

# MPAVG: FX / Dynamics

**Duration: 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.

### 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
		<b>240</b>

### Foundation

(6 Months)

### Module 2

Sr. No.	Softwares	Hours
1	Substance Designer	20
2	Substance Painter	20
3	Maya	150
4	Houdini	50
5	Mari	20
6	Katana	20
7	Nuke	20
		<b>300</b>

### Specialization in 3D

(7 Months)

### Module 3

Sr. No.	Softwares	Hours
1	Maya Dynamics (Particle simulation, Xgen)	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	16
		<b>216</b>

### FX / Dynamics

(9 Months)

### Module 4

**Portfolio Development: 2 Months**

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

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

## OUR STUDENT WORK FROM INDUSTRY



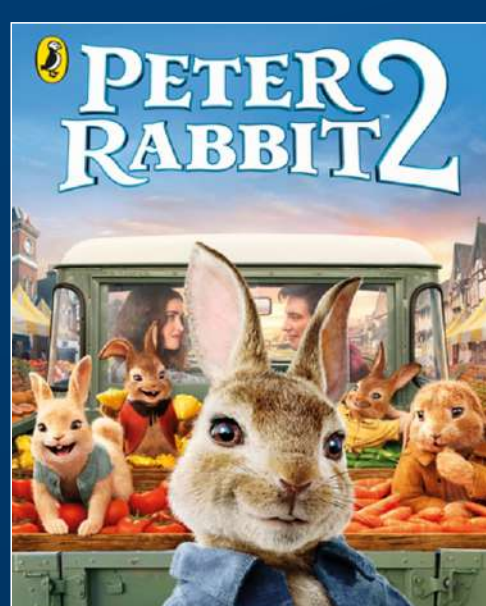
### Oniel Fernandes

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

accenture

RED CHILLIES ENTERTAINMENT

MAKUTA visual effects

FRAMESTORE

VIACOM 18

TAU FILMS

GOLDEN ROBOT

M P C

LEGEND 3D | VFX | VR

bot

technicolor

ZEETV

## Why Frameboxx?

- Career-Focused Training
- Hands on Training
- Collaborative Learning
- Training by Industry Experts
- Workshops & Seminars
- 0% EMI Student Loan
- Industry Oriented Courses
- Project & Portfolio Creation
- 100% Placement Assistance
- Personalized Attention
- Internal Competitions
- Studio Internship

## Our Affiliations

MES

N-S-D-C National Skill Development Corporation

YCMOU

TAU FILMS

SILVER OAK UNIVERSITY

JAGANNATH UNIVERSITY

ALARD

Crazy Labs

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