SFX - Tricks of the Trade

Programme course

6 credits

SFX - Tricks of the Trade

TNCG13

Valid from: 2017 Spring semester

Determined by

Board of Studies for Computer Science
and Media Technology

Date determined

2017-01-25

Offered for the last time

Autumn semester 2020

Main field of study

Media Technology and Engineering

Course level

Second cycle

Advancement level

A1X

Course offered for

- Media Technology and Engineering, M Sc in Engineering

Entry requirements

Note: Admission requirements for non-programme students usually also include admission requirements for the programme and threshold requirements for progression within the programme, or corresponding.

Prerequisites

Advanced Global Illumination, Scientific Visualization

Intended learning outcomes

To bring together all the various topics in computer graphics by exposing students to developers and users of this technology in the SFX industry.
The learning outcomes of this course are as follows:

- Ability to reason and criticize SFX in a Film
- Ability to link in earlier theoretical learning to real production in Film
- Ability to work with advanced software tools used in SFX production

Course content

This course will examine several films to explore the tricks of the trade. We will examine contemporary films, which use techniques that have been taught throughout the programme. The guest lecturers from industry will represent different stages of the SFX production ranging from research and development to compositing of final sequences.
The learning outcomes of this course are as follows:

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- Ability to link in earlier theoretical learning to real production in Film
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Teaching and working methods

The course will be presented in a series of invited lectures given by professionals working in the SFX industry. Various aspects of the SFX production pipeline will be presented. Several films will be examined and the techniques discussed. In the project assignment hands on experiences of working with and extending state-of-the
-art tools for SFX production will be obtained.

Examination

UPG4	Project work	3 credits	U, G
UPG3	Assignment	3 credits	U, 3, 4, 5

Grades

Four-grade scale, LiU, U, 3, 4, 5

Department

Institutionen för teknik och naturvetenskap

Director of Studies or equivalent

Camilla Forsell

Examiner

Jonas Unger

Course website and other links

http://www2.itn.liu.se/utbildning/kurs/index.html?coursecode=TNCG13

Education components

Preliminary scheduled hours: 36 h
Recommended self-study hours: 124 h

Course literature

Additional literature

Articles

No formal textbook. However, a selection of scientific papers relating to the selected films that are chosen between students and the lecturer will be made on a case by case basis.

Common rules

Regulations (apply to LiU in its entirety)

The university is a government agency whose operations are regulated by legislation and ordinances, which include the Higher Education Act and the Higher Education Ordinance. In addition to legislation and ordinances, operations are subject to several policy documents. The Linköping University rule book collects currently valid decisions of a regulatory nature taken by the university board, the vice-chancellor and faculty/department boards.

LiU's rule book for education at first-cycle and second-cycle levels is available at http://styrdokument.liu.se/Regelsamling/Innehall/Utbildning_pa_grund-_och_avancerad_niva.