



# MPAV: Roto, Paint & Compositing

**960 Hours (Training + Practical), 24 Months**

This comprehensive rotoscoping, paint, and compositing course covers the entire spectrum from basic techniques to advanced workflows, including compositing. You'll receive hands-on training with a variety of projects that will help you develop your skills, and you'll have access to feedback and support to guide you towards a career in the VFX industry.

The course is designed by experienced professionals who have worked in the film and animation industries, providing you with a deep understanding of the techniques and workflows used in professional settings.

## What will you learn in this Program?

- Introduction to rotoscoping, paint, and compositing.
- Understanding the VFX pipeline and industry-standard software tools.
- Advanced rotoscoping techniques such as tracking, stabilization, and matte creation.
- Paint techniques including wire removal, object removal, and clean-up.
- Working with green screens, mattes, and alpha channels.
- Compositing techniques such as layering, blending modes, and color correction.
- Multi-pass compositing and integrating 3D elements
- Advanced color grading and finishing techniques.
- Building a professional demo reel to showcase your skills and work.

## Applicable jobs after successful completion of this program:

- Roto Artist
- Compositor
- Paint Artist

This program is aligned with MESCS QPNOS: MES/Q0506, Q2501, Q3501, Q3504, Q3505.

**Fees: Rs. 3,75,000**



**Checkers**



**Overlay**










**Alpha**









**Final Output**

## Module 1 : Foundation (12 Months)





\*Few topics will be covered online

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

## Module 2 : Intermediate (6 Months)

Sr. No.	Softwares	Hours
1	 <b>After Effects</b> (Advance layer based compositing)	30
2	 <b>Maya</b> (Camera pass rendering, camera projection)	20
3	 <b>Mocha</b> (2d Planar tracking and rotoscoping tool)	30
4	 <b>PFTrack</b> (Node based 3D camera tracking software)	40
5	 <b>Silhouette</b> (Versatile tool for rotoscoping & paint)	30
6	 <b>Nuke</b> (Hi-end Node base compositing software for Films and Series)	90
		<b>240</b>

## Module 3 : Master + Portfolio Development (6 Months)

Sr. No.	Softwares	Hours
1	 <b>Photoshop</b> (Sequence paint)	40
2	 <b>Mocha</b> (2D Planar tracking and rotoscoping tool)	20
3	 <b>Silhouette</b> (Advanced roto & paint)	60
4	 <b>Nuke</b> (Hi-end node base compositing software for films and series)	120
		<b>240</b>