

MPAV: RIGGING & ANIMATION



1250 Hours (Training + Practical)



30 Months



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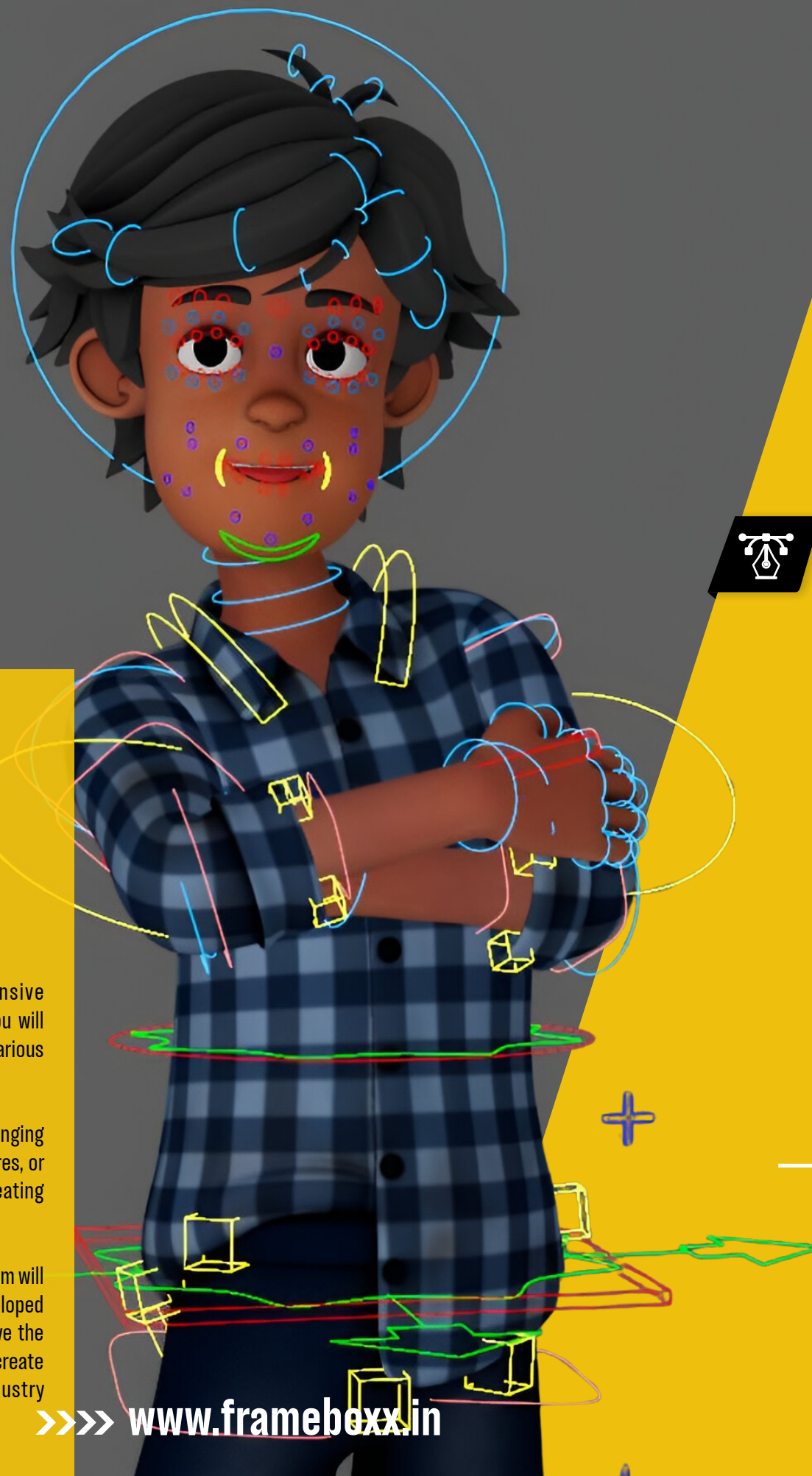
**AI INTEGRATED
COURSE**

BRING CHARACTERS TO LIFE

This program is designed to provide a comprehensive understanding of regular to technical animation skills. You will acquire extensive knowledge and practical experience in various animation styles.

Rigging and animation are crucial components for bringing characters to life, whether they are humans, aliens, creatures, or vehicles. These two elements are the fine art of creating believable and relatable stories through your animations.

With the animation industry constantly evolving, this program will expose you to various animation styles that have been developed to date and those that are currently emerging. You will have the opportunity to explore different techniques and styles to create unique and engaging animations that meet the industry standards.



www.frameboxx.in



WHAT'S COVERED IN THIS PROGRAM?

- > Creation of proper control rigs as per project requirement
- > Creating rigs for Props, Mechanical and Toon character
- > Understanding of using muscle rig for realistic human and creature character
- > Creation of custom rigs to increase productivity
- > Rigging set up to take care of CHF (Cloth, Hair, Fur) and other related Physics
- > Techniques to make the production pipeline better
- > Thorough understanding of Principles of Animation
- > Shot preparation using acting for Animation
- > Achieve various Animation styles as per the project genre
- > Develop overall artistic sense and creativity
- > 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
- > Prompting Aesthetics for Animation | ChatGPT & Google Gemini AI | Leonardo AI | Midjourney | ComfyUI for VFX

Intermediate + Portfolio Development (6 Months / 250 Hours)

- > Maya > 3ds Max > Blender > Portfolio Development
- > Runway ML | Kling AI | Eleven Labs | Clipchamp

Master + Portfolio Development (6 Months / 250 Hours)

- > Maya > Motion Capture > Arnold > After Effects

Short Film Development (6 Months / 240 Hours)

- > 3D Short Film Development > Unreal Engine

*Few topics will be covered online



This program is aligned with MESG QPNOS: MES/Q0503, Q0507, Q0701, Q2501, Q2502, Q3501.