

Autodesk Combustion Essentials training course

Course Description

Autodesk Combustion Essentials teaches the functionality, features and principles of Autodesk Combustion.

Course Duration: 2 days
Courseware provided: Yes.

Objectives

To teach key theory and the techniques needed to use Autodesk Combustion effectively. After completing this course, delegates will be able to:

- Key out green screen footage
- Animate graphics on screen
- Perform standard tasks such as wire removal and corner pinning.

Who Should attend?

This course is designed for beginners.

We also offer a tailored version of the course to suit the requirements of more experienced Combustion users.

Prerequisites

Delegates should have a fundamental knowledge of compositing and motion graphics.

Course Outline

- Fundamental Concepts
- Using AEC Tools
- Adding and Modifying Walls
- Working with Doors, Windows, and Openings
- Using Paint
- Transforming and Controlling Layers
- Changing Layer Surface Properties
- Using Channels, Mattes and Masks
- Using Null Objects, Lights and the Camera
- Tracking and Stabilizing
- Keying and Colour Correcting
- Nesting Composites
- Creating Particle Effects
- Capsules
- Building G-Buffers
- Morphing
- Colour Warper
- Integrating 3ds Max with Combustion

Please note: Course topics may be modified by the instructor based upon the knowledge and skill level of the course participants.