

INTRODUCING OUR NEW "INDUSTRY-READY" COURSES

BREAKING INTO VFX

2018 COURSE SYLLABUS

BROUGHT TO YOU BY

EFXCO

ESCAPE
STUDIOS

Part of
PEARSON
COLLEGE
LONDON

THE
FOUNDRY.

OPEN TO ANYONE INTERESTED IN STARTING A CAREER IN VISUAL EFFECTS

INTRODUCTION

NUKE is the leading compositing application for all major Visual Effects studios in the world. It is the key software behind Hollywood films, Commercials and Music Videos. It is the most powerful application that delivers unparalleled speed, efficient multi-channel scanline rendering engine, and a first-class feature set that is unrivaled in the desktop market. Nuke is a production proven visual effects tool that brings speed, functionality and flexibility to a VFX pipeline.

TRAINER



NUKE Certified Trainer, Hussin Khan, will take you through the 6-week program from understanding the fundamentals, to intermediate, to covering advanced topics.

Hussin was the Head of Education at the Academy Award winning Animation and VFX Studio, Rhythm & Hues.



**CERTIFIED
NUKE
TRAINING
CENTRE**

6- WEEK COURSE SYLLABUS

COURSE DESCRIPTION

This 6-week course covers all you'll need to know about compositing in Nuke, understanding Production Management, hands-on live-action shoot and creating CGI assets. This course is aimed at gaining both, industry-recognised NUKE certification & Production Management Certification.

WHO SHOULD ATTEND

Professionals seeking to start a career in VFX, Academicians seeking to incorporate Digital Compositing using Nuke into their syllabus, and Students seeking to learn high-end Compositing to get hired.

SUGGESTED PRE-REQUISITES

- Computer literacy
- Basic Photoshop skills
- Experience in another compositing package will be an added advantage

DURATION

6 WEEKS

PRICE

RM19,500 (USD4,900)

Once you fulfill the requirements, you'll receive a 'CERTIFIED NUKE ARTIST' accreditation acknowledged by The Foundry.

WEEK 1

- Nuke's interface
- Channel Sets & Channels
- Transforms & Animation
- Matte generation
- Rotoscoping
- 2D Tracking
- Planar Tracking
- Color Correction/ Matching

WEEK 2

Assignment 1

WEEK 3

- Greenscreen Keying
- Basic Stereoscopic
- 3D Tracking/ Matchmoving
- Rig Removal/Paint
- Projection Mapping
- Nuke's Modeler

WEEK 4

Assignment 2

WEEK 5

- Gizmos & Python
- Customizing NUKE
- Expressions
- Coverage Mapping
- Environmental Mapping
- Other nodes

WEEK 6

Assignment 3



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