

# Course Manual POP

Postproduction

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## – General information

**Long name** Postproduction

**Approving CModule** POP\_BaMT

**Responsible** Axel Gärtner  
Lehrkraft für besondere Aufgaben  
Fakultät IME

**Valid from** summer semester 2022

**Level** Bachelor

**Semester in the year** summer semester

**Duration** Semester

**Hours in self-study** 78

**ECTS** 5

**Professors** Axel Gärtner  
Lehrkraft für besondere Aufgaben  
Fakultät IME

**Requirements** Basics of Mediadesign,  
Passion for VFX

**Language** German and English

**Separate final exam** Yes

### Literature

Wird regelmässig in den Vorlesungsfolien veröffentlicht und aktualisiert.

### Final exam

**Details** Projectwork: The footage, which has been produced in class needs to be finished for a final release. The result will be presented and including a written Dokumentation evaluated.

**Minimum standard** All documentation have to be handed in. The finalproduction has to a satisfying result considering technical and design standards.

**Exam Type** EN Abschlussarbeit

## – Lecture / Exercises

### Learning goals

<b>Goal type</b>	<b>Description</b>
Knowledge	<ul style="list-style-type: none"><li>- Meaning of postproduction: Definition of postproduction, classification of the production pipeline, review of the past, postproduction workflow</li><li>- Preproduction: Briefing, projectmanagement with special focus on postproduction, look development, previsulisation methods, camerawork, prove of concept</li><li>- Setsupervision: Preparation for the shooting VFX, challenges on set, wrap up</li><li>- Introduction to compositing and motiongraphics: Definitions, techniques, evaluation of graphic systems</li></ul>
Skills	<ul style="list-style-type: none"><li>- Analyse, optimise and understanding postproduction workflow and processes</li><li>- Understand and apply postproduction equipment and components</li></ul>

### Special requirements

none

### Accompanying material

Keynotes as PDF

### Separate exam

No

### Expenditure classroom teaching

<b>Type</b>	<b>Attendance (h/Wk.)</b>
Lecture	2
Exercises (whole course)	0
Exercises (shared course)	0
Tutorial (voluntary)	0

## – Lecture / Exercises

### Learning goals

Goal type	Description
Skills	<ul style="list-style-type: none"><li>- Concept development</li><li>- Previsualisation</li><li>- Production of a shoot for filmproductions with VFX</li><li>- Postproduction for VFX</li><li>- Finishing</li></ul>

### Special requirements

none

<b>Accompanying material</b>	undefined
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<b>Separate exam</b>	Yes
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### Expenditure classroom teaching

Type	Attendance (h/Wk.)
Exercises (whole course)	2
Exercises (shared course)	0
Practical training	0
Tutorial (voluntary)	0

### Separate exam

<b>Exam Type</b>	EN praxisnahes Szenario bearbeiten (z.B. im Praktikum)
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<b>Details</b>	VFX scenes are being produced.
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<b>Minimum standard</b>	Showing the understanding of the problem and handing in the result.
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