

## COURSE CONTENT

<b>Course Code</b>	DF3001
<b>Course Title</b>	Cinematography for Visual Effects
<b>Pre-requisites</b>	DF2003 Cinematography I
<b>No of AUs</b>	3
<b>Contact Hours</b>	39 hours studio contact

### **Course Aims**

Shooting visual effects has increasingly become a part of the skillset required of mainstream camera teams, no longer limited to specialised VFX Units.

This course aims to introduce you to the skills that you need to acquire to be able to shoot VFX elements competently. It will also enable you to participate in pre and post production discussions about workflows and strategy for cinematography, film-making, animation, and film directing.

These principles of VFX will inform any use of both physical and digital VFX in subsequent media courses, and are also relevant for those interested in supervising on-set visual effects.

### **Intended Learning Outcomes (ILO)**

By the end of the course, you should be able to:

1. Describe how various techniques have evolved and developed within current and historical contexts.
2. Use and develop craft and skills to produce footage which can be integrated effectively with post-production.
3. Shoot sequences and experiment within a creative context using a range of core VFX systems.
4. Present, discuss and evaluate your research and practice in terms of the technical level achieved.
5. Collaborate and contribute to shooting exercises and critical discussions on the cinematography and workflow choices involved in producing a final artefact.

### **Course Content**

On this course you will begin by looking at an overview of the last one hundred years of visual effects and by looking at how the simple early techniques developed and transitioned as film-making media evolved.

Through a series of background lectures, which will be followed up by practical classes you will focus on aspects of photographing material designed to integrate with visual effects methods used in post-production. You will learn to shoot composites with precision which will be coupled with gaining a critical understanding of the issues that can arise in post when integrating live action material.

There will also an opportunity to have hands on experience with motion control, time-lapse, and

stop motion. There will also be a session on operating for motion capture.

The final assignment will involve you producing a short piece of creative work showcasing the various cinematographic techniques applied to VFX.