



Fusion Visual Effects Certification Training

Fusion is the compositing software for visual effects artists, broadcast and motion graphic designers, and 3D animators. Over the last 30 years, Fusion has been used on thousands of Hollywood blockbuster movies and television shows. Fusion features a powerful node based interface that lets you quickly and easily create sophisticated effects by connecting different types of image processing tools together. With a massive range of tools and incredible VR and 3D support. Professional tools to create exciting broadcast graphics, dramatic titles, and visual effects. Blackmagic Design certified training teaches you the skills you need to be more creative, work faster, and get the job done. Instead of being offered over 3 consecutive days, the class is divided into 6 classes of 3 hour hands-on workshops, to allow working professionals to take the course without interrupting their busy schedules. All training is conducted by Blackmagic Design Certified Fusion Trainer.

Who Should Attend

Anyone who'd like to advance their skills with Fusion software and its use in post production.

Prerequisites

Students should have the following prerequisite knowledge prior to attending the course:

- Knowledge of OS X, windows 10 and basic computer navigation
- Current or novice Adobe After Effects or Autodesk Flame operators

COURSE OUTLINE

Quick Start: Learning the Fusion Exploring the Fusion Interface

- Adding the First Effect, Masking Effects
- Adding Clips from the Media Pool, Understanding the Merge Node
- Chaining Merge Nodes Together, Inserting and Adjusting Effects
- Adding Effects from the Effects Library, Rearranging Nodes in the Node Editor
- Adding Text, Animating with Keyframes, Using Modifiers

Part I: Visual Effects Creation Compositing Split Screens Using Layers from the Edit

- Tracking in the Fusion Page, Drawing a Matte
- Constructing the Split Screen, Adding Back Camera Motion

Replacing a Sky Retaining a Clip's Resolution

- Controlling a Composition's Resolution, Combining Tools to Create a Matte
- Fixing Holes in a Key, Embedding Alpha into an Image
- Tracking the Sky into Position, Fixing Interrupted Trackers, Blending In the Original Sky

Replacing Signs and Screens

- Tracking Planar Surfaces, Painting with the Clone Tool
- Using Photoshop PSD Layers, Corner Pinning an Image
- Combining Mattes and Images, Match Moving with the Planar Transform, Finalizing the Composite

Compositing Green-Screen Content

- Managing Color for Visual Effects, Why Use Linear Color Space?
- Pulling a Green-Screen Key, Refining a Matte
- Rotoscoping Auxiliary Mattes, Lining Up the Background
- Color Correcting Elements, Sending a Matte to the Color Page

Part II: Titling and Motion Graphics

- The Art of the Credit Roll Starting with a Fusion Generator
- Adding a Text+ Node, Aligning Text with Tabs
- Formatting a Single Line, Inserting Logos and Graphics
- Making Credits Roll, Converting to Pixel Values, Setting and Looping Keyframes



Creating Title Templates

- Styling Text in the Edit Page, Moving Text to the Fusion Page
- Creating a Background Banner, Revealing Text with Mattes
- Animating with the Follower, Adjusting Keyframe Timing
- Trying Out Versions, Saving a Template

Animating with Keyframes and Modifiers Identifying a Clip's Resolution

- Keyframing a Motion Path, Auto-Orienting Objects
- Straightening Out Alpha Channels, Painting a Motion Path
- Linking Parameters, Making Acceleration Adjustments
- Applying Random Animation Modifiers, Customizing Motion Blur

Part III: 3D Compositing

Setting Up a 3D

- Placing Elements on 3D Shapes, Navigating in 3D
- Using Shapes in 3D, Entering Simple Expressions
- Creating Multiple Axes of Rotation, Adding Lights and Cameras

Designing 3D Broadcast Graphics

- Adding 3D Text to a Scene, Animating 3D Text
- Playing Around with 3D Shapes, Working with Materials
- Converting 3D into a 2D Image, Adding 2D Look Design

Exploring 3D Particle Systems

- Setting Up a Particle System, Adding Motion to Particles
- Defining the Emitter Shape, Using Images for Particle Cells
- Optimizing Performance, Controlling the Timing and Look of Particles, Introducing Particle Forces

3D Camera Tracking

- Rotoscoping for 3D Tracking, Combining Garbage Mattes
- Preparing the Camera Tracker, Solving for the Camera
- Refining the Solve, Setting the Ground Plane and Exporting the Scene
- Positioning Objects in a 3D Set, Matching Color and Light

