



**BVOC(Vocational
Training) in Animation**
Duration - 3Yrs.

MILESTONE – ADVANCE ANIMATION

SOFTWARE USAGE:

- *Adobe Photoshop*
- *Adobe Flash*
- *Autodesk Maya*
- *Z Brush*
- *After Effects*
- *Nuke*
- *Silhouette*
- *Mocha*
- *Fusion*

COURSE TIMELINE

YEAR	CLASS DURATION		TOTAL CLASS	TOTAL HRS.
	THEORY	PRACTICAL		
<i>YEAR -1</i>	<i>2 HRS</i>	<i>3HRS</i>	<i>120</i>	<i>600 HRS.</i>
<i>YEAR -2</i>	<i>2 HRS</i>	<i>3HRS</i>	<i>120</i>	<i>600 HRS.</i>
<i>YEAR -3</i>	<i>2 HRS</i>	<i>3HRS</i>	<i>120</i>	<i>600 HRS.</i>

COURSE OUTLINE

YEAR	SUBJECT
<i>YEAR -1</i>	<i>Photoshop , 2D Animation</i>
<i>YEAR -2</i>	<i>Modelling, Texturing, Lighting, Rigging, Animation, Rendering</i>
<i>YEAR -3</i>	<i>VFX for Film</i>



2D Animation

Total Class : 120

Total Hrs: 600

TIMELINE

SUBJECT	CLASS DURATION		TOTAL CLASS	TOTAL HRS.
	THEORY	PRACTICAL		
STORYBOARD AND ANIMATICS	2 HRS	3HRS	16	80 HRS.
CHARACTER DESIGNING	2 HRS	3HRS	16	80 HRS.
BG DESIGNING	2 HRS	3HRS	16	80 HRS.
ANIMATION	2 HRS	3HRS	48	240 HRS.
SHORT FILM DEVELOPMENT	2 HRS	3HRS	24	120 HRS.
TOTAL			120	600 HRS.

STORYBOARD AND ANIMATICS MODULE - DURATION - 16 CLASSES 80 HRS.

CLASS_01

*Sketching for animation.
Straight line, Curve line, Basic shapes, Gesture drawing.*

CLASS_02

*Sketching for animation.
Perspective drawings .Still life drawings etc.*

CLASS_03

*Animation Film Study.
Camera angles, Character Animation, Character expression,
Acting.*

CLASS_04

Animation Principles.

CLASS_05

*Script Analysis.
Necessity of script
,How to develop a film from script to screen.*

CLASS_06

All types of Camera Angles, How to make storyboard, Necessity of storyboard, Storyboard Analysis ,Camera panning, Zoom, POV, Close up, Extremes close up, Top angle, Low angle, OTS and need to know how we

	<i>use those shots in story board.</i>
CLASS_07	<i>Sound Techniques. Voice over techniques, Voice modulation, Voice acting, Background music, Folly sound etc.</i>
CLASS_08	<i>Panel Concept. What is Panel, Use of Panel in storyboard, Necessity of Panel</i>
CLASS_09	<i>Storyboarding. How to a Create a Storyboard from a script.</i>
CLASS_10	<i>Storyboarding. Creating story board – Assignment.</i>
CLASS_11	<i>Storyboarding Creating story board – Assignment.</i>
CLASS_12	<i>Storyboarding. Creating story board – Assignment.</i>
CLASS_13	<i>Storyboarding. Creating story board – Assignment.</i>
CLASS_14	<i>What is animatics ? Why we need animatics? How to make animatics. Creating animatics from storyboards based on previous assignment.</i>
CLASS_15	<i>Creating animatics from storyboards based on previous assignment.</i>
CLASS_16	<i>Creating animatics from storyboards based on previous assignment.</i>

**CHARACTER DESIGNING MODULE – DURATION – 16 CLASSES
80 HRS.**

CLASS_17

*Solid Drawings.
Gesture drawings, Line of action, Sketching time :1 min ,3 min, 5 min, 30 sec*

CLASS_18

*Solid Drawings.
Character drawings from comics, Film, How to build a heroic character or villain character or a king or a soldier etc. Character perspective. Head construction. Body construction etc.*

CLASS_19

*Solid Drawings.
Body language study, Facial expression, Action shot study and sketching from tv or magazine.*

CLASS_20

How to build a Character.

