



MPAV: Roto, Paint & Compositing

960 Hours (Training + Practical), 24 Months

This comprehensive rotoscoping, paint, and compositing course covers the entire spectrum from basic techniques to advanced workflows, including compositing. You'll receive hands-on training with a variety of projects that will help you develop your skills, and you'll have access to feedback and support to guide you towards a career in the VFX industry.

The course is designed by experienced professionals who have worked in the film and animation industries, providing you with a deep understanding of the techniques and workflows used in professional settings.

What will you learn in this Program?

- Introduction to rotoscoping, paint, and compositing.
- Understanding the VFX pipeline and industry-standard software tools.
- Advanced rotoscoping techniques such as tracking, stabilization, and matte creation.
- Paint techniques including wire removal, object removal, and clean-up.
- Working with green screens, mattes, and alpha channels.
- Compositing techniques such as layering, blending modes, and color correction.
- Multi-pass compositing and integrating 3D elements
- Advanced color grading and finishing techniques.
- Building a professional demo reel to showcase your skills and work.

Applicable jobs after successful completion of this program:








- Roto Artist
- Compositor
- Paint Artist

This program is aligned with MESC QPNOS: MES/Q0506, Q3504, Q3505.

Fees: Rs. 3,30,000



Module 1 : Foundation (12 Months)

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	 Adobe Audition (Sound editing and effects)	10
		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 rotoscoping tool)	30
4	 PF Track (Node based 3D camera tracking software)	40
5	 Silhouette (Versatile tool for rotoscoping & 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	 Photoshop (Sequence paint)	40
2	 Silhouette (Advanced roto & paint)	60
3	 Mocha (2D Planar tracking and rotoscoping tool)	20
4	 Nuke (Hi-end node base compositing software for films and series)	120
		240