



MPAVG: Compositing

756 Hours, 24 Months

This program focuses on the last module of the Post Production Pipeline of a studio – Compositing. It encompasses all the live action footages, CG render passes, matte paintings, camera projections, 3D tracking data, other mattes in a single shot and creates the final output.

Compositing job requires a keen sense of various creative and technical skills. As per the genre of work, you will go for either creative or realistic compositing. We will show you a holistic approach to the VFX production.

What will you learn in this Program?

- Animation of various graphic elements and designs in moving clips
- Seamless blending of various type of camera footages and file formats
- Knowledge of proper Post Production workflow and pipeline
- Industry standard techniques of compositing multiple CG render passes with live action footage
- Proper color correction techniques to match lighting
- Tips and tricks to deliver shots under tight deadline
- Use of industry standard plug-ins to enhance the compositing output
- Establish and maintain look and feel of the entire composition

Applicable jobs after successful completion of the MPAVG Compositing Program:

- CG Compositor
- 3D Tracking
- 2D / VFX Compositor
- Matchmoving
- VFX Generalist

This program is aligned with MESIC QPNOS: MES/Q0504, Q0506, Q0507, Q1401, Q3503, Q3504, Q3505.

Fees: Rs. 3,00,000







Chroma Shoot










Final Compositing









Module 1: Foundation (6 Months)

Sr. No.	Softwares	Hours
1	 Pre-Production (Story development and execution)	60
2	 Photography (Capturing the moments)	5
3	 Photoshop (Photo editing and compositing)	20
4	 3ds Max (Powerful 3D software for gaming, architecture and assets)	125
5	 Premiere Pro (Video editing and effects)	10
6	 After Effects (Visual effects, motion graphics and compositing)	20
		240

Module 2 : Specialization in VFX (7 Months)

Sr. No.	Softwares	Hours
1	 Advanced After Effects (Visual effects, motion graphics and compositing)	30
2	 Foundation in Maya (Powerful 3D software for movies, series and visual effects)	80
3	 Foundation in Nuke (Powerful node base compositing software for movies and series)	60
4	 PF Track (Node base 3D camera tracking software)	20
5	 Foundation in Houdini (Dynamic simulation tools to create visual effects)	70
6	 3DEqualizer (Powerful matchmoving software)	20
7	 Katana (Powerful tool for look development and lighting)	20
		300

Module 3 : Compositing (9 Months)

Sr. No.	Softwares	Hours
1	 SilhouetteFX, Mocha (Rotoscoping, Paint and Planar tracking)	30
2	 Maya Advanced Rendering	60
3	 Photoshop for Compositors	20
4	 Advanced Nuke (Powerful node base compositing software for movies and series)	40
5	 Maya and Matte Painting	40
6	 Nuke Plugins (Ocula - Stereoscopic imagery. CaraVR - Virtual Reality toolset. Furnace - Rig removal toolset)	26
		216

Module 4

Portfolio Development: 2 Months