CLASS_21

Character Gesture Sheet.

CLASS_22

*Character History, Pre-History.
Character name, His age, How he looks, Any birth mark or tattoo. How he using his props(gun, knife, stick etc.-history). Character Father name, Mother name, His financial condition etc.*

CLASS_23

Model Sheet.

CLASS_24

Character Color Concept.

CLASS_25

Expression Sheet.

CLASS_26

Figure light And Shadow Technique.

CLASS_27

Tracing Technique.

CLASS_28

*Rigging Concept.
Use of Rigged Character, How to rigged a character.*

CLASS_29

*Rigging Concept
Character rigging process in Flash.*

CLASS_30

Character lip chart.

CLASS_31

Character Lip chart.

CLASS_32

Final Character.

BG DESIGNING MODULE - DURATION - 16 CLASSES - 80 HRS.

CLASS_33

Nature Color Theory.

CLASS_34

Perspective And Grammar.

CLASS_35

Landscape study.

CLASS_36

Landscape study.

CLASS_37

Landscape study.

CLASS_38

Cityscape study.

CLASS_39

Cityscape study.

CLASS_40

Cityscape study.

CLASS_41

Cityscape study.

CLASS_42

Interior Study.

CLASS_43

Interior Study.

CLASS_44

Making Layouts.

CLASS_45

Light and Shadow of a Background.

CLASS_46

BG and Props Clean up.

CLASS_47

360 degree rotation of props.

CLASS_48

360 degree rotation of props.

ANIMATION MODULE – DURATION – 48 CLASSES – 240 HRS.

CLASS_49

*Principles and animation.
12-Animation principle, and there usage.*

- *Squash and stretch.*
- *Anticipation.*
- *Staging.*

CLASS_50

*Principles and animation.
12-Animation principal, and there usage.*

- *Straight Ahead Action and Pose to Pose*
- *Follow Through and Overlapping Action*
- *Slow In and Slow Out.*

CLASS_51

*Principles and animation.
12-Animation principal, and there usage.*

- *Arc*
- *Secondary Action*
- *Timing*

CLASS_52

*Principles and animation.
Animation principal, and there usage.*

- *Exaggeration*
- *Solid drawing*
- *Appeal*

CLASS_53

Masking animation (eye blink, world map).

CLASS_54

Animation Movie Analysis.

CLASS_55

*Character animation.
Rough animation- Ball, Pendulum.*

CLASS_56

*Character animation.
Rough animation -Profile Walk cycle.*

CLASS_57

*Character animation.
Rough animation- character Jump.*

CLASS_58

*Animation Assignment - 01
Bouncing ball stationary (By using CLASICAL AND SHAPE MOTION).*

CLASS_59

*Animation Assignment -02
Bouncing ball progressive (By using CLASICAL AND SHAPE MOTION).*

CLASS_60

*Animation Assignment-03
Ping pong ball. Iron Ball. Balloon animation (By using SHAPE MOTION).*

CLASS_61

*Animation Assignment-04
Double bouncing ball with tail (By using SHAPE MOTION).*

CLASS_62

*Animation Assignment-05
Pendulum, Pendulum with tail (By using SHAPE MOTION).*

CLASS_63

*Animation Assignment-06
Sea wave(follow through), Tail Animation.*

CLASS_64

*Animation Assignment-07
Walk cycle (profile) (By using SHAPE MOTION).*

CLASS_65

*Animation Assignment-08
Walk Cycle (Front) (By using SHAPE MOTION).*

CLASS_66

*Animation Assignment-09
Walk cycle (3/4 front) (By using SHAPE MOTION).*

CLASS_67

*Animation Assignment-10
Character run cycle (profile) (By using SHAPE MOTION).*

CLASS_68

*Animation Assignment-11
Character run cycle (Front) (By using SHAPE MOTION).*

CLASS_69

*Animation Assignment-12
Character run cycle (3/4th front) (By using SHAPE MOTION).*

