



MPAV: 3D Product & Look Development

960 Hours (Training + Practical), 24 Months

This course is designed to provide students with the skills and knowledge necessary to create high quality 3D product visuals for a range of industries, including advertising, entertainment, and manufacturing. The course typically covers topics such as 3D modeling, texturing, lighting, animation, rendering, and compositing.

Overall, this course is ideal for students who are interested in pursuing a career in product design, advertising, or animation, and who have a passion for creating visually stunning 3D product visuals.

What will you learn in this Program?

- Understanding of aesthetics - Important for creating visually appealing and functional design, It covers the principles of color theory, branding, and visual communication.
- Modeling techniques used for creating complex shapes and structures.
- Deep understanding of Composition, Color theory, Design and Lighting Principles.
- Advanced Lighting techniques to create realistic and compelling visuals.
- Adding life to stunning visuals using real life technique of camera and product animation.
- Look development - Creating a cohesive visual style for a project, important for creating high quality 3D product visuals.
- Rendering and Compositing to achieve the final output

Applicable jobs after successful completion of this program:

- 3D Product Modeler
- 3D Look Development Artist
- 3D Lighting Artist
- 3D Compositor








This program is aligned with MESQ QPNOS: MES/Q0504, 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)	90
2	 Substance Painter (Advanced texturing and 3d painting)	30
3	 Katana (Advanced lighting techniques)	30
4	 Arnold (Advanced tool for lighting & look development)	30
5	 Cinema 4D (Advanced tool for lighting & look development)	40
6	 Nuke (Advanced node based 3D compositing)	20
		240