MPAV: FX & Dynamics

960 Hours (Training + Practical), 24 Months

This program is designed to equip you with the skills necessary to create stunning and realistic 3D dynamics effects using particle simulations considered as one of the most challenging aspects of animation, visual effects, and gaming industry.

Creating dynamic effects that are visually compelling and align with the genre of the project requires careful attention to detail. It is essential to continually tweak the effects to meet the director's vision and improve the overall quality of the final product.

The workflow and pipeline for creating particle simulations are continually evolving with each project, making it necessary to stay updated with the latest technology and industry standards. This program will provide you with hands-on experience with the latest software and tools used in the industry to create high-quality 3D dynamics effects.

### What will you learn in this Program?

- Refine and develop your aesthetic and technical skills.
- Learn industry-standard techniques for working with cloth, hair, and fur (CHF)
- Gain experience working on a shot single-handedly, including modeling, texturing, dynamics, lighting, and animation.
- Manipulate 3D models and textures to meet project requirements.
- Optimize the complete scene for maximum impact.
- Work with various simulations, including fluids/liquids, object shattering and fracture. (such as buildings, glass, and vehicles), blasts, debris, fire, smoke, blood, energy (such as balls, blasts, vortex, and shockwaves), weather, storm clouds, and more.

Applicable jobs after successful completion of this program:

- 3D FX / Simulation Artist (Water / Fire / Expositions / Natural phenomena and more)

This program is aligned with MESC QPNOS: MES/Q0504, Q2501, Q3501, Q3505.

Fees: Rs. 3,75,000
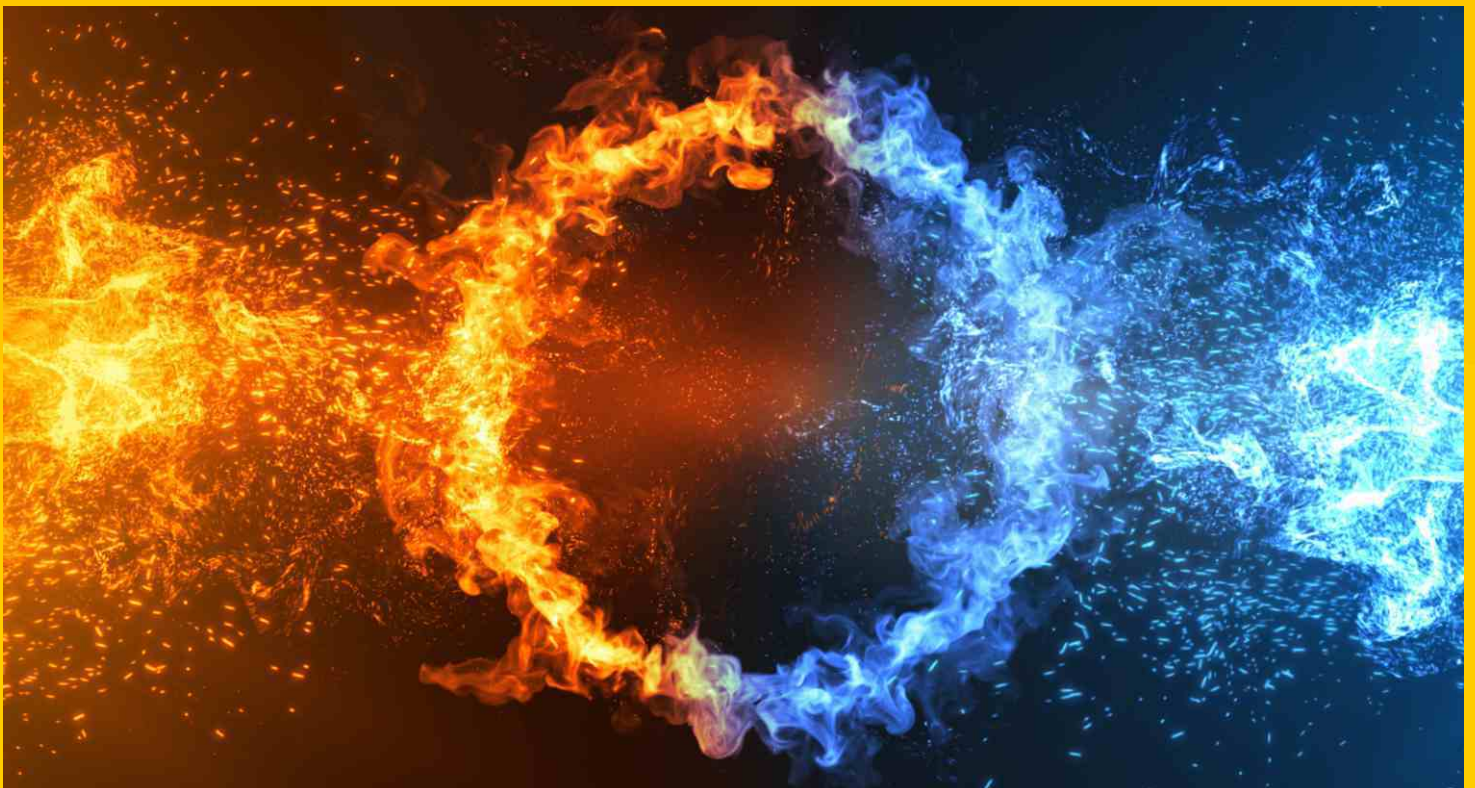
Module 1 : Foundation (12 Months)

*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	**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 : Intermediate (6 Months)

Sr. No.	Softwares	Hours
1	**3ds Max** (Particle flow dynamics system)	30
2	**Maya** (Particles, dynamics and fluids)	60
3	**After Effects** (Trapecode/video co-pilot)	30
4	**Phoniex FD** (All-in one solution for fluid dynamics for 3ds Max)	30
5	**tyFlow** (Particle simulation plugin suite for 3ds Max)	30
6	**Maya** (Cloth/hair/fur)	40
7	**PFTrack** (Camera tracking)	20
		240

Module 3 : Master + Portfolio Development (6 Months)

Sr. No.	Softwares	Hours
1	**Maya** (Bifrost)	40
2	**Maya** (Hair/fur XGEN)	20
3	**Marvelous Designer** (Advance cloth simulation)	20
4	**Houdini** (High-end dynamics and effects)	130
5	**Nuke** (Node base compositing)	30
		240

www.frameboxx.in