

ORGANIZATIONS

**Art Center College of Design,
Pasadena, California, United States**
Columbia College, Chicago, United States

SOFTWARE

Autodesk® Smoke®

Inspiring film, video, and visual effects students

Autodesk Smoke offers students a range of editing and post-production tools in a single package

When deciding what software to adopt, we focus on what will be the best educational experience for our students, and what will give them transferable skills after graduation. Autodesk Smoke is the perfect complement to the rest of our curriculum.

— **David Tarleton**
Assistant Professor, Film & Video
Columbia College Chicago



Image courtesy of Alexis Van Hurkman

Wanted: broad effects experience

Whether they're doing face replacements on stunt doubles or transforming characters from youth to old age, effects professionals need to know a broad range of editing and post-production tools and techniques—including color correction, 3D compositing, computer-generated (CG) characters, set extensions, and motion graphics.

Because some of the best jobs in the field go to those with knowledge of a range of editing and post-production skills, forward-thinking educators are looking for tools that help give students the sophisticated experience they need to succeed in industry.

"When deciding what software to adopt, we focus on what will be the best educational experience for our students, and what will give them transferable skills after graduation," says David Tarleton, assistant professor in the Film & Video department at Columbia College Chicago.

The answer: Autodesk Smoke

Autodesk® Smoke® software can help students gain the experience they'll need on the job. Smoke combines must-have editing and post-production features in a single product, enabling ingestion, conforming, video editing, color correction, 3D compositing, and audio editing and mixing.

Students in Columbia College Chicago's Advanced Post-Production Tools course, for instance, use Smoke to edit projects, do color correction and grading, compositing, and title design, and to help finish projects edited using other software.

"Autodesk Smoke is the perfect complement to the rest of our curriculum," says Tarleton.

Autodesk Smoke on the job

Dan Bartolucci is an effects artist and editor at Lola VFX, a renowned Hollywood effects house. He made Chris Evans, a brawny actor, appear small and skinny in *Captain America: The First Avenger*. He aged the lead actors in *Harry Potter and the Deathly Hallows: Part 2*. And he made "Bella," played by actress Kristin Stewart, appear emaciated in *The Twilight Saga: Breaking Dawn – Part 1*.

Autodesk Smoke helps give students a head start in their careers

After starting his job as a visual effects artist, Bartolucci taught himself how to use Smoke in his spare time. Soon, he was using the solution to conduct client reviews, cut demo reels, and manage media. Today, Bartolucci uses Smoke to help manage post-production workflow, dropping effects artists' work into the software for editing and presentation.

"Smoke allows for very quick, very efficient reviews of work," he says. "The software helps you perform industry-grade compositing and color correction. You also can do quick fixes without having to move between different software packages. This can cut in half the time it takes to get things done."

Case study: Art Center College of Design

Bartolucci is also a professor at the Art Center College of Design in Pasadena, California. He has integrated Smoke into his course to help students conceive, plan, and execute effects.

"Aside from being easy to learn, one of the biggest benefits of Smoke is that it helps students plan effects with a full understanding of everything they'll need in post-production. They can create far more thorough storyboards as a result," he says. "Schools, meanwhile, can benefit from Smoke. As an all-in-one solution, it may save them money versus investing in a variety of software packages."

Bartolucci is such a fan of Smoke that he collaborated with Autodesk Education to create the Smoke Curriculum, which is designed to help educators incorporate Smoke into their courses.

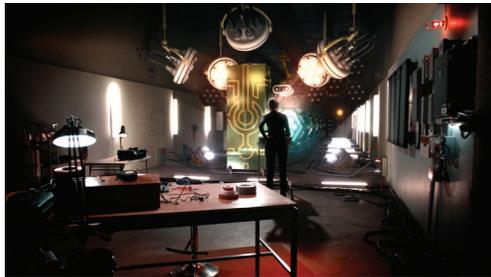


Image courtesy of Alexis Van Hurkman

"The curriculum covers everything from media management to the many ways effects can be implemented using the software. There are also plenty of references and homework assignments," Bartolucci says. "I know I sound like a commercial, but I really believe in this software. I believe it should be an industry standard."

Download and learn to use free* Autodesk software today

Autodesk Education Community members can download free* Autodesk software. Visit www.autodesk.com/education to learn more. And visit AREA, Autodesk's online community for 2D and 3D artists, to access free tutorials and other resources for students and educators. There, you'll find the Autodesk Media and Entertainment Education video series, which highlights workflows, provides tips and tricks, and reviews best practices to help you advance your career in animation and effects. You can also post your portfolio and interact on a variety of fun and informative forums. Get started now at area.autodesk.com/students.

Like us at facebook.com/autodeskedcommunity.

Download the Autodesk Smoke Curriculum

Whether you're teaching editing, visual effects, compositing, keying, or color correction, Autodesk Smoke and the Smoke Interactive Curriculum can be valuable tools in your lesson planning. Smoke's all-in-one toolset, combined with its highly versatile and interactive true 3D workspace, make it the perfect platform to show concepts in the context of real-world projects. The curriculum and projects are free and can be distributed and modified to fit your needs. Visit www.autodesk.com/smokecurriculum to learn more.

Visit the Autodesk Smoke Learning Channel

The Autodesk Smoke Learning Channel on YouTube™ provides tutorials of all levels to help you learn Smoke. Visit www.youtube.com/user/SmokeHowTos to get started.

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— Dan Bartolucci
Professor
Art Center College of Design



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Purchase Autodesk Smoke Essentials

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