ProTech Professional Technical Services, Inc.

Introduction to Compositing & BlackMagic Design Fusion

Course Summary

Description

The DaVinci Fusion page is where you can let your imagination go wild and create cinematic visual effects and motion graphics! It's built into DaVinci Resolve and features a node-based workflow with hundreds of 2D and 3D tools. This one-day course will introduce the fundamentals of VFX and nodes in Fusion, give hands-on examples of everyday tasks such as paint removals, green-screen, tracking, screen inserts, 3D, and more!

Topics

Lesson 1
- Conform exercises into Resolve/Fusion
- Fundamentals of compositing, RGB+Alpha, premultiplied vs. straight
- Basic Fusion; the UI layout, notes in Fusion, Merge nodes, keyframing, and animating text
- Paint removals with Planar Tracker
- Locked-off screen insert example

Lesson 2
- 1 and 2 point tracking
- Green-screen with static background
- Tracking and sky replacement
- Tracking moving screen inserts
- Refining and combining mattes/keys

Lesson 3
- Working with 3D text, 3D shapes, materials, lights
- 3D Camera tracking for sky replacement
- Adding particles and 3D elements
- 3D Camera tracking screen insert

Audience

Those who can benefit from this Introduction to Compositing & BlackMagic Design Fusion include:
- Producers
- Editors
- Assistant Editors
- Multimedia Producers
- VFX Professionals

Prerequisites

Students should possess practical working knowledge of computers and basic Mac OS X or Windows skills as well as a basic understanding of DaVinci Resolve.

Duration

Two days

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Course Outline

Lesson 1

I.   *Conform exercises into Resolve/Fusion*

II.   *Fundamentals of compositing, RGB+Alpha, premultiplied vs. straight*

III. *Basic Fusion; the UI layout, notes in Fusion, Merge nodes, keyframing, and animating text*

IV.   *Paint removals with Planar Tracker*

V.   *Locked-off screen insert example*

Lesson 2

VI.   *1 and 2 point tracking*

VII. *Green-screen with static background*

VIII. *Tracking and sky replacement*

IX.   *Tracking moving screen inserts*

X.   *Refining and combining mattes/keys*

Lesson 2

XI.   *Working with 3D text, 3D shapes, materials, lights*

XII. *3D Camera tracking for sky replacement*

XIII. *Adding particles and 3D elements*

XIV. *3D Camera tracking screen insert*