

MPAV: 3D ASSET CREATION



1275 Hours (Training + Practical)



30 Months



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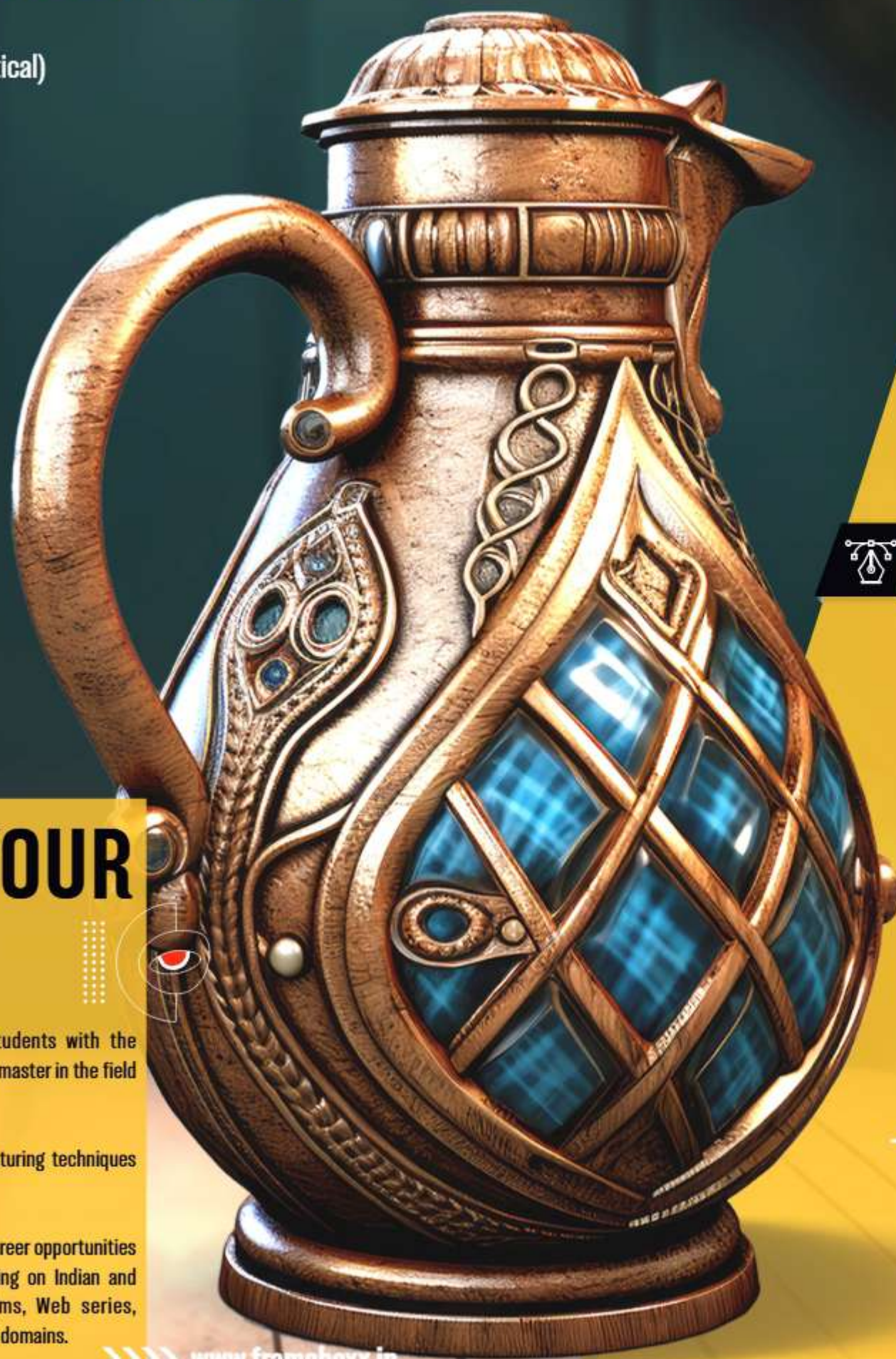
SCULPT YOUR CAREER

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.

www.frameboxx.in



WHAT'S COVERED 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
- > Develop a 3D Animated Shortfilm
- > Master the art of Unreal Engine to create stunning real-time visuals



SOFTWARES COVERED

Foundation (12 Months / 510 Hours)

- > Pre-Production > Introduction to Film-Making > Photoshop > 3ds max > Maya - Foundation
- > Introduction to Generative AI > After Effects > Premiere Pro > Audition

Intermediate + Portfolio Development (6 Months / 255 Hours)

- > Maya > Blender > Substance Painter > ZBrush > Arnold > Portfolio Development

Master + Portfolio Development (6 Months / 270 Hours)

- > Maya > Marvelous Designer > Substance Designer > Mari > ZBrush > Reality Capture
- > Katana > Cinema 4D > Nuke

Short Film Development (6 Months / 240 Hours)

- > 3D Short Film Development > Unreal Engine

*Few topics will be covered online

3D Character Modeler

3D Prop/Env Modeler

3D Vehicle Modeler



3D Texturing Artist

3D Lighting Artist

3D Rendering Artist

Unreal Engine Artist

This program is aligned with MESG QPNOS: MES/Q0502, Q0504, Q0510, Q0701, Q2501, Q2502, Q2503