CLASS_70

*Animation Assignment-13
Head turn of a character (By using SHAPE MOTION).*

CLASS_71

*Animation Assignment-14
Body turn of a character (By using SHAPE MOTION).*

CLASS_72

*Animation Assignment-15
4 lag walk (profile).*

CLASS_73

*Animation Assignment-16
4 leg walk (3/4th front).*

CLASS_74

*Animation Assignment-17
4 leg run cycle (profile).*

CLASS_75

Animation Assignment-18

4 leg run cycle (front).

CLASS_76

*Animation Assignment-19
Weight lifting (By using SHAPE MOTION).*

CLASS_77

*Animation Assignment-20
Push Animation (By using SHAPE MOTION).*

CLASS_78

*Animation Assignment-21
Pull Animation (By using SHAPE MOTION).*

CLASS_79

*Animation Assignment-22
Lip sync animation .*

CLASS_80

*Animation Assignment-23
Lip sync animation.*

CLASS_81

*Animation Assignment-24
Bird animation, butterfly animation (By using SHAPE MOTION).*

CLASS_82

*Animation Assignment-25
Character Jump Animation (By using SHAPE MOTION).*

CLASS_83

*Animation Assignment-26
Fish Movements (By using SHAPE MOTION).*

CLASS_84

*Animation Assignment-27
Character Laughing .*

CLASS_85 *Animation Assignment-28*
Quick motion smear/ blur/ zip action with speed line

CLASS_86 *Animation Assignment-29*
Character eating cupcake.

CLASS_87 *Animation Assignment-30*
Effect Animation (Water repel, Fire).

CLASS_88 *Animation Assignment-31*
Effect Animation (Rain, Smoke, Blast).

CLASS_89 *Animation Assignment-32*
Action Sequence.

CLASS_90 *Animation Assignment-33*
Walk cycle (3/4 back).

CLASS_91 *Animation Assignment-34*
Acting For Animation (By using SHAPE MOTION)
Developing dialogue scene.

CLASS_92 *Animation Assignment -35*
Acting For Animation (By using SHAPE MOTION)
Developing dialogue scene.

CLASS_93 *Acting For Animation (By using SHAPE MOTION)*
Developing dialogue scene.

CLASS_94 *Acting For Animation (By using SHAPE MOTION)*
Developing dialogue scene.

CLASS_95

*Acting For Animation (By using SHAPE MOTION)
Developing dialogue scene.*

CLASS_96

*Acting For Animation (By using SHAPE MOTION)
Developing dialogue scene.*

**CLASS_97 -
120**

2D Animated Short Film Development.



3D Animation

Total Class : 120

Total Hrs: 600

TIMELINE

SUBJECT	CLASS DURATION		TOTAL CLASS	TOTAL HRS.
	THEORY	PRACTICAL		
3D MODELING & TEXTURING	2 HRS	3HRS	16	80 HRS.
LIGHTING & SHADING	2 HRS	3HRS	16	80 HRS.
RIGGING	2 HRS	3HRS	16	80 HRS.
ANIMATION	2 HRS	3HRS	48	240 HRS.
SHORT FILM DEVELOPMENT	2 HRS	3HRS	24	120 HRS.
TOTAL			120	600 HRS.

3D MODELING & TEXTURING MODULE - DURATION - 16 CLASSES 80 HRS.

CLASS_01

*Modeling in Maya.
Introduction.*

CLASS_02

*Modeling in Maya.
Autodesk Maya Interface Overview.*

CLASS_03

*Character design with three basic shape
(circle, square and triangle).*

CLASS_04

*Modeling in Maya.
Discuss about polygon and how to create polygon primitives.
What is the difference between object and component mode, How to
modify polygon with different tools .*

