

SKSPP22

Grade and adjust colour



Overview

This Standard is about helping the film maker achieve the look they envisage through ensuring the authenticity and balance of the material or creating or enhancing a mood or particular stylised look.

Performance criteria

You must be able to:

- P1 find a vocabulary that enables clear communication with the client
- P2 develop ideas that have not yet been thought of that help tell the story visually or solve a visual problem
- P3 agree the look, feel and mood to be achieved throughout the film
- P4 agree what can be achieved within timescale and budget
- P5 identify specific creative goals for scenes and shots or stylised presentation
- P6 propose and trial ways of achieving creative goals using film and other visual material
- P7 share ideas with colleagues working on related 2D, 3D and audio
- P8 compensate for variations in the material
- P9 achieve scene to scene and shot to shot matching for actors, objects and locations
- P10 adjust colour, image sharpness and other textural enhancements to fit the required look and feel
- P11 optimise the incorporation of special effects
- P12 enhance the look, feel or style of scenes or shots
- P13 avoid effects that unnecessarily call attention to themselves
- P14 make critical judgements about video quality
- P15 work with the client to translate their intentions into the material
- P16 identify cost implications of additional work on the film
- P17 produce a colour corrected master in the required data format

Knowledge and understanding

You need to know and understand:

- K1 the effect of colour on an audience's perception of a scene or event
- K2 how to enhance perception through adjusting colour
- K3 how to assess video quality to expected artistic standards
- K4 how to find out from a film maker the effect they are trying to achieve
- K5 how to offer creative solutions to a film maker
- K6 the ways in which different recoding media and cameras affect colour
- K7 components of colour in film and colour space
- K8 how to use various equipment and software to adjust colour, image sharpness and other textual enhancements, such as digital diffusion and softening
- K9 format and labelling requirements for different workflows
- K10 current viewing standards and current professional, national and international deliverable standards and expressions of best practice for a range of platforms
- K11 capabilities of different hardware and software facilities
- K12 techniques of using different hardware and software facilities

SKSPP22

Developed by	Skillset
Version number	1
Date approved	March 2010
Indicative review date	March 2014
Validity	Current
Status	Original
Originating organisation	Skillset
Original URN	PP22
Relevant occupations	Arts, Media and Publishing; Associate Professionals and Technical Occupations; Media and Communication; Design Associate Professionals, Crafts, Creative Arts and Design
Suite	Post Production; Editing
Key words	post production, client, visual effects, graphics, sound, record, atmosphere, grade colour, systems, equipment, technical, content, create