Grade and adjust colour

Overview

This Standard is about helping to achieve the envisaged look ensuring the authenticity and balance of the material or creating or enhancing a mood or particular stylised look.

This Standard should apply to anyone who is involved with the grading and adjusting colour.

Performance criteria

You must be able to:

1. find a vocabulary that enables clear communication with the client
2. develop ideas that help tell the story visually or solve a visual problem
3. agree the look, feel and mood to be achieved throughout the production with clients
4. agree what can be achieved within timescale and budget with relevant people
5. propose and trial alternative adjustments to achieve creative goals for scenes, shots or stylised presentation
6. share ideas with colleagues working on related 2D, 3D and audio at appropriate times
7. compensate for variations in the material to achieve scene to scene and shot to shot matching for actors, objects and locations
8. adjust colour, image sharpness and other textural improvements to enhance scenes or shots and fit the required look, feel and style
9. optimise the incorporation of visual effects, avoiding those that unnecessarily call attention to themselves
10. make critical judgements about video quality against expected artistic standards
11. produce colour corrected masters in required data formats
12. integrate work with the overall agreed post production workflow
13. maintain security for files and other materials in line with company requirements

Knowledge and understanding

You need to know and understand:

1. the effect of colour on an audience's perception and how to enhance perception through adjusting it
2. how to assess video quality to expected artistic standards
3. how to find out from clients the effect they are trying to achieve and offer creative solutions to them
4. how to identify specific creative goals for scenes and shots or stylised presentation
5. the use of Lookup Tables (LUTs) or agreed colour pipelines in achieving consistent artistic requirements across a range of deliverables and display technologies
6. ways in which different recoding media and cameras affect colour
7. components of colour in film and colour space
8. how to use various equipment and software to adjust colour, image sharpness and other textural enhancements, such as digital diffusion and softening
9. how to recognise the limitations of different source footage and how far you can push the colours in post production
10. format and labeling requirements for different workflows
11. current viewing standards and current professional, national and international standards of delivery and expressions of best practice for the range of platforms and content
12. the capabilities of different hardware and software facilities and the techniques for using them
13. how to identify the cost implications of additional work
14. where to find information about budget, timescales, deliverables and workflow
15. company systems for storage, back up and security

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