CLASS_05

*Modeling in Maya.
Prop modeling basic .*

CLASS_06

*Modeling in Maya.
Prop modeling (wristwatch).*

CLASS_07

*Modeling in Maya.
Prop modeling complete(wristwatch).*

CLASS_08

*Modeling in Maya.
Polygon Blocking of Cartoon Model.*

CLASS_09

*Modeling in Maya.
Topology of Cartoon Model .*

CLASS_10

*Modeling in Maya.
Detailing Topology of Cartoon Model .*

CLASS_11

*Modeling in Maya.
Polishing of Cartoon Model.*

CLASS_12

*Shading in Maya.
Shading with Maya materials. Detail knowledge of Lambert and Blinn materials. (Shading the wristwatch).*

CLASS_13

*Unwrapping in Maya.
Introduction to unwrapping. How to create UVs with different maps.*

CLASS_14

*Texturing in Maya.
Introduction to Texturing in Photoshop.
Unwrapping and Texturing the wristwatch.*

CLASS_15

*Texturing in Maya.
Unwrapping and Texturing the cartoon character.*

CLASS_16

*Texturing in Maya.
Unwrapping and Texturing the cartoon character.
How to create bump and specular maps in Photoshop.*

**3D LIGHTING, SHADING & RENDERING – DURATION – 16 CLASSES
80 HRS****CLASS_17**

*Introduction to Light. How does light work in real world.
Principles of light.*

CLASS_18

Introduction to CG lighting concept. Different between CG and real world light.

CLASS_19

*Lighting in Maya.
Basic understanding of Directional , Point and Spot light in Maya.*

CLASS_20

Lighting in Maya. Basic understanding of Directional , Point and Spot light in Maya.

CLASS_21

How to create 3 point(key, bounce and rim) light setup.

CLASS_22

Lighting prop and character with 3 point light setup.

CLASS_23

Good understanding of mental ray.

CLASS_24

Introduction to Indirect light in mental ray.

CLASS_25 *Shading with mental ray material.*

CLASS_26 *Shading the wristwatch with Maya material.*

CLASS_27 *Mental Ray Rendering Attributes.
How to setup batch render.*

CLASS_28 *Image base lighting in mental ray.
Product lighting (wristwatch).*

CLASS_29 *Pass rendering (diffuse, specular, reflection, light, shadow and occlusion).*

CLASS_30 *Interior Lighting Environment Setup.*

CLASS_31 *Exterior Lighting Environment Setup.*

CLASS_32 *Lighting a animation shots.*

RIGGING – DURATION – 16 CLASSES – 80HRS

CLASS_33 *Riging concept .*

CLASS_34 *Different types of Tool for Riging.
(joint, insert joint, reroot skeleton, orient joint, mirror joint, IK handle and IK Spline handle).*

CLASS_35 *Uses of constrain and deformers.*

CLASS_36 *Props rigging(cartoon bicycle).
(wheel rotation, handle rotation,)*

CLASS_37 *Props rigging(cartoon bicycle).(Paddle and chain rotation, global movement).*

