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ATC Training: Autodesk Combustion

This course has been designed for those who are either working as visualisers or who wish to become motion graphic or compositing artists. Both working professionals and first time students will benefit from the in-depth nature of this course.

Upon successful completion of this course you will be able to:

- Ø Understand the mechanics of how Combustion works.
- Ø Be able to use various techniques to key out green screen footage.
- Ø Know how to colour correct a piece of footage.
- Ø Animate graphics on screen.
- Ø Be able to perform standard tasks such as wire removal & corner pinning

Topics Covered

- Ø Fundamental Concepts
- Ø Using Paint
- Ø Transforming and Controlling Layers
- Ø Changing Layer Surface Properties
- Ø Using Channels, Mattes and Masks
- Ø Using Null Objects, Lights and the Camera
- Ø Tracking and Stabilizing
- Ø Keying and Colour Correcting
- Ø Nesting Composites
- Ø Creating Particle Effects
- Ø Capsules
- Ø Building G-Buffers
- Ø Morphing
- Ø Colour Warper
- Ø Integrating 3ds Max with Combustion

Course Code: EM0615_Comb
Course Duration: 2 days

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