
Nuke for Compositors

- Length:** 3 days, 9:30am - 5:00pm
- Dates:** Monday 7th, Tuesday 8th and Wednesday 9th December 2009
- Fee:** \$700 (\$650 early bird offer for bookings before 16th October 2009)
- Venue:** The Australian National University, Acton, Canberra, ACT
- Instructor:** Paul Kirwan

Course Details

This course is an intensive three-day workshop for compositors experienced with other packages (such as After Effects, Shake, or Flame) but with only a basic knowledge of Nuke.

By the end of this course, attendees will have a solid working knowledge of Nuke, and an understanding of the advantages of node-based compositing. They will feel confident in their ability to use Nuke for high-end compositing tasks, and be aware of its tremendous advantages over competing packages.

Outline of Content

- A brief history of Nuke
- The Nuke interface; panels, editors and graphs
- Node-based workflow and compositing theory
- Scripts, flipbooks and rendering
- Transforms and 2D tracking
- Cornerpins, camera shake, distortions and warping
- Keying and rotoscoping
- Filters
- Colour operations; use of 32-bit floating point colour
- Generators
- Merge operators
- Use and advantages of multiple channels
- Time-based functionality
- Expressions
- Basic outline of the 3D system

About the Instructor

Paul Kirwan is an experienced VFX supervisor, compositor and instructor with over 12 years experience in film, television, commercials and broadcast design. His film credits include “Titanic”, the “Lord of the Rings” trilogy, “The Fifth Element”, “Pirates of the Caribbean”, “Transformers” and “Australia”. He has worked at such prestigious VFX facilities as Digital Domain, Industrial Light + Magic, and Weta Digital. He has shared in three Oscars and three BAFTAs for Visual Effects, and is a member of the Visual Effects Society.

Kirwan’s knowledge and experience regarding Nuke is unmatched, centered around his five years as a Digital Artist and Compositing Supervisor at Digital Domain, the award-winning VFX facility founded by James Cameron and the place where Nuke was originally developed.

Kirwan demonstrated Nuke for Digital Domain at Siggraph, and was the instructor of choice for Animal Logic when they decided to use Nuke for their work on “Australia”. He has developed numerous courses on Nuke for all experience levels, passing on the knowledge acquired over a distinguished career in Visual Effects. He is a researcher, artist and lecturer in Digital Media and Visual Effects at the Australian National University.

Further information, including Kirwan’s showreel and industry CV, is available at <http://www.paulkirwan.com.au>

Check the instructor’s credit list at <http://www.imdb.com/name/nm0457071>

About Nuke

Nuke is the world’s most advanced (and fastest-growing) software package for digital visual-effects compositing. Originally developed in-house for world-class Visual Effects facility Digital Domain, Nuke is a node-based compositor that delivers unparalleled speed, functionality and efficiency for high-end compositing tasks.

Nuke’s advantages include full 32-bit floating-point colour support; use of multiple channels for integration of multi-pass 3D renders; stereoscopic workflow support; a paradigmatic 3D lighting and rendering system; and the pedigree that comes from being conceived, written, produced and supported in a real-world production environment.

For further information, refer to <http://www.thefoundry.co.uk>