

MART 431 Special Effects and Compositing

MART 431 SPECIAL EFFECTS AND COMPOSITING

Techniques for the creation of special effects through digital compositing for film and video. Merging original 2D images such as photographs or other still images generated in Photoshop or Corel Painter with 3D images created in Autodesk Maya. Different output formats and uses for these compositing techniques in diverse industries. *Grade Option (Letter Grade or Pass/No Pass). Degree Credit.*

Units: 1.5

Hours/semester: 24-27 Lecture; 16-18 TBA; 32-36 Homework

Recommended: Prior experience in After Effects or equivalent.

Transfer Credit: CSU