CLASS_38 *Create human skeleton with joints. How to bind mesh with skeleton.*

CLASS_39 *Uses of IK for hand and leg rigging . Spline IK for body rigging.*

CLASS_40 *Create controllers with curves .*

CLASS_41 *Create controllers and connect to joints.*

CLASS_42 *Create custom attributes and connect to joint.*

CLASS_43 *Character Skinning & Weights Painting.*

CLASS_44 *Character Skinning & Weights Painting.*

CLASS_45 *Create facial expression with blendshape deformer.*

CLASS_46 *Create Facial GUI controllers and attach to blendshapes.*

CLASS_47 *Students Assignment Correction & Approval.*

CLASS_48 *Students Assignment Correction & Approval.*

**ANIMATION MODULE – DURATION –48 CLASSES-
240 HRS.**

CLASS_49 *Basics of Animation.
Maya Animation Interface & Tools.*

CLASS_50 *Basics of Animation.
Basic Motion Concept-Translation and Rotation.*

CLASS_51 *Basics of Animation.
The Toon Car Animation-LAWS of Motion.*

CLASS_52 *Basics of Animation.
The Football Bouncing Ball.*

CLASS_53 *Basics of Animation.
The Tennis Ball V Basket Ball planning.*

CLASS_54 *Basics of Animation.
The Tennis Ball V Basket Ball.*

CLASS_55 *Basics of Animation.
The Coconut N Hammer Impact.*

CLASS_56 *Basics of Animation.
Students Assignment Correction & Approval.*

CLASS_57

*Animation with Flour Slack.
Flour Sack Rig Introduction.*

CLASS_58

*Animation with Flour Slack.
FS Dynamic Poses & Physical Action.*

CLASS_59

*Animation with Flour Slack.
FS Mechanism of Walk Cycle.*

CLASS_60

*Animation with Flour Slack.
FS Mechanism of Walk Progressive.*

CLASS_61

*Animation with Flour Slack.
FS Mechanism of Run.*

CLASS_62

*Animation with Flour Slack.
FS Run on Path-Motion Path Tools.*

CLASS_63

*Animation with Flour Slack.
Planning of FS Standing Jump & Poses Drawing.*

CLASS_64

*Animation with Flour Slack.
Students Assignment Correction & Approval.*

CLASS_65

*Physical & Game Animation.
Importance of • Acting • Animation • Action • Activity*

CLASS_66

*Physical & Game Animation.
Maya Animation Rig Introduction & Behavior of Human.*

CLASS_67

*Physical & Game Animation.
The Character Walk.*

CLASS_68

*Physical & Game Animation.
The Character Walk Progressive.*

CLASS_69

*Physical & Game Animation.
The Double B Walk.*

CLASS_70

*Physical & Game Animation.
The Double B Walk.*

CLASS_71

*Physical & Game Animation.
The Sneaking Walk.*

CLASS_72

*Physical & Game Animation.
The Sneaking Walk.*

CLASS_73

*Physical & Game Animation.
The Sneaking Walk.*

CLASS_74

*Physical & Game Animation.
Students Assignment Correction & Approval.*

CLASS_75

*Physical & Game Animation.
The Run. [Mechanism of Push].*

CLASS_76

*Physical & Game Animation.
The Run. [Mechanism of Push].*

CLASS_77

*Physical & Game Animation.
The Jog. [Mechanism of Push].*

CLASS_78

*Physical & Game Animation.
The Jog. [Mechanism of Push].*

CLASS_79

*Physical & Game Animation.
The Sprint. [Mechanism of Push].*

CLASS_80

*Physical & Game Animation.
The Sprint. [Mechanism of Push].*

CLASS_81

*Physical & Game Animation.
Students Assignment Correction & Approval.*

CLASS_82

*Physical & Game Animation.
The Push.[Mechanism of Push].*

CLASS_83

*Physical & Game Animation.
The Push.[Mechanism of Push].*

CLASS_84

*Physical & Game Animation.
The Pull.[Mechanism of Pull].*

CLASS_85

*Physical & Game Animation.
The Pull.[Mechanism of Pull].*

CLASS_86

*Physical & Game Animation.
The Throw.[Mechanism of Throw].*

CLASS_87

*Physical & Game Animation.
The Throw.[Mechanism of Throw].*

CLASS_88

*Physical & Game Animation.
Students Assignment Correction & Approval.*

CLASS_89

*Physical & Game Animation.
Planning for Physical Acting- Students Shoot Reference.*

CLASS_90

*Physical & Game Animation.
Shot 1-Staging a Multi Character.*

CLASS_91

*Physical & Game Animation.
Shot 1- Blocking of Character 1.*

CLASS_92

*Physical & Game Animation.
Shot 1- Blocking of Character 2.*

CLASS_93

*Physical & Game Animation.
Shot 1- Breakdown of Animation.*

CLASS_94

*Physical & Game Animation.
Shot 1- Polishing of Animation.*

CLASS_95

*Physical & Game Animation.
Internal Force Driving External Movement in Character.*

CLASS_96

*Physical & Game Animation.
Students Assignment Correction & Approval.*

**CLASS_97-
120**

3D Animated shortfilm .



