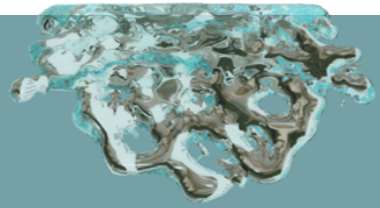




# CSC/FST 430: Digital Visual Effects



11:00 - 11:50 a.m.  
Monday, Wednesday, Friday  
Class: CI 2006  
Lab: Digital Arts Lab

## Spring 2015 Schedule

Eric Patterson, Ph.D.

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Week 1	January	12	13	14	15	16
<b>Basics and History of Special Effects</b>						
VES Ch. 1, Brinkmann Ch. 1, Rickitt Ch. 1						
Week 2		19 MLK	20	21	22	23
<b>Traditional &amp; Optical Techniques</b>						
Brinkmann Ch. 2, VES Ch. 2 (17-13), Rickitt Ch. 2-7						
Week 3		26	27	28	29	30
<b>Breakdown, Bidding, &amp; Planning</b>						
Brinkmann Ch. 3-5, 8-9, 11, VES Ch. 2 (53-77), Ch. 3 (79-138), Guindon Ch. 30						
Week 4	February	2	3	4	5	6
<b>Previsualization, On Set, &amp; Matchmoving</b>						
VES Ch. 3 (139-144, 158-204)						
Week 5		9	10	11	12	13
<b>Camera, Film, and Digital Properties</b>						
Brinkmann Ch. 8-11						
Week 6		16	17	18	19	20
<b>Moving Image Format and Manipulation</b>						
Brinkmann Ch. 7, 13-14, Dobbert Ch. 1-4						
Week 7		23	24	25	26	27
<b>Compositing Theory</b>						
Brinkmann Ch. 13-14, Dobbert Ch. 7-8						
Week 8	March	2	3	4	5	6
<b>Compositing &amp; Stereography</b>						
Guindon Ch. 1-5 (review), 7-9, 12-14, 30						
<--- Spring Break: March 9 - 13 --->						
Week 9		16	17	18	19	20
<b>Lighting, Rendering, HDR, &amp; IBL</b>						
Guindon Ch. 15-18						
Week 10		23	24	25	26	27
<b>Particles and Dynamics Simulation</b>						
Guindon Ch. 19-29, Gould Ch. 3, Wilkins Ch. 2, 3, 7, 18						
Week 11	April	30	31	1	2	3
<b>Simulation Continued</b>						
*Quiz 3*						
Week 12		6	7	8	9	10
<b>Python, Expressions, &amp; MEL</b>						
*Project 3 Due*						
Week 13		13	14	15	16	17
<b>FX Programming Continued</b>						
Brinkmann Ch. 15, Warping Ch. 4						
Week 14		20	21	22	23	24
<b>Face Capture, Re-Topo, FACS</b>						
Dobbert Ch. 9, 11						
Week 15	May	27	28	29	30	1
<b>Matte-Painting &amp; Projection</b>						
Brinkmann Ch. 15, Rickitt Ch. 8						
Reading Day Exams Begin						

Exam Date: Wednesday, May 6, 11:30 a.m. - 2:30 p.m.

\*Final Production Project Due Date TBA\*

"That is the most difficult thing of all, though it would seem the easiest: to see that which is before one's eyes."  
-- Johann Wolfgang von Goethe

### Required Texts

- *The Art and Science of Digital Compositing* by Ron Brinkmann
- *Nuke 101: Pro Compositing and VFX*
- *Practical Maya Programming with Python*
- *The VES Handbook of Visual Effects*

### Optional & Reference Texts

- *The Special Effects Handbook* by Marc-Andre Guindon
- *Special Effects: The History and Technique* by Richard Rickitt
- *Matchmoving: The Invisible Art of Camera Tracking* by Tim Dobbert
- *Complete Maya Programming*
- *Think Python*
- *The Magic of Houdini*
- *The Digital Matte Painting Book*