

## Tentative Training Plan for VISUAL EFFECTS THROUGH THE AGES\*

### Schedule and Training Plan

DAY 1	
Time	Topic
0830H-0900H	<ul style="list-style-type: none"> <li>Registration</li> </ul>
0900H-1030H	<ul style="list-style-type: none"> <li>Welcome and Course Overview</li> <li>Introduction to Visual Effects</li> </ul>
1030H-1055H	Tea Break
1100H-1230H	<ul style="list-style-type: none"> <li>Nuke Introduction</li> <li>Nuke Layout and Node Base structure</li> </ul>
1230H-1325H	Lunch Break
1330H-1500H	<ul style="list-style-type: none"> <li>Shoot Yourself on Green Screen / Blue Screen</li> <li>Rotoscoping and Keying</li> </ul>
1500H-1525H	Tea Break
1530H-1700H	<ul style="list-style-type: none"> <li>Colour Grading</li> <li>Output</li> </ul>
End of DAY 1	

DAY 2	
Time	Topic
0900H-1030H	<ul style="list-style-type: none"> <li>Introduction to Houdini</li> <li>Physical Base Lighting and 3 Point Lighting of Existing Setup</li> </ul>
1030H-1055H	Tea Break
1100H-1230H	<ul style="list-style-type: none"> <li>Understanding the basics of Shaders and Texture Maps</li> </ul>
1230H-1325H	Lunch Break
1330H-1500H	<ul style="list-style-type: none"> <li>Lighting Match to Live Plate and Rendering 25 to 50 Frms</li> </ul>
1500H-1525H	Tea Break
1530H-1730H	<ul style="list-style-type: none"> <li>Compositing of 3D object with Live Plate</li> </ul>
End of Course	

\*subject to change