1.Rotosocping, kľúčovanie a ostatné možnosti získania masky

(kľúčové slová: krivky-Bezier/B-Spline, potrebný počet kriviek, spline motion tracking -tracker/planar tracker, motion blur, stereo rototoscoping, rotoscoping pre 3D stereo konverziu, Chroma/Difference /IBK keyer, garbage matte , keymix, despill, edge blur, lightwarp)

2. 2D tracking

(kľúčové slová: One-Point,Two-Point,Three-Point,Four-point, 2D tracker vs. Corner pin, planar tracking, automatic vs. maual tracking, motion blur, využitie v praxi- roto/ retuš / mattepainting/ compositing / stabilizácia obrazu)

3. Matchmoving

(kľúčové slová: camera/object tracking(Face Replacement), 2d track user track/auto track, camera solve, Field of view/ Focal length, potrebné informácie z pľacu, lens distortion, rolling shutter , 3D survey point, constrains, zarovnanie scény, kontrola natrackovanej kamery, spojenie viacerých kamier do jednej scény, basic geometry – projection, point cloud, mesh from point cloud, depth maps, model Builder)

4. Retušovanie obrazu

(kľúčové slová: Rotopaint - Brush/Eraser/Clone/Reveal/Blur/Sharpen/Smear/Dodge/Burn tools, Techniky - frame by frame, patch over the top-cleanplate, stabilise and paint, 2D BG replacement (tracker/planar tracker), 3D enviroment replacement (matchmoving,simple geometry), spline warp, denoise/regrain, flickering add/remove)

5. Farebné korekcie

(kľúčové slová: Využitie Histogramu, Waveform a Vecorscope,CC node – lift/gain/gamma/offset, Grade node-White and Black Point -popis a ich využitie v praxi, black/white clamp, unpremultiplay vs. Premultiplaty CC, Color space conversion(YCbCr color space), 8bit/10bit/16bit/32bit and HDR images, LUT, CMS Test Pattern, Match grade)

6. Compositing 2D/2.5D

(kľúčové slová: merge, alfa kanál, rotoscoping, kľúčovanie - spill,edge blur, lightwarp, grain - regrain/degrain, matte painting , Warping images, Morphing images, retime, optical flow, Blur , Z-blur, defocus, convolve, motion blur, grade/color correction, UV mapa, Z pass , motion vector (vector blur) a ich využitie pri kompozícii.

7. Compositing 3D

(kľúčové slová: multi pass compositing, technical passes(UV, normal, position, Z/depth, motion vector, objectID) , contribution passes(beauty, diffuse, indirect, specular, reflection, refraction, incandescence), relighting, 3D/2.5D Matte Painting, 3D particles-(Emitter/Spawn/Gravity/Turbulence/ Wind, region controls, rendering), model Builder , Deep compositing)

8. 3D systém v Nuke

(kľúčové slová: Vytvorenie a spájanie obejktov v 3d scéne, vstavaná geometria, importovanie geometrie s iných SW, scene node, model Builder , Animovanie scény a 3d objektov (transform geo/look at feature), modifikácia 3d objektov (displace geo ,bicubics, trilinear), camera node(import kamery, projekčná kamera /UV projection/planer/spherical/cylindrical), Nasvietenie sceny a vlastnosti materiálov (Svetlá, vrhanie tieňov, shaders , applay material), relight 3d scény, scanline renderer (motion vectors-vector blur,surface normal & point)

9. Stereoskopia

(kľúčové slová: parallax, convergence / convergence point, disparity, zobrazenie stereoskopických obrázkov v Nuke (SideBySide, Anaglyph,   OpenGL stereo), OneView/joinViews, Stereoscopic fixies - vertical alignment/ color match/ focus match/polorization/sync, stereoscopic matchmoving /retouching/compositing, Re-convergence and interaxial sifting- ocula, Export stereoscopických sekvencí - Exr a iné formáty)