



Faculty of Fine & Performing Arts

KONC26, Fine Arts: The Basics of Color Correction and Grading, DaVinci Resolve Workflow, 3 credits

Fri konst: Grundläggande färgkorrigering och grading, DaVinci Resolve arbetsflöde, 3 högskolepoäng
First Cycle / Grundnivå

Details of approval

The syllabus was approved by Department Board of Malmö Art Academy on 2019-01-22 to be valid from 2019-01-22, spring semester 2019.

General Information

Lunds University, Faculty of Fine and Performing Arts, Malmö Art Academy.

Optional course for the BFA programme (KGFKO).

Language of instruction: English

Main field of studies

Fine Arts

Depth of study relative to the degree requirements

GXX, First cycle, in-depth level of the course cannot be classified

Learning outcomes

Artistic techniques

The course consists of instruction in appropriate artistic techniques.

The aim is to provide students with skills as well as technical and practical knowledge. Major emphasis is placed on the relevance of the technical training to the individual student's artistic work.

Course content

The main purpose of the course is to provide students with practical knowledge on how to record and handle 4K Raw footage to get max image quality, ie to be able to work with the material in a wide dynamic color range and high resolution. The aim of this is to obtain as large amount of freedom as possible to push and pull the footage in post, and still preserve the image quality and fine details over various compressions and final outputs.

We will also look into matching footages from different cameras and compositing. The students will learn the basics of color correction and grading both in theory and practice. A central topic here is to look carefully and compare what impact various looks and minor tweaks can have on the filmed material. During the course the students will use a Black Magic URSA Mini 4.6 to shoot in 4K Raw and a Panasonic Lumix GH5M for 4K V-log recordings. Individual, scheduled tutoring in Davinci Resolve (but also Premiere and After Effects) will be offered in the second part of the course. The course ends with presentations of students individual works and discussions around used technologies.

First part, brief schedule

Day1. Morning: Photostudio, Båghallarna

Various 4K resolutions. Fundamental color theory for video; dynamic range, color depth, color space, what is fx Gamma and the difference between recordings in Raw and log. Camera settings. Afternoon: hands-on workshops, shootings for various light conditions and camera settings.

Day 2. Morning (location TBC): Transferring files to hard drives and optimizing the workflow for processor demanding footages in Premiere and DaVinci Resolve. To transcode or work with "proxies" – pros and cons. Color calibration of monitor. Afternoon (editing studio at Dimman and Video Studio at IAC): hands-on sessions in two groups.

Day 3. Morning (location TBC): Introduction to grading, various LUT:s and final export in Rec 709. Color correction using the DaVinci Resolve Mini Panel for a more creative, exact and faster workflow. Afternoon (editing studio at Dimman and Video Studio at IAC): hands-on sessions in two groups.

Course design

Teaching is mostly in the form of laboratory work with continuous supervision. After an introductory technical review, the students conduct their own projects. The course may conclude with a presentation of these projects.

Assessment

For the grade pass there need to be at least 80% presence at lectures, seminars and workshops and the grade pass on tasks, if there is any.

The examiner, in consultation with Disability Support Services, may deviate from the regular form of examination in order to provide a permanently disabled student with a form of examination equivalent to that of a student without a disability.

Subcourses that are part of this course can be found in an appendix at the end of this document.

Grades

Marking scale: Fail, Pass.

Entry requirements

General requirements for university studies in Sweden

Subcourses in KONC26, Fine Arts: The Basics of Color Correction and Grading, DaVinci Resolve Workflow

Applies from V19

1901 Fine Arts: The Basics of Color Correction and Grading, DaVin, 3,0 hp
Grading scale: Fail, Pass