1.	Course Title	Digital Post-production
2.	Code	F18L3W092
3.	Study program	Software engineering and information systems
4.	Study Program Organizer	Faculty of Computer Science and Engineering
5.	Degree (first, second, third cycle)	first cycle
6.	Academic year / semester 4 / winter / optional	7. ECTS credits 6
8.	Teacher	associate professor Ivan Chorbev, assistant professor Vangel Ajanovski
9.	Course enrollment prerequisites	Компјутерска графика или Дигитално процесирање на слика
10.	Course program goals (competencies): After completion of the course it is expected for the students to be capable of using basic methods for digital postproduction, digital compositing, work with sequences of images, integration of digital objects into footage, motion tracking and match-move object from different sources.	
11.	Course program content: Digital post-production. Digital compositing. Information on pixel level. Tools for digital composition. Virtual cameras. Stereoscopy. Rotoscoping and other techniques for pixel isolation. Greenscreen and bluescreen removal. Mate-painting techniques. Keying. Masking of objects. Tracking images and movement. Match-movement. Image stabilization. Insertion of digital 3D objects in footage. Particle systems. Post-production effects. Video montage. Color grading. Motion capture techniques.	
12.	Learning methods: Lectures using presentations, interactive lectures, exercises (using equipment and software packages), teamwork, case studies, invited guest lecturers, independent preparation and defense of a project assignment and seminar work.	
13.	Total available time	6 ECTS x 30 hours = 180 hours
14.	Distribution of the available time	30 + 45 + 15 + 15 + 75 = 180 hours

15.	Teaching activity forms	15.1.	Lectures – theoretical teaching	30 hours
		15.2.	Exercises (laboratory, auditory), seminar papers, teamwork	45 hours
16.	Other activity forms	16.1.	Project Tasks	15 hours
		16.2.	Independent Learning Tasks	15 hours
		16.3.	Home learning	75 hours

17.	Assessment methodology		
	17.1.	Tests	10 points
	17.2.	Seminar paper/project (presentation: written and oral)	10 points
	17.3.	Activity and learning	10 points
	17.4.	Final exam	70 points

18.	Assessment criteria (points/grade)	up to 50 points	5 (five) (F)
		51 to 60 points	6 (six) (E)
		61 to 70 points	7 (seven) (D)
		71 to 80 points	8 (eight) (C)
		81 to 90 points	9 (nine) (B)
		91 to 100 points	10 (ten) (A)

19.	Course completion and final exam requirements	Realized activities 15.1 and 15.2
20.	Teaching Language	Macedonian and English
21.	Teaching quality evaluation method	Internal evaluation mechanisms and questionnaires
22.	Course Material	
	22.1.	Mandatory course material

No.	Author	Title	Publisher	Year
1	Brinkmann, Ron	The art and science of digital compositing: techniques for visual effects, animation and motion graphics	Morgan Kaufmann	2008
2	Wright, Steve	Compositing visual effects: Essentials for the aspiring artist.	Taylor & Francis	2011
3	Gress, Jon	[digital] Visual Effects and Compositing	New Riders	2014

22.2.	Additional course material				
No.	Author	Title	Publisher	Year	