

WHAT'S COVERED IN THIS PROGRAM?

- Complete production pipeline of Motion Graphics
- Pipeline of multiple 2D and 3D softwares to create desired output
- Understanding of Design principles and marketing psychology
- Creating videos for various mediums including feature film, OTT, TVC, web, broadcast media, games, social media and many others
- File formats and technical parameters of broadcasting system (editing, sizing,
- Infographics, Typography, Title design, and many other styles of text animation
- Use of leading industry standard plugins for faster production pipeline
- Learn how to use industry-standard software tools such as Adobe After Effects, Cinema 4D.
- Developing a portfolio of work to showcase skills and creativity to potential clients or employers

SOFTWARES COVERED

Foundation (8 Months / 320 Hours)

- Pre-production > Photoshop > Illustrator > Premiere Pro > Audition
- After Effects 3ds Max Fundamental Maya - Foundation

Intermediate (5 Months / 200 Hours)

> Animate CC - Fundamental > After Effects > Mocha - Fundamental

Master + Portfolio Development (9 Months / 360 Hours)

> Cinema 4D > Houdini > Maya > 3ds Max > Nuke > After Effects > Trapecode

PORTFOLIO DEVELOPMENT (2 MONTHS / 80 Hours)

*Few topics will be covered online



This program is aligned with MESC QPNOS: MES/Q0701, Q0704, Q1401, Q2501, Q3501, Q3505.