

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:

- 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

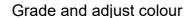
make critical judgements about video quality against expected



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:

- 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

SKSPP22



Grade and adjust colour

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