

Course

POP - Postproduction

Version: 2 | Last Change: 16.09.2019 09:51 | Draft: 0 | Status: vom verantwortlichen Dozent freigegeben

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General information

|                      |  |
|----------------------|--|
| Long name            | Postproduction   |
| Approving CModule    | <a href="#">POP BaMT</a>   |
| Responsible          | Axel Gärtner<br><small>Lehrkraft für besondere Aufgaben Fakultät IME</small> |
| Level                | Bachelor   |
| Semester in the year | summer semester  |
| Duration             | Semester   |
| Hours in self-study  | 78   |
| ECTS                 | 5  |
| Professors           | Axel Gärtner<br><small>Lehrkraft für besondere Aufgaben Fakultät IME</small> |
| Requirements         | Basics of Mediadesign, Passion for VFX                                       |
| Language             | German and English   |
| Separate final exam  | Yes  |

Final exam

Details

Projectwork: The footage, which has been produced in class needs to be finished for a final release. The result wird will 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

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

^ Lecture / Exercises

Learning goals

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Knowledge

- Meaning of postproduction: Definition of postproduction, classification of the production pipeline, review of the past, postproduction workflow
  - Preproduction: Briefing, projectmanagement with special focus on postproduction, look development, previsualisation methods, camerawork, prove of concept
  - Setsupervision: Preparation for the shooting VFX, challenges on set, wrap up
  - Introduction to compositing and motiongraphics: Definitions, techniques, evaluation of graphic systems
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Skills

- Analyse, optimise and understanding postproduction workflow and processes
- Understand and apply postproduction equipment and components

Expenditure classroom teaching

| Type                      | Attendance (h/Wk.) |
|---------------------------|--------------------|
| Lecture                   | 2                  |
| Exercises (whole course)  | 0                  |
| Exercises (shared course) | 0                  |
| Tutorial (voluntary)      | 0                  |

Separate exam

none

^ Exercises / Practical training

Learning goals

Skills

- Concept development
- Previsualisation
- Production of a shoot for filmproductions with VFX
- Postproduction for VFX
- Finishing

Expenditure classroom teaching

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

Separate exam

Exam Type

working on practical scenarion (e.g. in a lab)

Details

VFX scenes are being produced.

Minimum standard

Showing the understanding of the problem and handing in the result.