

Overview

This Standard is about producing the final animated sequence by digitally assembling individual components.

You may be assembling digitised drawings or individually rendered assets to create an animated sequence; or you may be adding titles, credits or overlays to a video sequence; or you may be merging animation or visual effects into live-action footage.

This standard is for you if you composite animation.

Performance criteria

You must be able to:

1. determine requirements that affect your work by analysing briefs, scripts, visual references and technical and production parameters
2. manage and co-ordinate the required assets in line with production requirements
3. make decisions about where and how to position assets that meet the directors intentions and the aims and objectives of the shots in the sequence
4. layer and position assets to compose each shot in line with production requirements
5. match, grade and adjust colour in line with production requirements
6. apply effects and transitions in line with production requirements
7. apply appropriate compositing techniques in line with production requirements, ensuring that shot continuity is maintained
8. evaluate the quality of the sequence against production requirements, making any refinements needed
9. output the finished sequence to an appropriate media format
10. remain flexible and adaptable to new directions, creative requirements and technical developments on an ongoing basis
11. get regular and useful feedback on your performance from those who are in a good position to judge it and to provide objective and valid feedback

Knowledge and understanding

You need to know and understand:

1. the creative style, overall concept and level of animation required for the production
2. the director's intentions
3. the aims and objectives of the shot
4. the technical requirements of the project, such as the aspect ratio, frame-rate and format
5. the range of assets that will combine to create each shot and sequence, such as characters, backgrounds, effects, transitions, titles, overlays
6. traditional and digital compositing techniques, including adjusting image resolution, cleaning up rigs and wires, improving appearance of renders
7. matte techniques such as blue-screen and green-screen
8. the use of timecoding logs
9. principles of photography and lighting, such as reflection, shadows, textures and colour balance
10. colour theory including complementary colours and harmonies
11. principles and techniques of image resolution
12. image composition and atmosphere
13. the importance of shot continuity
14. how to use industry-standard software to import, layer, manipulate and composite elements
15. the possibilities and constraints presented by the software you are using
16. stereo and stereo conversion

Compositing animation

Developed by Creative Skillset

Version Number 3

Date Approved March 2017

Indicative Review Date March 2020

Validity Current

Status Original

Originating Organisation Creative Skillset

Original URN SKSANIM17

Relevant Occupations Arts, Media and Publishing; Animation Professionals

Suite Animation

Keywords compositing; animation; animated; sequence; digital; assembling; components; digitised; drawings; rendered; assets; 2D; 3D; sequence; titles; credits; overlays; video; merging; visual effects; live-action; footage
