



MPAV: Rigging & Animation

960 Hours (Training + Practical), 24 Months

This program is designed to provide a comprehensive understanding of regular to technical animation skills. You will acquire extensive knowledge and practical experience in various animation styles. Rigging and animation are crucial components for bringing characters to life, whether they are humans, aliens, creatures, or vehicles. These two elements are the fine art of creating believable and relatable stories through your animations.

With the animation industry constantly evolving, this program will expose you to various animation styles that have been developed to date and those that are currently emerging. You will have the opportunity to explore different techniques and styles to create unique and engaging animations that meet the industry standards.

What will you learn in this Program?

- Creation of proper control rigs as per project requirement.
- Creating rigs for Props, Mechanical and toon character.
- Understanding of using muscle rig for realistic human and creature character.
- Creation of custom rigs to increase productivity.
- Rigging set up to take care of CHF (Cloth, Hair, Fur) and other related Physics.
- Techniques to make the production pipeline better.
- Thorough understanding of Principles of Animation.
- Shot preparation using acting for animation.
- Achieve various Animation styles as per the project genre.
- Develop overall artistic sense and creativity

Applicable jobs after successful completion of this program:

- 3D Rigger
- 3D Animator
- 3D Layout Artist








This program is aligned with MESIC QPNOS: MES/Q0503, Q0507, Q0701, Q2501, Q2502, Q3501.

Fees: Rs. 3,75,000







Module 1 : Foundation (12 Months)







*Few topics will be covered online

Sr. No.	Softwares	Hours
1	 Pre-production (Sketching and storyboarding)	60
2	 Photoshop (Photo editing and compositing)	40
3	 Premiere Pro (Video editing and effects)	30
4	 Audition (Sound editing and effects)	10
5	 After Effects (Visual effects, motion graphics and compositing)	70
6	 3ds Max - Fundamental (3D software for gaming, architecture and assets)	50
7	 Maya - Foundation (Advanced 3D software for movies, series and visual effects)	220
		480

Module 2 : Intermediate (6 Months)

Sr. No.	Softwares	Hours
1	 Maya (Rigging – Props / Mechanical / Toon / Blendshapes)	100
2	 Maya (Skinning)	20
3	 3ds Max (Understanding of biped tools and skinning)	20
4	 Maya (Animation – Product / Mech / Toon / Props)	100
		240

Module 3 : Master + Portfolio Development (6 Months)

Sr. No.	Softwares	Hours
1	 Maya (Rigging – facial, hyper realistic char, quadruped, muscles)	80
2	 Maya (Advanced skinning)	20
3	 Maya (Animation – Character, Quadruped, Facial, Performace Act)	100
4	 Motion Capture (Data processing)	20
5	 Katana (Advanced look development and Rendering)	14
6	 After Effects (3D compositing)	6
		240