


MPAV: ROTO, PAINT, MATCHMOVE & COMPOSITING

 **1185 Hours** (Training + Practical)

 **30 Months**

 **4,00,000**

SEAMLESS VFX INTEGRATION

This comprehensive rotoscoping, paint, Matchmove 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.

www.frameboxx.in



WHAT'S COVERED 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
- > 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
- > Object tracking techniques
- > 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



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 / 195 Hours)

- > After Effects > Maya > Mocha > PFTrack > Silhouette > DaVinci Resolve
- > Portfolio Development

Master + Portfolio Development (6 Months / 240 Hours)

- > Photoshop > 3D Equilizer > Rotomation > Nuke

Short Film Development (6 Months / 240 Hours)

- > 3D Short Film Development > Unreal Engine

*Few topics will be covered online



This program is aligned with MESQ QPNOS: MES/Q0506, Q2501, Q3501, Q3504, Q3505.