



Specialization Program: 3D / VFX

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 MESIC QPNOS: MES/Q0502, Q0504, Q0506, Q0507, Q0601, Q0701, Q1401, Q2501, Q2502, Q2503, Q3503, Q3504, Q3505.

Fees: Rs. 2,50,000



Module 1 : Foundation (12 Months)

Sr. No.	Softwares	Hours
1	 Pre-production (Sketching and storyboarding)	60
2	 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	 Adobe Audition (Sound editing and effects)	10
		480

Module 2 : Specialization (6 Months)

Select one of the following









3D Asset & Look Dev

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

Rigging & Animation

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

FX & Dynamics

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

Compositing

Sr. No.	Softwares	Hours
1	 After effects	30
2	 Maya	20
3	 Mocha	30
4	 PF Track	40
5	 Silhouette	30
6	 Nuke	90
		240