



Welcome to MA 3D Computer Animation

Production Management – ADGD7005

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Session 3

Next week - Working in 3D Animation post Production

Compositing
2D visual effects (VFX)/motion graphics
Colour correction
Final output

Reference:

3D Animation Essentials Andy Beane
[https://www.youtube.com/watch?v=v8GUsl8v](https://www.youtube.com/watch?v=v8GUsl8vJu4)

Ju4

Making of "The Incredibles"

[https://www.youtube.com/watch?v=r45EvRlrN](https://www.youtube.com/watch?v=r45EvRlrNZU)
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Next week - Working in 3D Animation post Production

- **Compositing**
- **2D visual effects (VFX)/motion graphics**
- **Colour correction**
- **Final output**
- **Using Production Tools**
- **Gantt Charts**
- **Production Boards**
- **Shot Sheet**
- **Model-Tracking Sheet**
- **Lighting/Rendering–Tracking Sheet**
- **Folder Management and Naming Conventions**

Working in 3D Animation post Production

- Postproduction is the completion and output stage of a 3D animation project, but again this can mean different outcomes for different industries. The entertainment industries use this stage to really make a project stand out through visual effects and colour corrections.
- The postproduction stage is where you can make a project that once looked amateurish look professional instead.

Working in 3D Animation post Production

Compositing

- The postproduction artist can layer all of the imagery created and filmed to make a final output image. This layering can be a simple task with only a few layers to manage, or it can become a complex task with hundreds of layers matched together. The imagery can be all 3D generated images; 3D and 2D graphics mixed; or 3D, 2D, and live-action film plates.

Working in 3D Animation post Production

2D Visual Effects/Motion Graphics

- 2D visual effects and motion graphics are often mixed into the compositing stage. The compositor and 2D visual effects artists can be the same artist, but at some studios they are not.

Working in 3D Animation post Production

- The 2D visual effects artist will add effects that are much simpler to achieve at the end of a project in a 2D application than in a 3D application. The following are examples of such effects:
- Sparks, Pixie dust, Dust, Rain drops, Background replacements, Camera shake, Green-screen removal
Rotoscoping

Working in 3D Animation post Production

Colour Correction

- Colour correction, also known as colour timing or colour grading, is when the entire project is adjusted to make sure all imagery colour is consistent and matches the final output source. All 3D animation projects are worked on as individual shots.

Working in 3D Animation post Production

Colour Correction

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Working in 3D Animation post Production

Colour Correction

- Colour correction can be very artistic and highly technical at the same time. It takes an expert eye and lots of practice to become good at colour correction. shows a before-and-after example of colour correction.

Working in 3D Animation post Production

Colour Correction



A shot before (left) and after (right) colour correction

Working in 3D Animation post Production

Final Output

- The final output of 3D animation can come in many different forms: film, video, Internet, rapid prototyping, 3D stereoscopic film and print media.
- Each of these output types have different workflows and technical limitations, but the most common output type is digital video that can be played on the computer or Internet.

Working in 3D Animation post Production

Final Output

- The largest technical limitation to this type is colour correction because not everyone's computer and monitor is calibrated and will look different.







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