# Czech University of Life Sciences Prague

## Faculty of Economics and Management
## Department of System Engineering and Informatics



## Bachelor Thesis

### Visual Effects Compositing of Computer Graphics in Film and Video making

## Author

### Selva kumar Govindasamy Chinnadurai

## Supervisor

doc. Ing. **Vojtěch Merunka**, Ph.D

## SUMMERY

The Main goal of this thesis is to review the particular department of Visual effects post production with the topic" Visual Effects Compositing of Computer Graphics in Film and Video making" is to describe the brief history of Digital Compositing and make an overview of existing compositing software's, provide more detailed information on theory of 2D compositing as well as 3D compositing.

The main goal for practical part is to pick one complicated shot from film and do compositing with explanation of one of most popular software among compositing professionals worldwide.

The theoretical part explains detailed position of Visual effects compositing inside the pipeline of VFX, also detailed explanation of most important tools from compositing which is digital artist can ready to perform with the shots. Among these are compositing CGI materials into live-action plates, rotoscoping, Chroma keying, clean plate, finetuning and uses of lens and some other effects.

## Objectives of thesis:

The purpose of this thesis is to cover about different techniques currently used in the field of CG and visual effects by giving a variety of examples from the movies and TV Advertisements. Thesis covers a project aimed at finding a solution for one of the computer graphics techniques. The practical goal of this study is to analyze using a practical example which new software is the most popular one (or more) among professionals.

## Methodology:

The history of visual effects and CGI, and how the development has changed the industry of Film making will be studied and described in the first part of thesis. The method of digital compositing will be used for production of VFX in the second part of this thesis, in particular 2D and 3D digital compositing, by which are being added 2D and 3D elements into the Real video footage. There will be used all relevant standards of the software engineering and application software by Foundry and Adobe.

**Extended Abstract**

Digital VFX Compositing is widely using in the VFX postproduction nowadays, whether or not only it's for TV commercials, Films or Videos. The intention of the compositing is to seamlessly integrate with 2 or more sequence of videos or images in to one. The alternative words of computer graphics to make realistic world from unrealistic which is showing the Extraordinary visualization experience to the audience.

VFX Compositing seamlessly integrates digital assets with live-action footage to the final shot of a movie, game and TV commercials.

## Keywords:

VFX Digital compositing, Computer Graphics, Nuke, After effects, Film and TV postproduction, 2d and 3d Animation

## CONCLUTION

In this thesis I made on overview about compositing software and developments. I made Digital compositing of one complicated shot which is used in movie and I have learned and worked with some default and new techniques in the VFX compositing of Computer graphics.

Nowadays visual effects are most important part of film making, all big blockbuster movies are made 80% of VFX scenes from the whole movie. Digital Compositing may want to be a powerful and extremely demanded craft. The requirement to shape a plausible phantasm on the display screen is AN essential a phase of fashionable intellectual imagery production. Always lot of new special codes and new tools inventing from the technical team and more possibilities to have to make lot illusions from digital compositors, everyday growing of imagination of art directors and film directors concepts are cannot be dropped everyday every artist have to do many new techniques and make visual effects invisible. VFX markets growing every day.

VFX compositing is main player of computer graphics for films and games. Not totally will save workstation machine energy, deadline, money to firms and digital freelancing compositors, it increases the bounds of what concepts can do able to put into a very tight schedule. 3D application are dietary supplements of locality of the digital compositing, similarly, extra as gives compelling options for new innovative imaginary challenges.

From some extent of examine of associate innovative person, Digital compositing may want to be a captivating kind of art. it is associate impressive fusion of technical and imaginative skills. substitution backgrounds, getting rid of objects from a trial, integration splendid CG elements into sensible worlds, making delusion environments and completely enjoyable with new fun for the viewers – those vicinity has lot Challenges to deals with the aid of VFX Digital Compositor.

## **REFERENCES**

➢ Wright, Steve. *Digital Compositing for Film and Video*. Boston, Focal Press, 2002.  ISBN 0-240-80455-4

➢ Wright, Steve. *Compositing Visual Effects : Essentials for the Aspiring Artist*. Amsterdam ; Boston, Elsevier/Focal Press, 2008.  ISBN 13: 978-0-240-80963-2

➢ Okun, Jeffrey A, et al. *The VES Handbook of Visual Effects : Industry Standard VFX Practices and Procedures*. Burlington, Mass., Focal Press/Elsevier, 2010. ISBN: 978-0-240-81242-7