

MPAV: FX & DYNAMICS



1205 Hours (Training + Practical)



30 Months



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CREATE STUNNING VISUALS

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.

>>>> www.frameboxx.in



WHAT'S COVERED 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
- > 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 / 235 Hours)

- > Maya Dynamics > Blender Fx > After Effects > Phoenix FD > tyFlow > Maya X Gen
- > Houdini > PFTrack > Portfolio Development

Master + Portfolio Development (6 Months / 220 Hours)

- > Maya > Marvelous Designer > Houdini > Nuke

Short Film Development (6 Months / 240 Hours)

- > 3D Short Film Development > Unreal Engine

*Few topics will be covered online



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

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