

**L J UNIVERSITY**  
**L J SCHOOL OF DESIGN**  
 Syllabus for Bachelors of Design  
 Third Year I Semester 6

CODE	SUBJECT	CREDIT
10180608	Digital Matte Painting (Elective)	2
<b>AIM</b>		
	To impart Knowledge and Technical skills in creating BG. Matte Paintings for Animation/ and live action films	
<b>CONTENT:-</b>		
	<p>Introduction – History of Matte Painting, Matte painting in early cinema- front, rear &amp; latent image projections, Digital Matte Painting- Paint v/s pixel - Analyzing work</p> <p>Setting Digital tools- Photoshop panels- To work with layers- Using custom brushes –Working with Image based Brushes</p> <p>Composition and concepts- Visual elements –colour – light and textures and Basic Principles Perspective study, projections in space.</p> <p>Study of dark and light spaces – cast shadows – create seamless effects of realistic / semi realistic, Fantasy and symbolic visuals using paintings, photographs</p> <p>Assignment:</p> <p>To create Landscapes, cityscapes, Buildings, Interiors and exteriors, Objects, Ancient Architectures, pavilions, parks etc. 2. Blending two or more images to create entirely new and imaginative 3. Compositions at various eye levels and perspectives moods and sensual emotions in paintings using various colour concepts, depth, illusion of space in paintings 4. Matte painting techniques and concepts for 3D scenes</p>	
<b>METHODOLOGY:-</b>		
	Lecture, demonstrations, Studio projects	
<b>REFERENCE BOOK:-</b>		
	<ul style="list-style-type: none"> <li>• The Invisible Art: The Legends of Movie Matte Painting - Bargain Price, Publisher: Chronicle Books (November 2002).</li> <li>• Beginner's Guide to Digital Painting in Photoshop - Nykolai Aleksander , Richard Tilbury, 3DTotal Team, Publisher: 3DTotal Publishing (January 31, 2012)</li> </ul>	