MPAVG: FX / Dynamics

756 Hours, 24 Months

This program focuses on creating eye catching and realistic 3D Dynamics effects using Particle Simulations. It is one of the most challenging aspects of Animation, Visual Effects and Gaming industry.

You need to create effects as per the genre of the work. As per requirement of Director, you need to tweak it continuously to improve the quality. The workflow / pipeline get updated with every single project.

What will you learn in this Program?

- Create and enhance your aesthetics and technical sense
- Industry standard techniques for working on CHF (Cloth, Hair, Fur)
- Working on a shot single-handedly including Modeling, Texturing, Dynamics, Lighting and Animation
- Manipulate techniques of 3D models and textures as per the requirement
- Optimize the complete scene
- Working on various aspects of simulations – fluids / liquids, object shattering and fracture (building, glass, vehicles are more), blasts, debris, fire, smoke, blood, energy (balls, blasts, vortex and shockwaves), weather, storm clouds and more

Applicable job after successful completion of the MPAVG FX / Dynamics Program:

- 3D FX / Simulation Artist
  (Water / Fire / Expositions / Natural phenomena and more)

This program is aligned with MESC QPNOS: MES/Q0401, Q0504, Q0507, Q0701, Q2503, Q3503.

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
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 3D (7 Months)

Sr. No.	Softwares	Hours
1	**Substance Designer** (3D models with seamless texture)	20
2	**Substance Painter** (Incredibly powerful 3D painting tool)	20
3	**Foundation in Maya** (Powerful 3D software for movies, series and visual effects)	150
4	**Foundation in Houdini** (Dynamic simulation tools to create visual effects)	50
5	**Mari** (High-resolution digital 3D texture painting)	20
6	**Katana** (Powerful tool for look development and lighting)	20
7	**Foundation in Nuke** (Powerful node base compositing software for movies and series)	20
		300

Module 3 : FX / Dynamics (9 Months)

Sr. No.	Softwares	Hours
1	Maya / Max Dynamics (Particle simulation / Xgen / Tyflow / Phoniex)	20
2	Houdini Object Simulation	40
3	Houdini Cloth Simulation	40
4	Houdini Fracture Simulation	40
5	Houdini/Realflow Liquid Simulation	40
6	Houdini Particle Simulation	20
7	VEX (Programming language to create complex effects)	16
		216

Module 4

Portfolio Development: 2 Months