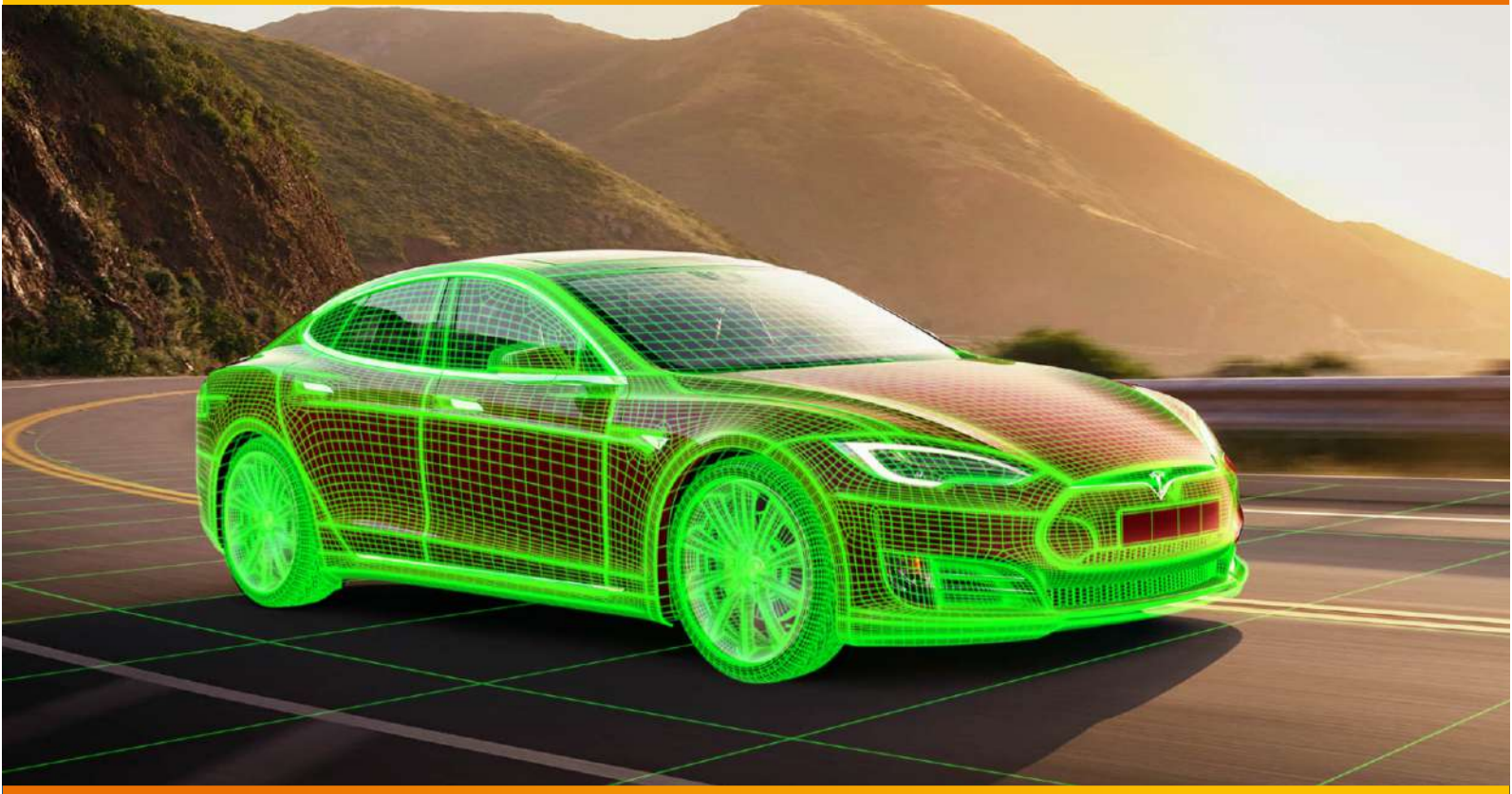


MPAVG: 3D Tracking and Matchmoving



Duration: 756 Hours, 24 Months

This program focuses on one of the most exciting and challenging module of the Visual Effects Industry. 3D Tracking and Matchmoving plays a very important role for breathtaking cinematic sequences.

CG elements are seamlessly integrated in the live action footage. With the help of this technique, the Director is free to use his/her creative concepts for storytelling. There are no restrictions or practical challenges for executing any type of camera motion.

What will you learn in this Program?

- 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.
- Knowledge of how to get and read the survey data.
- Automatic and manual matchmoving techniques.
- Object tracking techniques.
- Optimization process of the VFX pipeline.
- Integration of various softwares for the final output.

Module 1

| Sr. No. | Softwares | Hours |
|---------|----------------|------------|
| 1 | Pre-Production | 60 |
| 2 | Photography | 5 |
| 3 | Photoshop | 20 |
| 4 | 3ds Max | 125 |
| 5 | Premiere Pro | 10 |
| 6 | After Effects | 20 |
| | | 240 |

Foundation

(6 Months)

Module 2

| Sr. No. | Softwares | Hours |
|---------|---------------|------------|
| 1 | After Effects | 30 |
| 2 | Maya | 80 |
| 3 | Nuke | 60 |
| 4 | PF Track | 20 |
| 5 | Houdini | 70 |
| 6 | 3D Equalizer | 20 |
| 7 | Katana | 20 |
| | | 300 |

Specialization in VFX

(7 Months)

Module 3

| Sr. No. | Softwares | Hours |
|---------|---------------------|------------|
| 1 | 3D Equalizer | 40 |
| 2 | Maya for Match Move | 40 |
| 3 | Rotomation in Maya | 80 |
| 4 | Nuke | 36 |
| 5 | SynthEyes | 20 |
| | | 216 |

3D Tracking and Matchmoving

(9 Months)

Module 4

Portfolio Development: 2 Months

Applicable jobs after successful completion of the MPAVG 3D Tracking and Matchmoving Program:

- 3D Tracking / Matchmoving Artist
- VFX Artist
- Rotomation Artist

OUR STUDENT WORK FROM INDUSTRY



Oniel Fernandes

2D Compositor Supervisor
Double Negative, Mumbai



Jitesh Gohil

Compositor
Atomic Arts, Mumbai



Puneeth PB

Creature/Character Animator
Animal Logic, Australia



Younis Ahmed

Lighting TD
Method Studios, Canada



Sangram Patil

Lead Compositor
Double Negative, Mumbai



Indrajeet Sisodiya

Senior Compositor
Pixomondo, Canada

Recent Placements



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- Collaborative Learning
- Training by Industry Experts
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- Personalized Attention
- Internal Competitions
- Studio Internship

Our Affiliations

