

**SKILLS FRAMEWORK FOR MEDIA
TECHNICAL SKILLS AND COMPETENCIES (TSC) REFERENCE DOCUMENT**

TSC Category	Visual Graphics					
TSC Title	Compositing Visuals					
TSC Description	Overlay rendered visual elements from various sources into a single composite visual for the purpose of creating animation or visual effects using computer software					
TSC Proficiency Description	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
		MED-MPN-2058-1.1	MED-MPN-3058-1.1	MED-MPN-4058-1.1	MED-MPN-5058-1.1	
		Support the execution of compositing processes for animation or visual effects (VFX) by extracting assets, setting up compositing processes and executing simple compositing to meet production requirements	Execute complex compositing of frames to develop high quality coherent visuals with the desired effects to achieve the artistic vision and technical requirements of production	Lead the execution of compositing of visual assets to deliver high quality, coherent visuals to achieve the creative and technical goals of the production	Drive the development of high quality composited visuals by identifying and implementing appropriate technologies and solutions to achieve the creative vision and technical goals of production	
Knowledge		<ul style="list-style-type: none"> Principles of mathematics involved in compositing Compositing techniques Rotoscoping techniques Chroma keying techniques Layering and filtering techniques used in compositing Techniques for adjustment of image resolution, clean-up rigs and wires that improve appearance of rendered visual elements Digital compositing tools used in animation and VFX Video output properties and formats 	<ul style="list-style-type: none"> Processes involved in creating 3D Animation and visual effects(VFX) Principles of mathematics involved in compositing Compositing techniques Principles of photography, cinematography and lighting Principles and concepts of rendering Node-based and layer-based compositing approaches Visual perspectives, 3D tracking and match-moving Digital compositing tools used in animation and VFX 	<ul style="list-style-type: none"> Planning compositing processes Design and implementation of compositing processes Principles and concepts of rendering Multi-pass rendering Creative vision and artistic direction of the production Processes involved in creating 3D Animation and Visual Effects(VFX) Asset optimisation techniques and methods Asset pipelines and production workflows 	<ul style="list-style-type: none"> Industry standards and upcoming technologies in digital compositing Production processes involved in animation and visual effects (VFX) Post-processing of animation and VFX Asset pipelines and production workflows 	
Abilities		<ul style="list-style-type: none"> Research ideas for compositing techniques in specific cases Extract materials and assets for compositing from the asset pipelines Perform extraction of blue/green screen 	<ul style="list-style-type: none"> Interpret storyboards, animatic and creative briefs to understand the scope of compositing required for the project Determine the creative approaches to take for assigned shots 	<ul style="list-style-type: none"> Analyse scripts, storyboards and concept art to understand the scope and nature of compositing required for the project Analyse frame requirements to 	<ul style="list-style-type: none"> Establish the creative and technical goals of digital lighting for the production Drive research to review proof-of-concepts to identify technologies and approaches to be used 	

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		<p>footages using extraction techniques</p> <ul style="list-style-type: none"> • Perform image adjustments to improve the appearance of the renders • Execute composition for frames involving fewer number of layers and simpler effects and corrections required • Perform lighting adjustments and colour grading for adjacent frames to maintain a consistent look and feel between scenes, shots and characters • Store files to enable the next stage of production to run efficiently 	<ul style="list-style-type: none"> • Use 3D tracking or match-moving techniques to determine the visual perspectives and camera angles for the positioning of Computer Graphics (CG) elements within live-action shots • Execute complex multi-layer composition involving sophisticated colour corrections and lens manipulation techniques for seamless integration of computer generated and live action plates • Perform lighting adjustments and colour grading for entire sequences to maintain a consistent look and feel between scenes, shots and characters • Review the composited frames developed by junior artists to suggest inputs for refinement, where required • Evaluate the quality of self-created composites for refinement in accordance with the artistic direction 	<p>determine the compositing approach to be taken for the frames</p> <ul style="list-style-type: none"> • Review composited shots for accuracy of compositing and colour and coherence with other shots • Provide creative inputs to refine composite shots where required • Solve complex compositing problems to ensure seamless compositing • Troubleshoot technical production issues in compositing • Develop methods to improve the efficiency of the rendering and compositing processes 	<p>in compositing for the projects</p> <ul style="list-style-type: none"> • Determine the tools, technologies and approaches to be used for compositing to meet the creative requirements and achieve technical efficiency • Guide creative teams in resolving complex compositing challenges • Drive the development or customisation of tools to meet production and pipeline requirements • Review final compositing of frames for the achievement of the artistic and technical goals 	
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