



MPAV: Matchmove & Compositing

960 Hours (Training + Practical), 24 Months

This program centers around 3D Tracking, Matchmoving & Compositing, which is considered one of the most thrilling and demanding modules in the Visual Effects Industry. It is an essential tool for creating awe-inspiring cinematic sequences by seamlessly integrating CG elements with live action footage.

By using this technique, the Director has the freedom to unleash their creative vision for storytelling without any constraints or limitations to execute any type of camera motion.

What will you learn in this Program?

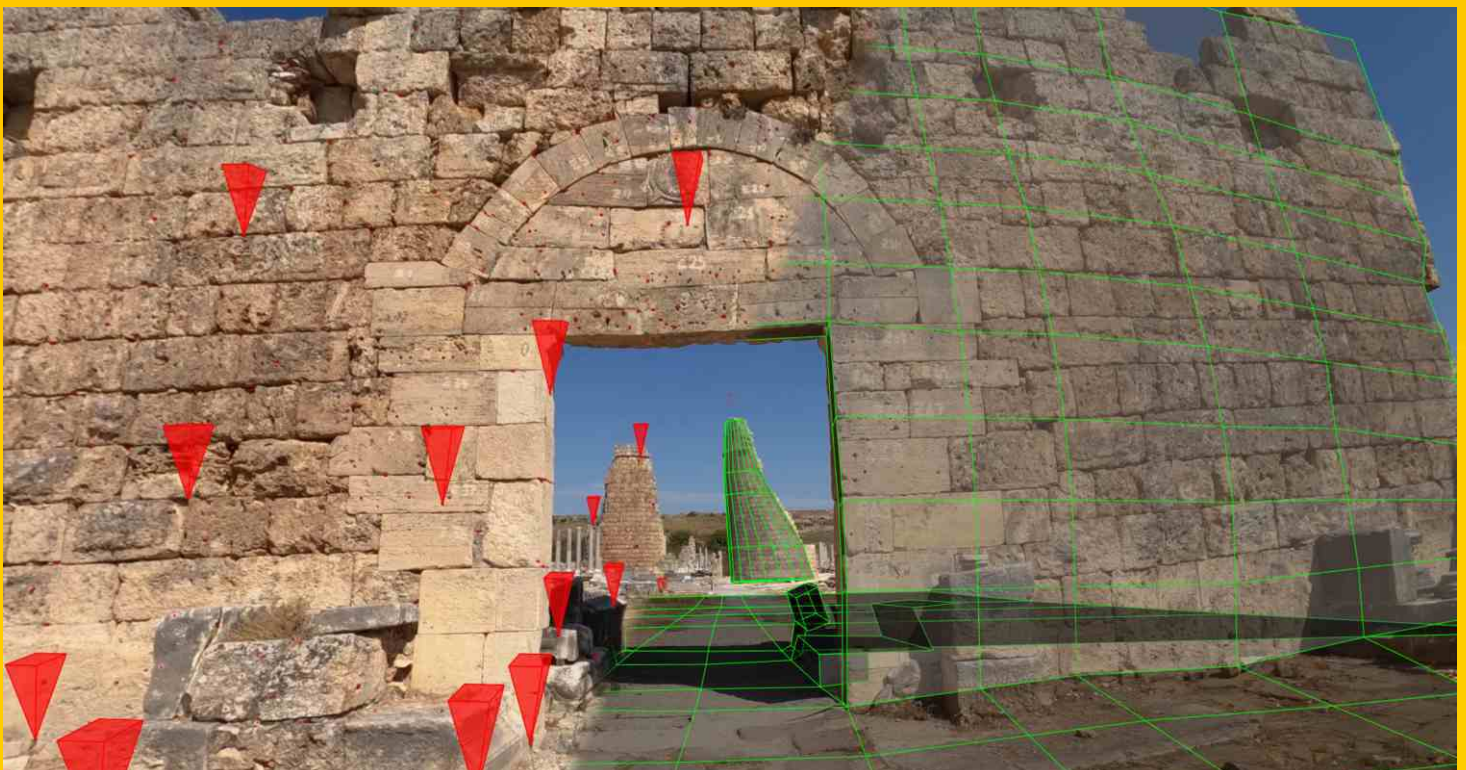
- Setup of trackers and pointers for live action shooting.
- Understanding core concepts of film cameras including lens, fps, shutter speed, aperture, shooting formats and various others.
- Knowledge of how to get and read the survey data.
- Automatic and manual matchmoving techniques.
- Object tracking techniques.
- Optimization process of the VFX pipeline.
- Integration of various softwares for the final output.

Applicable jobs after successful completion of this program:

- 3D Tracking / Matchmove Artist
- Rotomation Artist
- Compositor








This program is aligned with MESOC QPNOS: MES/Q2501, Q3501, Q3504, 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	 After Effects (Advance layer based compositing)	30
2	 Maya (Camera pass rendering, camera projection)	20
3	 Mocha (2d Planar tracking and rotoscopy tool)	30
4	 PFTrack (Node based 3D camera tracking software)	40
5	 Silhouette (Versatile tool for rotoscopy & paint)	30
6	 Nuke (Hi-end Node base compositing software for Films and Series)	90
		240

Module 3 : Master + Portfolio Development (6 Months)

Sr. No.	Softwares	Hours
1	 3DEqualizer (Powerful Matchmoving Software)	60
2	 Maya (Camera Tracking)	20
3	 Syntheyes (Advanced Camera Tracking software)	40
4	 Nuke (Hi-end Node base compositing software for Films and Series)	120
		240