

Specification of Competency Standards
for the Information & Communications Technology Industry
Unit of Competency

Functional Area - Operations Management

Title	Perform compositing
Code	107963L5
Description	This unit of competency applies to all Digital Media Technology (DMT) practitioners in the digital video production work. Digital compositing is an essential part of visual effects in video games production. The practitioner's task is to take different elements, no matter how they were created, and blends them together seamlessly, photorealistic as a whole, and make them appear as if they were all shot together at the same time, under the same lights with the same camera, then give the shots a final artistic polish with colour correction.
Level	5
Credit	6
Competency	<p>Performance Requirements</p> <p>1. Knowledge for performing compositing</p> <ul style="list-style-type: none"> • Possess good communication skills that can communicate effectively with various stakeholders, including: matte painters, colourists, Computer-generated imagery (CGI) artist, art director, etc. • Possess good literacy skills that can read and interpret work requirements • Possess good knowledge and experience of compositing visual effect techniques, including: chroma keying, rotoscoping, morphing, etc. • Possess good knowledge of CGI compositing as well as CGI production techniques • Possess extensive knowledge of compositing software and tools • Possess excellent editing skills particularly with fine details <p>2. Perform compositing</p> <ul style="list-style-type: none"> • Comprehend the script/storyboard/project brief and work requirement to understand the compositing requirements. Where necessary clarification with stakeholders may be required, including but not limited to the following: <ul style="list-style-type: none"> ○ Confirm type of compositing work (visual effects or/and CGI) ○ Node based or layer based ○ Delivery schedule • Preparation for compositing <ul style="list-style-type: none"> ○ Evaluate the compositing job requirement and create a work plan, coordinate with other stakeholders, if necessary ○ Acquire all the elements (images, animations, blue screen shots, etc.) for compositing work ○ Setup compositing hardware/software and tools depending on the type of hardware and functions required for the compositing work. For example: Flame and Inferno for dedicated hardware or Shake and After Effects for desktop based • Using composition systems/software to create nodes or layers to link all the elements of the video sequence • Perform CGI compositing <ul style="list-style-type: none"> ○ CGI over live action background ○ Set extension ○ Match move (live action camera matching CGI camera shots) • Perform visual effects including but not limited to the following: <ul style="list-style-type: none"> ○ Chroma keying (bluescreen compositing) ○ Motion tracking ○ Warping and Morphing ○ Crowd duplication

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	<ul style="list-style-type: none"> ○ Atmospherics ○ Rotoscoping ○ Wire removal ○ Scene salvage (fixing damaged shots or scenes) ● Preview and perform colour and/or other corrections until satisfied with result ● Render and save in the required format for work sign off <p>3. Exhibit professionalism</p> <ul style="list-style-type: none"> ● Apply industry's best practices and technical knowhow to composite disparate elements created from difference sources and seamlessly integrated as a total realistic video scene without visible flaws
Assessment Criteria	<p>The integrated outcome requirements of this UoC are the abilities to:</p> <ul style="list-style-type: none"> ● Communicate with various stakeholders and fully grasp the compositing work requirements ● Analyse the compositing work requirements and formulate a work plan, as well as prepare the compositing equipment and digital assets for the editing work, ensuring no adverse effect or delay during editing ● Apply appropriate compositing techniques to produce the visual effect and quality that satisfies the work requirements
Remark	