



INSTITUTE OF FILM AND TELEVISION

CUF50107 Diploma of Screen & Media 3D Animation /Visual Effects Designer Program 2014

Overview

This Diploma of Screen and Media (3D Animation/Visual Effect Designer) offers professional academic instructions in the arts and sciences of motion pictures and television.

The course aims to give the student knowledge of the technical, creative and business aspects of the film/television industries looking at the 3D/Visual Effects. This includes practical hands on training in the operation of professional equipment and the state-of-the-art techniques. The course aims to produce artists with technical proficiency and technicians who are also artists.

This course is for anyone who is serious about making an immediate and significant contribution to the entertainment industry.

The training is delivered via a number of formats. High quality online learning environments including video and interactive audio visual environments. The ACIT online learning portal provides the logical and sequential structure of the course. Students are given access to the learning portal which also provides the means to interact with their trainer, submit work, and receive feedback. Students are also given access to practical in house training with access to the latest software and hardware that allows students to understand the principles on how to operate the equipment in the 3d world that is required for the film /animation effect industry

Students are awarded the qualification on successful completion of the assessment activities and demonstration of competence in the workplace.

Subjects

Subject

Occupational Health & Safety

Design Techniques

Modelling for film

Animating in the 3D world

Compositing :Visual Effects for Film

Portfolio Project

Total Hours of Course

695 Hours

Note: Course hours consist of lectures, supervised practical work, unsupervised practical work, e-learning, project work, and directed private study.

Entry Requirements

Prerequisites may be satisfied by demonstrating that:

1. Have completed either ITS, IPT, or ICT as a school subject

Possible vocational outcomes

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| 3D Modeller | Support digital media development technician |
| Visual Effects Artist | Assistant digital media developer |
| Post Production designer | |

Qualification

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| CUF 50107 Diploma Screen Media |
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Subject Descriptions

Occupational Health and Safety

Occupational Health and Safety (OHS) training is an important component of an effective OHS management system and legal requirement under OHS laws. This subject provides OHS instruction, training and information particularly with regards to the legislative risk management and consultative provisions that workers (employees, crew, freelancers & contractors) are required to participate in. The subject meets the Work Cover authority OHS construction induction training requirements. Managers, employees, crew, freelancers & contractors who hold this OHS qualification can work across productions, employers and Australian jurisdictions.

Design Techniques

In this subject we look at designing using 3ds Max. The lecture begins with modelling, discussing the use of reference, the benefits of 3D and various tips for 3ds Max. Detailed hard-surface modelling techniques are demonstrated as we see the entire modelling process unfold. He then takes the 3D concept to design Photoshop allows for the fast-turnaround of photo real images that can be quickly edited based on a client's art direction. These elements are composited, while a variety of effects are added to increase the believability of the image, including hand-painted details and lens effects. For those interested in learning the latest techniques being used by designers in the entertainment industry, this subject offers an inspiring perspective.

Modelling for Film

We'll begin by exploring the ZBrush interface and cover the process of getting geometry ready to sculpt so you can jump in and begin creating. We'll talk about Pixels and the unique 2.5D workflow and we'll talk about basic methods for creating and manipulating geometry on the canvas. Subdividing your mesh and beginning to use the sculpting brushes to add detail will be covered, as well as techniques for painting your models.

We'll also cover topics like

- masking,
- polygroups
- ZSpheres,
- DynaMesh
- ShadowBox.

We'll start with some simple geometry and then progress to more of a project-based approach as we explore sculpting, painting, using FiberMesh, lighting and rendering, and map creation.

Animating in the 3D World

This subject is designed to give the intermediate film 3D Artist a comprehensive overview. Using the same character rig as in Character Animation: Fundamentals. You will go down the same paths of successful character animation: mechanics and emotion as well as the fundamental principles of lip sync and dialogue, from keying the audio track and breaking it down to phrasing and inflection. Building on earlier themes, including dynamic posing, contrast of shape and emotion, line of action and use of negative space.

Compositing :Visual Effects for Film

This subject introduces you through the necessary steps to dial in a composite in order to provide richness and realism required for feature film work. Using a real production shots we will focus on the addition of small details to the composite Working through the layers of various lighting and atmospheric effects, some which are almost unnoticeable, but can make all the difference when making the shot “feel” real versus just “looking” real.

Portfolio Project

This subject takes all the tools learnt through the course and put them into 1 particular final project

This subject provides the student with the basic of screenwriting, emphasizing formatting, story structure, character development, conflict, and techniques of storytelling.

Students will be required to create a final 3D Scene using all of the Animation and compositing techniques learnt during the course.