

# **MPAVG: Assets**



### **Duration: 756 Hours, 24 Months**

This program focuses on mastering 3D / Digital Asset Creation. It includes Modeling, Texturing and Lighting.

3D Models are basic building blocks of any animated content – movies, web series, games, commercials and more. The 3D artist needs to create various models as per client requirements. It can be from a concept art or a reference image.

#### What will you learn in this Program?

- Techniques of how to create the best assets for any given project, with the highest production quality possible.
- Industry standard tips and tricks to make you able to work by yourself independently and efficiently.
- Strong artistic abilities.
- Optimization techniques to make entire scene light weight for fast rendering.
- Mastering on creating low poly 3D models.
- Creation of different texture maps of various material and shader types.

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Sr. No.	Softwares	Hours	
1	👧 Μαγα	90	<b>Assets</b> (9 Months)
2	Ps Photoshop	10	
3	🌍 Mari	30	
4	🔞 Katana	16	
5	ZBrush	60	
6	Nuke	10	
		216	
Port	folio Development: 2	Months	
	5 6 7 <b>Sr. No.</b> 1 2 3 4 5 6	5       Image: Mari         6       Image: Katana         7       Image: Nuke         7       Image: Nuke         8       Image: Nuke         1       Image: Maya         2       Image: Photoshop         3       Image: Mari         4       Image: Mari         5       Image: Mari         6       Image: Mari         6       Image: Strush         6       Image: Nuke	δ       Q         6       Q         6       Q         7       Q         7       Nuke         0       Q         7       Softwares         8       Q         1       Q         1       Q         2       Photoshop         3       Q         4       Q         1       Q         3       Q         3       Q         4       Q         5       Xarana         4       Q         5       Xarana         6       Q         6       Q         6       Q         6       Q         6       Q         6       Q         6       Q         6       Q         6       Q         6       Q         6       Q         6       Q         6       Q         6       Q         7       Q         9       Q         9       Q         9       Q

### Applicable jobs after successful completion of the MPAVG Assets Program:

- Character Modeling, Texturing and Lighting
- Environmental Modeling, Texturing and Lighting
- LookDev Artist
- Digital Matte Painting Artist

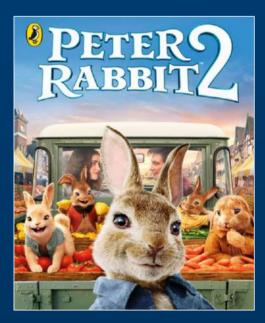
## **OUR STUDENT WORK FROM INDUSTRY**



Oniel Fernandes 2D Compositor Supervisor Double Negative, Mumbai



**Jitesh Gohil** Compositor Atomic Arts, Mumbai



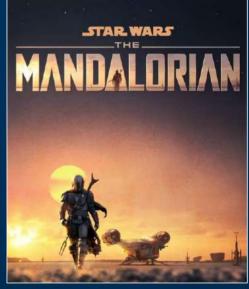
**Puneeth PB** Creature/Character Animator Animal Logic, Australia



Younis Ahmed Lighting TD Method Studios, Canada



Sangram Patil Lead Compositor Double Negative, Mumbai



Indrajeet Sisodiya Senior Compositor Pixomondo, Canada

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