VFX For Film

Total Class : 120

Total Hrs: 600

TIMELINE

SUBJECT	CLASS DURATION		TOTAL CLASS	TOTAL HRS.
	THEORY	PRACTICAL		
ROTO	2 HRS	3HRS	20	100 HRS.
PAINT	2 HRS	3HRS	20	100 HRS.
DYNAMICS	2 HRS	3HRS	40	200 HRS.
COMPOSITING	2 HRS	3HRS	40	200 HRS.
TOTAL			120	600 HRS.

ROTO - DURATION - 20 CLASSES 80 HRS.

CLASS_01

Photoshop(PS)- interface, Describe Resolution & Bit Layer, Selection tools
(Assignment – Basic shape object)

CLASS_02

PS- Drawing using brush (Brush Preset, Brush Making) Pen tool
(assignment – Change the character BG)

CLASS_03

PS- Masking (Layer Mask, Vector Mask, Clipping Mask & Quick Mask)

CLASS_04

After Effects - Introduction and Interface- Project settings. Basic Animation with Key Frame and using tools. Applying Motion Blur. Rendering

CLASS_05

After Effects - Importing PSD file, Animating the File, Puppet Tool Animation, Animation, Shape layer concept.

CLASS_06

After Effects - Tracking and stabilizing motion, Null object, One Point, Two Point & Four corner tracking. 3D Camera Tracking.

CLASS_07

After Effects - Alpha Channel Concept, Masking Concept, Basic Object Rotoscopy.

CLASS_08

After Effects - Human Roto and render, How to create a matte.

CLASS_09

Mocha - Introduction and Interface- Project settings. Importing Footage, Concept of Different tools, Advantage of mocha. Parameters, Dope sheet, Clip, Track, AdjustTrack settings and Detail Display, Colorspace, Interlaced, Footage streams and all Footage settings. Concept of 2D Planer tracking. Basic Rotoscopy using tracking, Advance Rotoscopy use only tracking.

CLASS_10

Silhouette FX - What is Stereoscopy? Idea of 3D Conversion. Difference between Stereoscopy roto & VFX roto? Why roto preferred in Silhouette Software? Introduction Interface and preference. Basic Animation with Key Frame and using tools.

CLASS_11

Silhouette FX - Basic Roto Techniques, Layer Concept and Explain Different Roto Tools.

CLASS_12

How to replace footage, adjust gain and gamma value, Silhouette FX - Character roto technique. How to Create a Matte? Alpha Matte, Set Matte & Color Matte,(4 & 1), Final output. Bezier hide and unhide option.

CLASS_13

Silhouette FX - Roto with help of Tracking & Stabilize, Double Poly roto hard edge and soft edge. Double layer matte using.

CLASS_14

Silhouette FX - Advance VFX Techniques, Hair Roto Techniques, Open Bezier with Stroke Width, Fast Motion Roto Techniques, Garbage Roto, Detail in Edge Blending, Mutiframe, feather, How to render and final matte.

CLASS_15

Silhouette FX - Advance 3D Conversion and Stereo Rotoscopy Task and Roto, Stereoscopy and 3D Conversion Layering, Compositing, how to export Silhouette FX shapes in different software.

CLASS_16

Nuke - Interface. How to search a node? Project Setting, Constant Node, Color Wheel, Merge Node, Creating Basic Node Tree. Nuke - Importing Footage, Reformat Node, Remove Node, Understand Timeline Input - Global - Custom, creating Complex Node Tree.

CLASS_17

Nuke - Interface. How to search a node? Project Setting, Constant Node, Color Wheel, Merge Node, Creating Basic Node Tree. Nuke - Importing Footage, Reformat Node, Remove Node, Understand Timeline Input - Global - Custom, creating Complex Node Tree.

CLASS_18

Nuke -Using matte in bg replacement, color correction, matchmoving, rotomation, compositing and difference purpose. Compositing using matte. Edge blending. Double Poly roto Compositing hard edge and soft edge.

CLASS_19

Showreel development 1.

CLASS_20

Showreel development 2.

**PAINT – DURATION – 20 CLASSES
80 HRS.****CLASS_21**

Photoshop - Dodge Tool, Burn Tool, Concept of Digital Painting.

