



Autodesk® Combustion® Essential

This course is designed as an essential course for anyone in the animation and broadcast industry by using the power of Combustion to compose and create digital effects in your project.

Upon finishing the course, you will understand the general workflow of compositing and effects creation. You will be able to use the tools in Combustion to create such effects.

Course Outline

- Day 1** Introduction to user interface and compositing workflow. Creating 2D Composite project. Introduction to masking
- Day 2** Creating 3D Compositing project. Learning to use tracking system to help compositing. Using 2D Particle System for effects
- Day 3** Using stabilizing method to help salvaging footage. Introduction to keying and color correction
- Day 4** Using Paint tools. Creating camera and lights effects
- Day 5** Introduction to 3D Space. Creating motion graphics
- Day 6** Working with Alpha Channels, channel effects. Using and working with RPF. Using Flex Morph

