



*Collaboration project year 1, Post Production, Flows and processes I*

## ONE PROGRAMME - TWO TRACKS

The programme focuses on the collaboration between 3D artists and Compositors and we are fortunate to have a big network of companies and artists from the industry to teach production of high end visual effects for film and commercial.

*Read more on the tracks below and flip the paper to read Robin Nordensteins story on winning an Oscar for Best Visual Effects.*

### 3D VISUALISATION

A 3D artist produces models and environments to make them realistic through various techniques.

Choosing 3D visualisation, you will learn how to implement photorealistic 3D productions within a pre determined time frame and with high quality standards.

The productions you make can be used as both still and moving images for advertising and film productions.

This can for example include different techniques such as modeling, texturing, shading, lighting or animating a beetle.

### DIGITAL COMPOSITING

An important task when working as a compositor is to integrate assets, environments or props from 3D into live action material.

You focus on the post production of moving pictures in film- and advertising productions in a creative way but also in a cost effective and production realistic way.

You get an insight in different parts of post production and learn how to manage the tools you need.

For example, remove lines that keeps an actor hanging in the air and produce set extensions or how to integrate a computer generated beetle in an environment.



SCHOOL OF ENGINEERING, CAMPUS i12 IN EKSJÖ  
Higher Education Diploma

## VISUAL EFFECTS

**120** credits  
2 years

### "The Oscar Award was a dream come true."

*It is called "Recruitment Day" and is attracting head hunters from leading visual effect studios. When I got recruited, we had visitors from the two big London studios, MPC and Method Studios. MPC was looking for a student specialised in explosions, water, fire and smoke – matching my profile.*

ARTICLE FROM JU CATALOGUE



Today I've got big productions like The Jungle Book – for which I was awarded an Oscar, Alien Covenant and Pirates of the Caribbean on my CV. I live and work in Montreal with the opportunity to work at MPC's locations in London, Vancouver, LA and Bangalore.

The fact that MPC, one of the world's biggest firms within VFX, chooses to recruit from Campus i12 says a great deal about its reputation. I liked the fact that the programme is so well adapted to the requirements of the industry. Teachers are experienced professionals and the students' opportunities for internships and business contacts are prioritized

in every way, increasing your career prospects. Nothing's guaranteed of course, as there are many competitors, but some of them are a bit too fragmented or a bit too specialised. In my opinion Campus i12 offers a solid and broad platform with the possibility of individual specialisation.

The industry is growing fast and the timing is perfect if you want to be a part of it. My advice would be to grab every opportunity that presents itself, to work hard and to never give up. Do the things you love, for your own sake – not to impress family or friends. It is by following your own path that you will get somewhere!

Robin Nordenstein  
former student, VISUAL EFFECTS  
3D ARTIST, MONTREAL, CANADA

## COURSES (NB preliminary list of courses)

### Year 1

Introduction to CGI .....	6 credits
Pre Production .....	6 credits
Digital Image Management .....	6 credits
Post Production, Flows and processes I .....	6 credits

#### Profile: Digital Compositing

Rotoscoping and plate preparation .....	6 credits
Compositing I .....	9 credits
Compositing II .....	9 credits
On Set Supervision DC .....	9 credits

#### Profile: 3D Visualisation

3D I .....	9 credits
3D Animation .....	6 credits
3D II .....	9 credits
On Set Supervision 3D .....	9 credits

### Year 2

Post Production, Flows and processes II .....	9 credits
Research Methods and Communication .....	6 credits
Final Project Work .....	9 credits
Off-Campus Integrating Theory and Practice .....	27 credits

#### Profile: Digital Compositing

Compositing III .....	9 credits
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#### Profile: 3D Visualisation

3D III - Technical Direction .....	9 credits
3D III - Look development .....	9 credits

**PREREQUISITIES** General entry requirements include a high school diploma. Proof of English proficiency is required

**LAST APPLICATION DATE** International applicants 15 January, Swedish applicants 16 April