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Blackmagic Fusion Tutorial

Email Contact: info@educba.com



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Course Overview

Through this course you get to learn:

Getting started with Blackmagic fusion, Rotoscoping, Polygon Masks, Advanced Rotoscoping, Keying and Compositing, Color Correction, Tracking, 3D Compositing

Blackmagic Fusion Skills

We learn the following skills:

Basic computer knowledge and application usage will be learned and work with 2D and 3D visual effects creation on application shortcuts and keying will be trained on.

Innovative new characters, footages, and movie frames designees and VFX creation can be done using Blackmagic Fusion to bring imagination into 2D and 3D realistic view.

Course Features



Course Duration- 28
+ Hours



Number of Courses



Verifiable
Certificates



Lifetime Access



Technical
Excellence

About Blackmagic Fusion

Blackmagic Fusion is a complete tool for creating the best visual graphics videos and images for digital compositing movies, TV-series, commercials, graphic posters, and post-production work of movies which attracts the impresses the frame to the audience.

Much studios use Blackmagic Fusion for the above projects and hire both fresher's and experienced multiple roles in different verticals.

The application is compatible to work in all the operating systems like Windows, Linux, macOS with its latest versions.

Blackmagic Fusion Course

This is a Bundle Course that includes complete in-depth Blackmagic Fusion Learning Courses combined into one Complete Course.

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

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Getting Started

Section 1. Introduction

- Introduction to Fusion and Compositing
- Different Ways of Importing Media
- Files Supported in Fusion
- Understanding the MERGE Node
- Adding Basic Animation
- Resizing Composition
- Flow Node and the Timeline
- Cloning Nodes
- Creating Background and Animating Through Timeline

Section 2. Conclusion

- Conclusion

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Rotoscoping

Section 1. Introduction

- Fundamentals of Rotoscoping

Section 2. Creating Ellipse Mask and Animating the Ellipse Mask

- Creating Ellipse Mask
- Animating the Ellipse Mask

Section 3. Creating and Animating with Rectangular Mask

- Creating Rectangular Mask
- Animating Rectangular Mask

Section 4. Bitmap Mask Using

- Bitmap Mask Using Color Channels
- Bitmap Mask Using Luminance Channel

Section 5. Introduction to Polyline Mask

- Introduction to Polygon Mask

Section 6. Animating Control Points of Polyline Masks

- Animating Control Points of Polyline Masks

Section 7. Compositing Rotoscoped Element and Drawing a B-Spline

- Compositing Rotoscoped Element
- Drawing B Spline

Section 8. Animating Control points of B-spline

- Animating Control Points of B Spline
- Animating B Spline for the Next 40 Frames
- Refine Tuning the Bsplines
- Selective Color Correction Using Bsplines

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Polygon Masks

Section 1. Introduction

- Introduction to Polyline Mask

Section 2. Basic Shape

- Drawing Basic Shape Using Polygon Mask
- Animating in Between Frames
- Creating Fake Depth of Field
- Analyzing and Planning the Shot

Section 3. Creating Multiple Polygons

- Creating Multiple Polygons
- Animating Head Polygon
- Animating the Body Polygon

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Rotoscoping with Trackers

Section 1. Rotoscoping with Trackers in Eyeon Fusion

- Analyzing Shapes for Executing Shot
- Performing Tracking
- Connecting Polygon to Tracker Path
- Drawing other Shapes
- Connecting with Tracker Path
- Creating Open Polys
- Animating Bed Polygon
- Animating Right Hand Polygon
- Animating Torsoe
- Animating Left Hand and Leg
- Animating Head and Face
- Creating D Poly
- Throwing Shape Out
- Animating Multiple Open Polys

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Advanced Rotoscoping

Section 1. Introduction

- Introduction to Advanced Rotoscoping

Section 2. Planning

- Planning of the Shot
- Drawing Face
- Drawing Shapes Through Open Poly

Section 3. Controlling and Adjusting

- Controlling and Adjusting
- Drawing Leg Shapes
- Methods for Freeze Key

Section 4. Animating

- Animating Initial Frames For Upper Body
- Animating Right Leg for 1st 10 Frames
- Animating Left Leg for 1st 10 Frames
- Animating Head Polygon for 10 Frames
- Creating New Open Polygons
- Animating Torsoe Control Points
- Animating Left Hand Polgons
- Drawing the Right Hand Polygon
- Animating Right Arms

Section 4. Stereoscopy Roto

- Introduction to Stereo Roto
- Drawing Stereo Shapes
- Extracting Tracker
- Refine Edge

Section 1. Introduction

- Introduction to Chroma Keying

Section 2. Keying using Primatte

- Using Chroma Keying Tool
- Suppression Method
- Inserting Background and Clean up
- Compositing with BG
- Working with Garbage Matte
- Keying using Primatte
- Adjusting Matte
- Merging the subject with BG
- Using Garbage matte of Primatte Key
- Using CC NODE
- Generating Camera Movement
- Importing sequence footage and Keying



Color Correction

Section 1. Color Correction

- Introduction to Color Correction
- Auto Gain and BC Node
- Finalizing Color Correction
- Midtones and Highlight

Section 2. Isolating Color

- Color Suppress and Exposed Footage

Section 3. Day to Night Conversion

- Creating Night Tone from Dayshot Footage
- Using Blending Modes for Advanced Color Correction

