



MPAVG: VFX / Effects

756 Hours, 24 Months

This program focuses on creating eye catching and realistic 2D and 3D Dynamics effects using Particle Simulations and how to compose them for the final output.

You need to create effects as per the genre of the work. As per requirement of the Director, you need to tweak it continuously to improve the quality. The workflow / pipeline gets 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 jobs after successful completion of the MPAVG VFX / Effects Program:







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

This program is aligned with MESIC QPNOS: MES/Q0401, Q0504, Q0506, Q0507, Q0701, Q1401, Q3503, Q3504, Q3505.








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 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 : VFX / Effects (9 Months)

Sr. No.	Softwares	Hours
1	 After Effects Particle Simulation / Trapcode / Video Copilot (Visual effects, motion graphics and compositing)	30
2	 Nuke Particle System / Advanced Compositing (Powerful node base compositing software for movies and series)	15
3	 Maya Dynamics - particle simulation Fluid Simulation	35
4	 Houdini Fracture Simulation	40
5	 Houdini Liquid Simulation	40
6	 Houdini Partical Simulation	40
7	 VEX (Programming language to create complex effects)	16
		216

Module 4

Portfolio Development: 2 Months