

DUAL INTERNSHIP DIPLOMA IN VFX AND 3D

(Eligibility : 12th Pass, Basic Knowledge in Computer.)



COURSE BRIEF:

This is a unique 360 degree industry relevant program which equips the aspirant through both the field of 3D and VFX and gives further opportunity for 2 months of Internship.

OBJECTIVE:

This project based course will take the students through various project based assignments that will guide the student in understanding the nuances and the secret of trade which they require to know before they enter the field of visual effects and animation.

OUTCOME:

This course will walk the student through different assignments that will make them understand the process behind how 3D contributes in creating some of major visual effects wonders of the modern age. Every assignment will be having different set of challenges that will make the student most efficient in handling the 3D visual effects challenges that will come their way on the job.

MODULES:

- Studying case studies with showreels
- Story Boarding
- VFX & Internship
- Sketching
- 3D & Internship
- Specialization

COURSE DESCRIPTION :

VFX TECHNIQUES

- Advance Roto Techniques
- Advance Paint Techniques
- Chroma Keying Techniques
- Day to Night Conversion
- Digital Makeup
- Creating Visual Effects Element
- Time Warping
- 3D for NUKE
- Maya and NUKE Integration
- Matte Painting
- Multi-plate Compositing
- Multi Pass Compositing

3D TECHNIQUES

- Design Principles
- Basic of Art
- Advance Modeling Techniques
- Texturing and Shading Techniques
- Lighting Techniques
- Rigging and Animation
- Dynamics for VFX
- Rendering Techniques
- Rotoscoping Techniques
- Multipass Compositing
- 3D for NUKE
- Maya to NUKE Integration

JOB OPPORTUNITIES:

- Roto Artist
- Jr. Compositor
- Texturing Artist
- Animation Artist
- Prep Artist
- VFX Generalist
- Shading Artist
- Dynamics Artist
- Paint Artist
- Modeling Artist
- Lighting Artist
- Rendering Artist