Nuke VFX Compositing Course with Steve Wright
A 12 week mentored program

My 12 week VFX Compositing course is a fully mentored program combining video tutorials, weekly assignments, and book readings. We meet once a week with Skype for about half an hour to go over your assignment, answer any questions, and give you production tips. You will need about 10 hours a week to complete all the learning activities. Because this course is completely self-paced if you need time off for work or family that is never a problem.

Video Tutorials

Each week averages over 2 hours of video tutorials, the bulk of which are my own Telly award-winning videos. I have also tapped some of the tutorials on the Foundry's website for you to watch, many of which were actually made by me for the Foundry. This tutorials are hosted on Vimeo as streaming video which are accessed with a password.

Reading Assignments

The reading assignments come from two sources - my advanced book on compositing and the Nuke manuals. Each week a chapter from my book is selected that pertains to that week's learning points plus there are selections from the Nuke manuals that provide more information on the week's topics. You can purchase my book on Amazon.com using this link:

http://www.amazon.com/exec/obidos/ASIN/024081309X/wwwswdfxcom-20

Weekly Assignments

Each week there is a prepared Nuke script with multiple challenges for you to complete and turn in. You get all project media which averages about 200MB of images per week. We get together online and I put your assignment up on my workstation and we go through it together using desktop sharing so you can see and hear everything I do. If you made a mistake I will show you the correct approach and if you have any questions we answer them right there.

Your Instructor

I have over 20 years of production experience working on over 70 feature films in Hollywood. Since 2005 I have been a full-time teacher/trainer and have been recognized as the world's leading Nuke instructor. I have produced hundreds of tutorials (winning 2 Telly awards), published two popular books on compositing, and have taught Nuke compositing to the staffs of over 25 VFX studios including Pixar and Disney. I also recently won the SMPTE Kodak Educational Award for outstanding VFX training.

Weekly Course Summary

The first six weeks are an in-depth study of all aspects of 2D compositing with Nuke including keying, tracking, compositing CG lighting passes, color correcting and much more.

Week 1 – The Nuke Interface
- Navigating the interface
- Building Node Graphs
- Creating key frames
- The Curve Editor

Week 2 – Transformations and Animation
- Keyframe animation
- Math expressions and linking
- Creating animated elements
- Correcting for lens distortion

Week 3 – Color and Rotoscoping
- Nuke's color management
- Color correcting composites
- Rotoscoping
- Masking operations

Week 4 – Compositing CGI and Channels
- Mastering Nuke's channels system
- Multi-pass CG compositing
- Adding motion blur
- Adding depth of field

Week 5 – Keying
- Lumakeys
- All four of Nuke's chromakeyers
- Proper use of Addmix and Keymix nodes
- How to merge multiple keys

Week 6 – Tracking, Warping and Retiming
- The Tracker node
- How to do a match move
- Spline warp and Grid warp
- Retiming clips with optical flow

The second 6 weeks is an in-depth study of Nuke's awesome 3D compositing environment featuring key tasks such as camera projection, camera tracking, set extension, and more.

Week 7 – 3D Basics

- Navigating Nuke's 3D workspace
- Working with geometric primitives
- Projecting texture maps
- Rendering 3D scenes

Week 8 – 3D Animation and Shaders

- Animating 3D geometry
- Deforming 3D geometry
- Adding lights, shaders and materials to geometry
- Normals relighting

Week 9 – Production Workflows

- Adding a 3D background to a CG render
- Camera projection
- Rig removal
- Set extension

Week 10 – Camera Tracking

- How to do camera tracking
- Converting point clouds to meshes
- Compensating for lens distortion
- Getting 3D information to the 2D composite

Week 11 – Planar Tracker and Particles

- How to do planar tracking
- How to use planar tracking results
- Using Nuke's 3D particle system
- Creating your own particles

Week 12 – Advanced 3D Nodes

- Deep compositing
- Alembic geometry
- Modeling 3D geometry from a 2D scene
- Creating point clouds from CG renders