

HIGHER NITEC IN VISUAL EFFECTS

Core Modules

Digital Effects Essentials

On completion of the module, students should be able to apply the workflow of production techniques based on industry workflow. This module covers the creation of fundamental of 3D modelling, lighting, rendering and compositing.

3D Modelling

On completion of the module, students should be able to create hard surface and organic 3D elements. This module covers the creation of 3D elements and renders them into the appropriate file format.

Texturing, Lighting and Rendering

On completion of the module, students should be able to produce apply good techniques of texturing and lighting. They should also be able to perform rendering of photo realistic Computer Graphics scene.

Digital Sculpting

On completion of the module, students should be able to create detailed 3D model using advanced sculpting tools and techniques. They should also be able to perform complex surface details and rendering.

Matchmoving and Rotoscoping

On completion of the module, students should be able to create 2D/3D camera tracking effectively and integrating live action footage with computer graphic elements. They should also be able to perform compositing and apply the techniques of rotoscoping and matte extraction.

Dynamic FX

On completion of the module, students should be able to apply the techniques and workflow in creating dynamic visual effects animation.

Compositing

On completion of the module, students should be able to perform video compositing by applying techniques such compositing visual elements, colour correction and grading.

Industry Attachment

On completion of the module, students should be able to apply and integrate the skills and knowledge that they have acquired to the industry and would have gained relevant work experience.