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**CUFANM402A Create digital visual effects Assignment Work Place assessment.**

**Task 1.1**

To perform this task you need to have the following assets

**Project Files Needed.**

Field5Side.mov (**Particle Emitter hitting a Ball – Hint: Maya Tutorial**).

Magic Hits\_web.mov (sourced from Andrew Kramer <http://www.videocopilot.net>)

You are to demonstrate your ability to compose and create an effect for a small sequence according to a script and footage given to you.

***Animation Description. Design Brief.***

*A energy ball gets directed at a female and a semi-circle appears as a shield to block energy ball.*

*Animation is to go the length of the initial video Magic Hits.mov. which is 1min long.*

*Color is to be florescent blue.*

A candle is to be mounted on the wall within the scene the candle can be created in any program that you like.

You will need to create an energy ball that hits person in video footage. You can use any program to create the energy ball or compositing software to create that effect.

File format for final scene is mp4 file size is to match the dimensions of the Magic Hits\_web.mov file with a width of 1920 and Height of 1080.

**Task 1.2.**

Before you start create a story board that documents what you are going to create.

**Task 1.3**

You are to create a pre-visualization document.

**Task 1.4**

When Submitting your visual effects save the project files of the software program that you have used and Save the visual effects 320 x 240 pixels avi format or wmv depending on file size. Effects should not go for more than 15 sec.

**Task 2.**

Write a short 1 page addressing each of the following elements in relation to you creating your visual effects;

- File format,
- Methods and techniques used in the creation of the visual effects.

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I \_\_\_\_\_ certified the work produced for this activity has been done by the person indicated in this document Date: \_\_\_\_\_

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CUFANM402A Create digital visual effects Assignment

Student Name: \_\_\_\_\_ Date: \_\_\_\_\_

- compositing techniques
- State what you did to create the 8 effects and why, what methods and techniques you used
- State why you used the particular software e.g. features etc.
- Description of the scene you are trying to create.
- Description on what improvements you created or explain how you experimented with an effect to create one that you liked best.
- State what alterations you made in terms of color, lighting and camera matching
- Write how you evaluated your effects and what feedback was given to you by your trainer or client.

**Duration:** 3hrs.

**Assessment Tool to use:** Assessment Skills or Knowledge checklist