Specialization Program: 3D / VFX

720 Hours (Training + Practical), 18 Months

This program focuses on providing the required knowledge to start your career in the spectacular Media & Entertainment Industry. It works as a stepping stone of your professional journey.

Now-a-days, Animation and VFX are an integral part of Movies, Web series, TVCs and many other broadcasting formats. They help storytelling in an enhanced way. For every Director It had become a must tool of every Director to properly execute their conceived ideas into reality.

What will you learn in this Program?

- All necessary things to get the jump start in the industry including 2D and 3D Animation, VFX, Photography and Editing
- Holistic knowledge of the industry and work around
- In the 2nd module, you will decide your career goal: 3D or VFX. You will select one module as per your passion and one-to-one discussion with your trainers

Applicable jobs after successful completion of the Specialization Program:
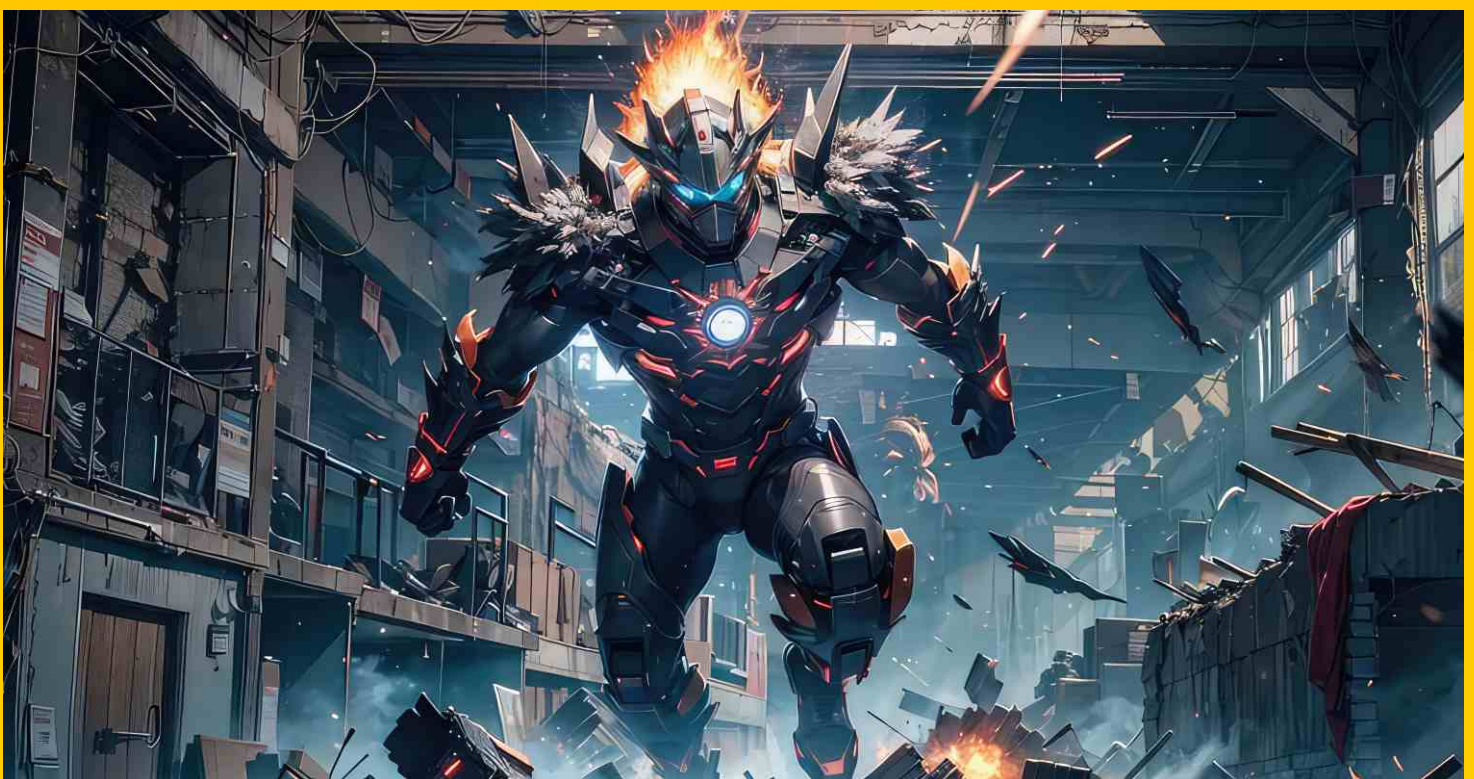
- 3D Specialization:

Previs	Modeling	Rigging
Storyboarding	Texturing	Animation
Matte Painting	Lighting	FX

- VFX Specialization:

Roto	3D Tracking	FX
Paint	Matchmoving	Motion Graphics
Cleanup	Compositing	

This program is aligned with MESC QPNOS: MES/Q0502, Q0504, Q0506, Q0507, Q0601, Q0701, Q1401, Q2501, Q2502, Q2503, Q3503, Q3504, Q3505.

Fees: Rs. 2,75,000

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	3ds Max - Introduction (3D software for gaming, architecture and assets)	50
4	Maya - Foundation (Advanced 3D software for movies, series and visual effects)	220
5	After Effects (Visual effects, motion graphics and compositing)	70
6	Premiere Pro (Video editing and effects)	30
7	Audition (Sound editing and effects)	10
		480

Module 2 : Specialization (6 Months)

Select one of the following

3D Asset & Look Dev

Sr. No.	Softwares	Hours
1	Maya (Modeling)	80
2	Maya (Texturing)	20
3	Substance Painter (3D painting)	40
4	ZBrush (Digital Sculpting)	40
5	Katana (Look dev. & lighting)	40
6	Arnold (Lighting & look dev.)	20
		240

Rigging & Animation

Sr. No.	Softwares	Hours
1	Maya (Rigging)	100
2	Maya (Skinning)	20
3	3ds Max (Biped tools & skinning)	20
4	Maya (Animation)	100
		240

FX & Dynamics

Sr. No.	Softwares	Hours
1	3ds Max (Practical flow)	30
2	Maya (Dynamic & fluids)	60
3	After Effects (Trapecode)	30
4	Phoniex FD (Plugins)	30
5	tyFlow (Practical effect)	30
6	Maya (Cloth/hair/fur)	20
7	PFTrack (Camera tracking)	40
		240

Compositing

Sr. No.	Softwares	Hours
1	After Effects (Compositing)	30
2	Maya (Rendering, projection)	20
3	Mocha (Tracking & rotoscopy)	30
4	PF Track (3D camera tracking)	40
5	Silhouette (Rotoscopy & paint)	30
6	Nuke (Hi-end compositing)	90
		240

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