

MPAV: ROTO, PAINT, MATCHMOVE & COMPOSITING



1185 Hours (Training + Practical)



30 Months



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**AI INTEGRATED
COURSE**

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
- AI Prompting Aesthetics for Animation | ChatGPT & Google Gemini AI | Leonardo AI | Midjourney | ComfyUI for VFX

Intermediate + Portfolio Development (6 Months / 195 Hours)

- After Effects ➤ Maya ➤ Mocha ➤ PFTrack ➤ Silhouette ➤ DaVinci Resolve
- Portfolio Development
- AI Luma AI for VFX

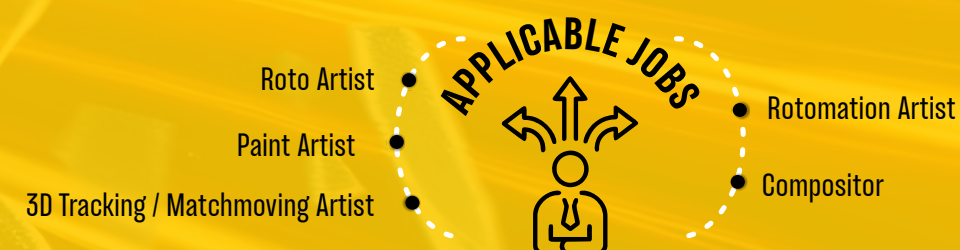
Master + Portfolio Development (6 Months / 240 Hours)

- 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 MESO QPNOS: MES/Q0506, Q2501, Q3501, Q3504, Q3505.