

Specification of Competency Standards
for the Information & Communications Technology Industry
Unit of Competency

Functional Area - Operations Management

Title	Create digital visual effects
Code	107964L4
Description	This unit of competency applies to all Digital Media Technology (DMT) practitioners in the digital video production work. Visual Effects (VFX) are the processes by which imagery is created and manipulated outside the context of a live action shot. Depending on the size of the project, the work flow of visual effects normally starts at very early stage of the project, in the pre-production stage, with R&D and demos of the effects at production stage and finally most of the effects are added in post-production stage. This UoC concentrates on the competence involved in creating the visual effects without linking to the workflow or size and complexity of the visual effect
Level	4
Credit	6
Competency	<p>Performance Requirements</p> <p>1. Knowledge for creating digital visual effects</p> <ul style="list-style-type: none"> • Possess good communication skills to work and explore with stakeholders on creation and incorporation of VFX • Possess good literacy skills that can read and interpret work requirements • Possess good knowledge and experience of VFX techniques • Have detail knowledge of VFX programming development environment and programming skills for the VFX editing software • Possess good knowledge and skills to operate different VFX editing software and filters/plugin-ins <p>2. Create digital visual effects</p> <ul style="list-style-type: none"> • Comprehend the script/storyboard/project brief to understand the VFX requirements. It may require clarification with VFX supervisor, or other stakeholders • Identify what type of digital VFX can be used to create the required VFX, including but not limited to the following <ul style="list-style-type: none"> ○ Matte painting ○ Rotoscoping ○ Particle effects ○ Chroma keying, ○ Morphing ○ Computer graphics in lighting, texturing ○ CGI - 3D animation • Determine whether the required visual effect can be produced with existing repertoire of editing software, filters and plugin or new plugin needed to be modified or developed • For modified or newly developed plugin, the program development life cycle need to be applied, including: <ul style="list-style-type: none"> ○ Designing ○ Prototyping ○ Programming ○ Testing • Backup the original video footage • Work with the video footage and integrate the required visual effects, making fine adjustments until satisfied with outcome, where possible obtain opinions of the work with colleague and/or stakeholders and incorporate their feedbacks with adjustments of the VFX

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	<ul style="list-style-type: none"> • Export the completed video sequence with VFX and package with original video sequence for work sign off <p>3. Exhibit professionalism</p> <ul style="list-style-type: none"> • Apply industry's best practices and be current with VFX technologies and tools to create the required visual effects for video
Assessment Criteria	<p>The integrated outcome requirements of this UoC are the abilities to:</p> <ul style="list-style-type: none"> • Grasp the required visual effects for the video production work and able to contribute ideas and recommendations to deliver the best visual effects • Determine if current available editing software and filters/plugins can create the required VFX and able to modify or develop new VFX plugins when no suitable tools can be found • Incorporate the VFX with the video footage and create the required effects to be signed off
Remark	