720 Hours (Training + Practical), 18 Months

This program focuses on providing the required knowledge to start your career in the spectacular Media & Entertainment Industry. It works as a stepping stone of your professional journey.

Now-a-days, Animation and VFX are an integral part of Movies, Web series, TVCs and many other broadcasting formats. They help storytelling in an enhanced way. For every Director It had become a must tool of every Director to properly execute their conceived ideas into reality.

What will you learn in this Program?

- All necessary things to get the jump start in the industry including 2D and 3D Animation, VFX,
 Photography and Editing
- Holistic knowledge of the industry and work around
- In the 2nd module, you will decide your career goal: 3D or VFX. You will select one module as per your passion and one-to-one discussion with your trainers

Applicable jobs after successful completion of the Specialization Program:

- 3D Specialization:

Previs Modeling Rigging
Storyboarding Texturing Animation
Matte Painting Lighting FX

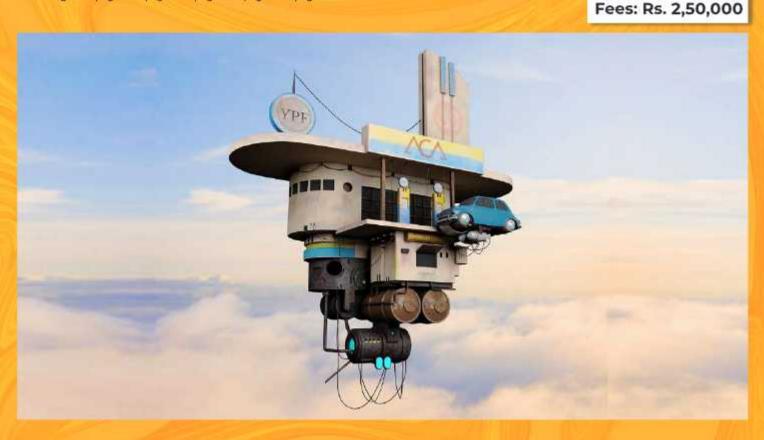
- VFX Specialization:

Roto 3D Tracking FX

Paint Matchmoving Motion Graphics

Cleanup Compositing

This program is aligned with MESC QPNOS: MES/Q0502, Q0504, Q0506, Q0507, Q0601, Q0701, Q1401, Q2501, Q2502, Q2503, Q3503, Q3504, Q3505.



Module 1: Foundation (12 Months)

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

Module 2 : Specialization (6 Months)

Select one of the following

3D Asset & Look Dev

Rigging & Animation

Sr. No.	Softwares	Hours
1	Maya	80
2	Maya	20
3	Substance Painter	40
4	Z Zbrush	40
5	Katana	40
6	Arnold	20
		240

Sr. No.	Softwares	Hours
1	Maya	100
2	Maya	20
3	3Ds Max	20
4	Maya	100
		240

FX & Dynamics

Compositing

Sr. No.	Softwares	Hours
1.	3ds Max	30
2	Maya	60
3	After effects	30
4	Rayfire	20
5	Fume Fx/ After Burn	20
6	Thinking Particles	20
7	Maya	40
8	PF Track	20
		240

Ae After effects	5000
111111111111111111111111111111111111111	30
Maya	20
Mocha	30
PF Track	40
Silhouette	30
Nuke	90
	240
	Mocha PF Track Silhouette