804257 - PEE - Post-Production and Special Effects

Coordinating unit: 804 - CITM - Image Processing and Multimedia Technology Centre
Teaching unit: 804 - CITM - Image Processing and Multimedia Technology Centre
Academic year: 2019
Degree: BACHELOR'S DEGREE IN VIDEO GAME DESIGN AND DEVELOPMENT (Syllabus 2014). (Teaching unit Optional)
  BACHELOR'S DEGREE IN VIDEO GAME DESIGN AND DEVELOPMENT (Syllabus 2014). (Teaching unit Optional)
ECTS credits: 6  Teaching languages: Spanish

Teaching staff
Coordinator: Bolarín Molina, Salvador
Others: González García, Iñaki

Degree competences to which the subject contributes

Specific:
CEVJ 7. Master the wide range of professional tools in the sector for developing all kinds of digital content.
CEVJ 8. Design, model, texturise and animate 2D and 3D objects, characters and scenes for inclusion in digital projects, audiovisual sequences and video games.
CEVJ 9. Apply advanced modelling and animation, post-production and special effects techniques to the creation of digital content and/or its inclusion in a video game project.

Transversal:
01 EIN N1. ENTREPRENEURSHIP AND INNOVATION - Level 1. Showing enterprise, acquiring basic knowledge about organizations and becoming familiar with the tools and techniques for generating ideas and managing organizations that make it possible to solve known problems and create opportunities.
02 SCS. SUSTAINABILITY AND SOCIAL COMMITMENT. Being aware of and understanding the complexity of social and economic phenomena that characterize the welfare society. Having the ability to relate welfare to globalization and sustainability. Being able to make a balanced use of techniques, technology, the economy and sustainability.
07 AAT N3. SELF-DIRECTED LEARNING - Level 3. Applying the knowledge gained in completing a task according to its relevance and importance. Deciding how to carry out a task, the amount of time to be devoted to it and the most suitable information sources.
04 COE. EFFICIENT ORAL AND WRITTEN COMMUNICATION. Communicating verbally and in writing about learning outcomes, thought-building and decision-making. Taking part in debates about issues related to the own field of specialization.

Teaching methodology
The subject combines the following methods:
- Master classes
- Exercises in class with computer
- Student presentations
- Visualization and analysis of real projects
- Completion of exercises and projects autonomously with follow-up during the classes.

Learning objectives of the subject
- Know the basic concepts of the capture, lighting and composition of the image
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- Create image compositions using digital tools
- Analyze the different stages of creation of visual products: preproduction, production, postproduction
- Know the most used tools in the industry
- Obtain the necessary knowledge to complete a kinematics

<table>
<thead>
<tr>
<th>Study load</th>
<th>Total learning time: 150h</th>
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</thead>
<tbody>
<tr>
<td></td>
<td>Hours large group:</td>
</tr>
<tr>
<td></td>
<td>Hours medium group:</td>
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<tr>
<td></td>
<td>Hours small group:</td>
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<tr>
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<td>Guided activities:</td>
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<td>Self study:</td>
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# Content

## VISUAL EFFECTS

**Description:**
- Introduction
- Preproduction
- Production
- Postproduction

**Learning time:** 2h 30m  
Theory classes: 1h  
Self study: 1h 30m

## LIGHT

**Description:**
- Theory of light
- Behavior of light
- Light and materials
- Light and Shadows

**Learning time:** 2h 30m  
Theory classes: 1h  
Self study: 1h 30m

## title english

**Description:**
- Introduction
- The camera and the objectives
- Light and exposure

**Learning time:** 2h 30m  
Practical classes: 1h  
Self study: 1h 30m

## title english

**Description:**
- Introduction
- Composition
- Movements and perspective
- Cameras. characteristics

**Learning time:** 2h 30m  
Practical classes: 1h  
Self study: 1h 30m
### COLOR THEORY

**Description:**
- Basic aspects of digital color

**Learning time:** 2h 30m
- Theory classes: 1h
- Self study: 1h 30m

### Houdini Fundamentals

**Description:**
- Introduction to Houdini
- Differences with other 3D Software
- Interface
- Workflows
- Modeling and Procedural Modeling
- Digital Asset Concept
- Attributes, Variables and Functions
- Introduction to UV
- Cameras, Lights and Renders
- Introduction to Materials
- Introduction to Particles

**Learning time:** 37h 30m
- Practical classes: 15h
- Self study: 22h 30m

### Houdini: Dynamic Systems

**Description:**
- Introduction to dynamics and simulations
- Particle systems
- Volumetric systems
- Systems of rigid bodies
- Fluid systems

**Learning time:** 37h 30m
- Practical classes: 15h
- Self study: 22h 30m
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**PROJECTS**

<table>
<thead>
<tr>
<th>Description:</th>
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<tbody>
<tr>
<td>- Particle project without simulation</td>
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<tr>
<td>- Particle project with simulation</td>
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<tr>
<td>- Project of volumes without simulation (Static Procedural Volume)</td>
</tr>
<tr>
<td>- Project of volumes with simulation (Smoke Solver)</td>
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<tr>
<td>- Simulation project of rigid bodies</td>
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<tr>
<td>- Fluid simulation project</td>
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</tbody>
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**Learning time:** 52h 30m
- Guided activities: 21h
- Self study: 31h 30m

**Qualification system**

The final grade of the subject will be obtained from:

- Theoretical Partial Exam: 20%
- Delivery of practical exercises (4): 40%
- Theoretical Final Exam: 30%
- Participation and attitude of learning: 10%

**Bibliography**

**Basic:**


