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Autodesk Combustion Training

Email Contact: info@educba.com



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Course Overview

In this Course you get to learn:

Autodesk Combustion is a top class software used to create motion graphics, visual effects, and compositing.

Combustion is an all in one pack which provides most of the animation and editing features together in a single software.

This Autodesk Combustion Training will help you learn Combustion Fundamentals, Masks, Keying, and Color Correction and Paint and Particles.

Autodesk Combustion Training Skill

You get to learn about the below skills:

Let us have a look into the different skills you will learn from this tutorial

- Combustion Masks
- Keying
- Colour correction
- Paint & particles
- Working with layers
- Working with alpha channel
- Layer controls
- Animating Mask
- Advanced keying
- Bit depth
- Refine tuning shapes
- Stereoscopic roto

Course Features



Course Duration -
15+hours



Number of Courses



Verifiable
Certificates



Lifetime Access



Technical
Excellence

About Autodesk Combustion

Autodesk Combustion is a computer programme for motion graphic, stunning visuals, and compositing.

Combustion is an all in one tool which allows to paint, animate, edit and composes 2D and 3D visuals in an integrated environment.

Also, it is a resolution independent vector-based animation software which composes visuals corresponding to TV, videos, web, and feature film domains.

Autodesk Combustion Training

This is a Bundle Course that includes complete in-depth Autodesk Combustion Training Course Combined into one course.

This Bundle perfectly meets the requisite of the industry and gives you a better chance of being hired as Autodesk professional.

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(Module #1) - Combustion Fundamentals

Section 1. Introduction to Combustion

- Introduction to Combustion
- Interface UI
- Creating New Composition

Section 2. Creating basic composition

- Importing Video
- Editing Timeline
- Replacing Footage

Section 3. Working with Layers

- Transform Controls of Layer
- Animating Transform Controls
- Duplicating Animation
- Viewport Layout

Section 4. Working with Alpha Channel

- Alpha Channel
- Creating Alpha Image

Section 5. Working with Layer Blending

- Working with Layer Blending

Section 6. Working with Layer Controls

- Preserve Alpha
- Stencil Layer
- Animation to Scale and Y AXIS
- Animation to Rotation, Opacity and Interpolation
- Summary of Introduction to Combustion

Autodesk Combustion

(Module # 2)

Masks

Section 1. Using Masks

- Concept of Rotoscopy
- Introduction to Rotoscopy
- Extracting Rope and Analyzing Shot
- Add Key

Section 2 . Adjusting Control Point Keyframes in Timeline

- Animating Head
- Animating Torso
- Animating Left Arms
- Animating Front Thigh
- Animating Front Shoe

Section 3 . Animating Mask

- Further Animating Mask
- Further Animating Front Thigh
- Further Animating Front Shoe
- Animating Leg Behind
- Extra Poly Hand
- Manipulate Left Thigh
- Adding Extra polygon of Hand
- Adding Extra Polygon of Torso
- Adjust Below Portion Body
- Use of Bezier Mask Tool
- Adjusting Extra Hand
- Refine Tuning Shapes
- Compositing Extracted Character
- Importance and Purpose of Stereoscopic Ro

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(Module #3) Keying and Color Correction

Section 1 . Keying

- Using Diamond Keyer
- Importing Image Sequence
- Using Tolerance In Diamond Keyer
- Creating Garbage Matte
- Using Linear Keyer
- Fundamental of Keying
- Process of Keying
- Major Factors While Keying
- Keying in Combustion
- Introduction to Discreet Keyer
- Applying Discreet Keyer

Section 2 . Advanced Keying

- Stores inside Discreet Keyer
- Matte and Color Suppression Controls in Discreet Keyer
- Keying out through Channel in Discreet Keyer
- Applying Alpha Level Operator for Refining Matte
- Matte Control Operator
- Summary of Keying Operators

Section 3 . Bit Depth

- Introduction to Bit Depth
- Different ways of Changing Bit Depth

Section 4 . Color Correction

- Fundamentals and Importance of Color Correction
- Understanding the Histogram
- Learning Offset Gamma and Gain
- Using the Discreet CC Basic Operator
- Using the Discreet CC Histogram
- Using the Discreet CC Curves
- Discreet Color Wheel and other.

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Combustion (Module#4) Paint and Particles

Section 1 .Working with Paint

- Introduction to Paint
- Creating Logo Through Filled Rectangle
- Ellipse and Bezier Tool
- Creating Logo Using Stroked Rectangular Tool
- Animating the Logo
- Working With Gradient
- Working With Text and Animating
- Working With Brush Strokes
- Cloning Brush
- Tracking
- Paint Summary

Section 2 . Particles

- Introduction to Particle System
- Particle Emitter
- Understanding the Behavior Controls of Particles
- Line and Area Emitter Tool
- Changing Particle Shape
- Importing and Customizing Particle
- Rendering in Combustion

Section 3 . Summery

- Course Summary



Frequently Asked Questions

Why should I do this Autodesk Combustion Training?

If you're asking this question, probably you haven't gone through the curriculum. Anyone who wants to learn visual effects and compositing should learn this course.

Would this Autodesk Combustion Training help me in my career advancement?

Solidworks is a simple and easy to learn for the learner. It serves the main tool for modeling without constraining that makes modeling easy. The work done with this tool becomes faster.



Customer Reviews

“

As a beginner in this field, everything seemed very clear to me. I learned all the features of combustion explained in this tutorial. Very well presented by the instructor. Overall I would recommend this course to my friends.

Shane Z

”

This Autodesk combustion training gave me confidence in my job. I am a professional 3D animator and I learned new features of combustion through this course. I am very appreciative for the access to this course.

rahul mathur



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For Queries please contact:

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