Section 4. Adding Lights and Floor Reflection

- Adding Lights
- Adding Floor Reflection

Section 5. Controlling Lights

- Creating Transition from Day to Night
- Controlling Lights

Section 6. Advanced Color Correction

- Understanding the Color Space
- Creating Matte and Lights in Photoshop
- Creating Transparency Through Luminance
- Sky Replacement and Final Touch up
- Screen Blending Mode

Section 1. One Point Tracking

- Introduction to Tracking
- Placement of Tracker
- Understanding the Tracking Process and its Parameters
- Inserting Elements and Connecting with Tracker
- Compositing Elements with Merge
- Compositing Elements with Merge Node

Section 2. Multipoint Tracking

- Tracking Two Point Using Multipoint Tracking
- Match Move Operation in Multipoint Tracking

Section 3. Corner Positioning

- Corner Positioning Tracking
- Tracking mode to Corner Positioning
- Troubleshooting the Track Point
- Composite Banner with tracked Area

Section 4. Multipoint Tracking

- Motion Tracking
- Tracking Motion of Mobile
- Creating and Connecting Text with Tracker
- Creating and Linking Callout in Tracker
- Tracking Camera
- Adding Multiple Object with Single Tracker
- Linking Multiple Object with Single Tracker
- Analyzing the Shot and Objective
- Changing Object Color Through Tracking

Section 1. Introduction to 3D Environment

- Creating 3D Shape
- Toggle View and Geometry Axis
- Assigning Material to Geometry
- Merge 3D
- Fundamentals of Light
- 3 Point Light setup in 3D Scene
- Final Output

Section 2. Creating and Animating 3D Flag

- Create a Flag Texture
- Animating Flag Expression
- Freezing the Side of Flag
- Adding Flag Pole and Final Composition

Section 3. Converting 2D images to 3D

- Importing PSD layers to Fusion
- Converting Layers to 3D Image Plane
- Animating and Movement in the Scene
- Converting Video Scene in 3D Space
- Depth Creation Through Camera
- Understanding DOF

Section 4. Projection Mapping

- Camera Projection Mapping
- Projecting Image on 3D Shape
- Creating Floor Projection
- Ceiling and Wall Projection
- Adjusting Camera for Projection

Section 5. Creating and Animating 3D Text

- Creating Text and Adding Depth
- Assigning Texture on 3D Text
- Adding Lights
- Camera to the 3D Scene
- Animating the Camera Using Spline for Smooth Animation
- Compositing for Final Output
- Rendering Comp for Final Output
- Motion Graphics and Fusion
- Animating the Background
- Offsetting on Y Axis
- Selecting the Frames
- Animating the Width

Section 6. Motion Graphics

- Implementing Color Shapes
- Angle through Transform
- Colors Through Polygon Animation
- Adding the Text
- Connecting and Merging
- Setting the Pattern

Section 7. Depth Map

- Creating 3d Depth Map
- Defining the Shapes
- Adding Details and Depth
- Adding Different Volumes
- Adding More Depth
- Adding Depth for Indoor Shot
- Adding Depth to Coffee Mug Shape
- Adding Points to Coffee Mug Shape
- Drawing the Mask
- Drawing Polygon to the Shapes
- Animating Render 3D Cam

Section 1. Exercise on Particle Emitter

- Introduction to Particles Emitter
- Exercise on generating particle
- Controls and Style of pEmitter
- Bursting particle through pSpawn
- Assigning Color Shade to Particle
- Generating Particles from Text
- Revealing Text Through Matte Control
- Creating Instance of Polygon
- Motion
- Adding PImage Emitter for Generating Particle
- Adding Turbulence and Directional Force

Section 2. Conclusion

- Conclusion to Particles



Frequently Asked Questions

What should be my eligibility to do this Blackmagic fusion tutorial?

If you have passion, creative and interested in video editing so here is the solution for all the visual corrections, video quality and effects implementing tool Blackmagic Fusion. And the person should have a basic system handling knowledge to understand work. As Fusion is more related to Visual effects and 2D and 3D compositing so it's an additional benefit if you're familiar with them earlier.

Is 3D Compositing easily done by Blackmagic Fusion software?

NO, 3D compositing is not available on the free version of Fusion we need to purchase the studio version. So 3D compositing is frequently used in studios. Its time taking at starting, whereas frequent practice makes it habituated and easy to handle. A huge polygon with multiple vertices to adjust between the frame to frame of a moving object in the footage. Frequent usage of it makes easy to deal with that kind of stuff.



Customer Reviews

“

The course is really good and will best matches to make once carrier as a VFX artist. The syllabus and structure training content is nicely framed by all the topics within the application. The particle demos really helped me to make me practice sufficient enough with Fusion. I am glad my company also works with Fusion for video editings before releasing of the movie to make the video rich in color contractions.

Shaun Lim

”

It's the best application to get trained on. After habituating I feel like video editing is so simple and structures with a node construction pattern as a flowchart and relation with effects make the video best to see visually. Its application is user-friendly and easy to handle. No other software application is as fast as Blackmagic Fusion for VFX and Visual effect works. I would recommend my friends and colleges to do this Blackmagic fusion tutorial which has worth learning and sharing.

Andrew Beasly



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For Queries please contact:

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