



MPAVG: Rigging & Animation

756 Hours, 24 Months

This program focuses on teaching regular to technical Animation skills. You will develop vast knowledge and practicalities of various kinds of Animation styles.

Rigging and Animation are vital to put life into your character - let it be humans, aliens, creatures or vehicles. The fine art of these two elements makes your story convincing and relatable. Various animation styles are developed till now and will continue doing so.

What will you learn in this Program?

- Creation of proper control rigs as per project requirement
- Importance of secondary Animation for realistic output
- Rigging set up to take care of CHF (Cloth, Hair, Fur) and other related Physics
- Techniques to make the production pipeline better
- Achieve various Animation styles as per the project genre
- Creation of custom rigs to increase productivity
- Develop overall artistic sense and creativity
- Understand various body mechanisms – organic and inorganic both

Applicable jobs after successful completion of the MPAVG Rigging and Animation Program:







- Rigger
- Animator
- Technical Animator
- Motion Capture Artist

This program is aligned with MESC QPNOS: MES/Q0507, Q0701, Q2502, Q2503, Q3503.








Fees: Rs. 3,00,000








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 : Rigging & Animation (9 Months)

Sr. No.	Softwares	Hours
1	 Advanced Maya (Constraints Ik/FK Skin Human and quadruped) (Powerful 3D software for movies, series and visual effects)	90
2	 Advanced 3ds Max (Powerful 3D software for gaming, architecture and assets)	86
3	 Processing Motion Capture Data (Recording the movement of objects or people to use in 3D softwares)	10
4	 Advanced Mari / Motion Builder (High-resolution digital 3D texture painting)	15
5	 Advanced Katana (Powerful tool for look development and lighting)	15
		216

Module 4

Portfolio Development: 2 Months