MPAV: 3D Asset Creation

960 Hours (Training + Practical), 24 Months

This course is designed to equip students with the technical and creative skills required to master in the field of 3D Asset Creation.

The course includes 3D Modeling & Texturing techniques used for Films, TV series and Games. After completion, Student can pursue career opportunities in a diverse range of industries, working on Indian and International projects spanning Films, web series, Advertising, E-Learning and various other domains.

What will you learn in this Program?

- Understanding of aesthetics - Important for creating visually appealing and functional designs.
- Detailed Anatomy & Muscle study - Essential for creating realistic and believable character and creature models.
- Prop Modeling/BG/Environment/Automotive Modeling - Different techniques used in 3D asset creation for creating objects, environments, and vehicles.
- Character Modeling - Involves creating accurate and proportionate 3D models of humans.
- Creature Modeling - Involves creating 3D models of fantastical or imaginary creatures.
- Hi-end Texturing - Involves creating highly detailed and realistic textures for 3D models to achieve a polished and professional final product.
- Look development for various environment, Product and Character: Creating a cohesive visual style for a project, important for achieving a consistent and appealing look.

Applicable jobs after successful completion of this program:

- 3D Character Modeler
- 3D Prop/Env Modeler
- 3D Vehicle Modeler
- 3D Texturing Artist

This program is aligned with MESC QPNOS: MES/Q0502, Q2501, Q2503, Q3501 Q3503, Q3505.

Fees: Rs. 3,75,000

Module 1 : Foundation (12 Months)

*Few topics will be covered online

Sr. No.	Softwares	Hours
1	**Pre-production** (Sketching and storyboarding)	60
2	**Photoshop** (Photo editing and compositing)	40
3	**Premiere Pro** (Video editing and effects)	30
4	**Audition** (Sound editing and effects)	10
5	**After Effects** (Visual effects, motion graphics and compositing)	70
6	**3ds Max - Fundamental** (3D software for gaming, architecture and assets)	50
7	**Maya - Foundation** (Advanced 3D software for movies, series and visual effects)	220
		480

Module 2 : Intermediate (6 Months)

Sr. No.	Softwares	Hours
1	**Maya** (Product/ stylized props/ vehicles/ env/ toon character/ semi real character Modeling)	80
2	**Maya** (Texturing)	20
3	**Substance Painter** (Incredibly powerful 3D painting tool)	40
4	**ZBrush** (Digital sculpting tool)	40
5	**Katana** (Powerful tool for look development and lighting)	40
6	**Arnold** (Lighting & look development)	20
		240

Module 3 : Master + Portfolio Development (6 Months)

Sr. No.	Softwares	Hours
1	**Maya** (Env/ props/ hyper real character/ creature)	80
2	**Marvelous Designer** (Creating colth simulation)	20
3	**Maya** (Advanced texturing)	20
4	**Substance Designer** (Incredibly powerful 3d painting tool)	40
5	**Mari** (High-resolution digital 3D texture painting)	30
6	**ZBrush** (Advanced digital sculpting tool)	24
7	**Arnold** (Advanced tool for lighting and look development)	16
8	**Nuke** (Advanced node base compositing software)	10
		240