A Creating a Light Wrap

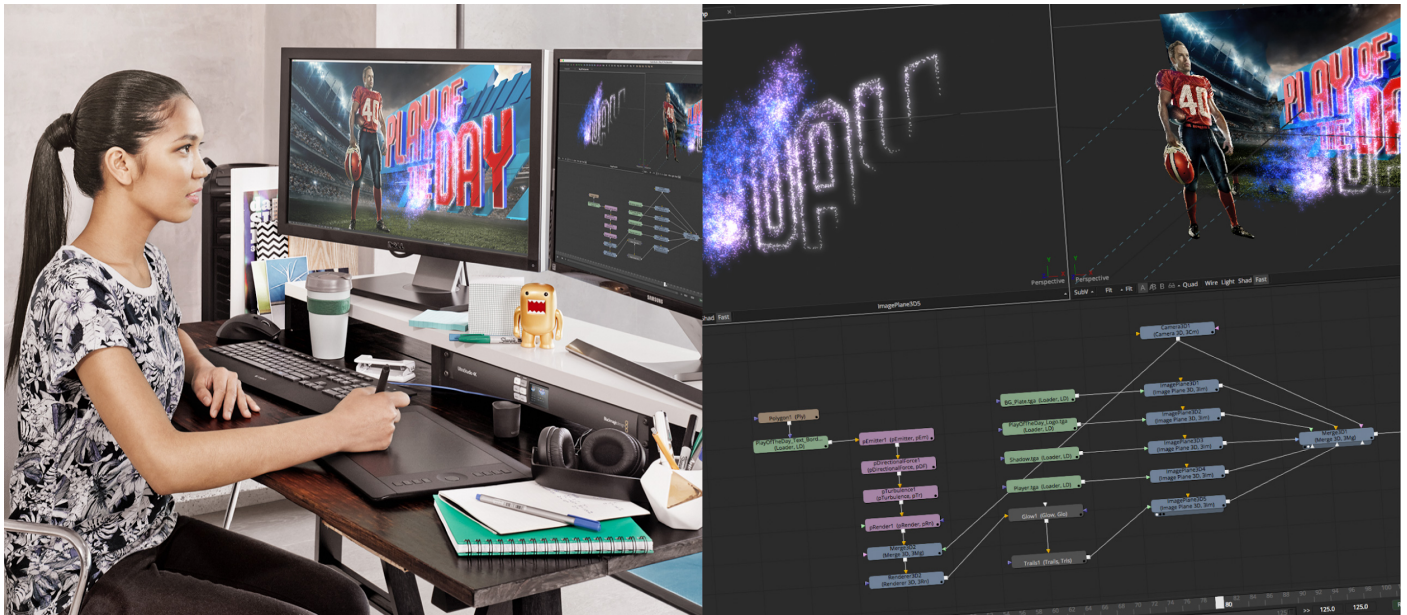
- Overview of a Light Wrap, Staying Organized with Color
- Combining Mattes, Merging the Light Wrap and Foreground

B Creating Smoke with Fast Noise

- Using Fast Noise for Particle Cells Rendering from the Fusion

C Fusion Keyboard Shortcuts General

- Node Editor, Navigation, Inspector
- Viewers, 3D Viewers, Splines, Advanced Spline Transforms
- Spline Editor



How to Register

Check [Fatbars Website](#) for a list of courses available for registration.

How to Pay

For your convenience, you can choose from a range of payment methods.

- Pay Online - Pay with your visa or mastercard instantly at our eSHOP
- Credit Card on site - You can process your visa or mastercard at Fatbars Office. Just let us know when you are coming, so we can make sure that someone will take care of you when you come.
- Bank Transfer - You can bank transfer to our HSBC account. Just send us the bank transfer receipt and we will send you a receipt.
- By Cheque - You can deposit your cheque into our HSBC account or mail by post to Fatbars Office. Once the cheque clears, we will issue you a receipt. Please give at least 3 days to clear the cheque.

If you need an official quotation or invoice for your company, let us know and we will email them to you asap.

Contact Us

If you have any questions regarding this course or any other training we offer, let us know. Help us help you achieve your goals. For all the latest updates and our location, please visit our website at www.fatbars.org

Email : training@fatbars.org • Telephone : 852-64383480