CLASS_22

Photoshop - Clone Stamp Tool, Healing Brush, Patch Tool, Musking.

CLASS_23

Photoshop - Image Restoration .

CLASS_24

Photoshop - Clean Plate .

CLASS_25 *Photoshop - Set Extension.*

CLASS_26 *Photoshop - Sequence Paint.*

CLASS_27 *After Effects - Wire Remove.*

CLASS_28 *After Effects - Creating Clean Plate with tracking.*

CLASS_29 *Silhouette FX - Paint using Clean Plate.*

CLASS_30 *Silhouette FX - Wire Remove paint.*

CLASS_31 *Nuke - 2D Tracking in.*

CLASS_32 *Nuke - Roto Paint – 1.*

CLASS_33 *Nuke - Wire Remove.*

CLASS_34 *Nuke - Create Clean Plate.*

CLASS_35 *Nuke - Creating Clean Plate with tracking.*

CLASS_36 *Nuke - Sequence Paint 1.*

CLASS_37 *Nuke - Sequence Paint 2.*

CLASS_38 *Showreel development 1*

CLASS_39 *Showreel development 2*

CLASS_40 *Showreel development 3*

**DYNAMICS – DURATION – 40 CLASSES
200 HRS.**

CLASS_41 *Foundation 3D Interface & Concept*

CLASS_42 *Introduction to CG Industry and production pipeline.*

CLASS_43 *Introduction to 3D user Interface.*

CLASS_44 *Concept of 3D visualization.*

CLASS_45 *3D Design & Modeling.*

CLASS_46 *Concept of Rigging, Animation, texture, UV unrape, lighting, Dynamics, Shader, Simulation & rendering .*

CLASS_47 *Foundation of Particles & Rigid Body.*

CLASS_48 *Introduction to Particle System. Define the type of Emitters, applying Fields.*

CLASS_49

Define properties of Particles- Shape Instance & Color. Making Crowd with Instance and Sprite wizard.

CLASS_50

Define properties of Goal. Different Collisions & Event Editor, Per Particle Emission Rates. Introduction to Soft Bodies- working with Goals.

CLASS_51

Softbody examples - Making Sea Wave. Softbody examples - Rope and Cloth.

CLASS_52

Introduction to Rigid Body and Constraints. Rigid body (Example - Domino Falling Books) Rigid Body (Example - Rope Bridge).

CLASS_53

Introduction to Hardware Rendering. Taking effects pass and Compositing with Any Scene.

CLASS_54

Foundation N Dynamics .

CLASS_55

Introduction to nCloth & Constraints. Understanding the Nucleus and Cloth Properties.

CLASS_56

Creating a Flag and applying Fields & Constraints. Creating Character Destruction (Input Mesh Attract).

CLASS_57

Creating Character Cloth.

CLASS_58

Intro to nParticles and Properties. nParticle (Example Water), nParticle (Example Character Destruction).

CLASS_59

nParticle (Create Own Example)

CLASS_60

Fluids & Geometry Shattering.

CLASS_61

Intro to Fluids (Defines type of emitters. Working with 2D Containers (Drum Fire)

CLASS_62

Working with 3D Container (Comet).

CLASS_63

Creating a Burning Car. Intro to Pond & Ocean.

CLASS_64

Creating a Crack Effect in Surface.

CLASS_65

Creating a Building Demolition .

CLASS_66

Foundation Hair & Fur

CLASS_67

Intro to Fur & Hair in Maya and Attribute.

CLASS_68

Baldness/Length/Color Map Baking.

CLASS_69

Intro to Shave & Hair Cut.

CLASS_70

Creating Hair and Modifying with Brushes.

CLASS_71

Understanding Hair Instancing N UV Linking.

CLASS_72 *Foundation Liquid Simulations*

CLASS_73 *Real Flow Introduction - Emitter and Particles Types. Working with Daemons*

CLASS_74 *Object Emission in Real Flow- Filling a Bottle/Coke Can.*

CLASS_75 *Pipeline Integration with Maya*

CLASS_76 *Rigid Body and Soft Body Dynamics. Rigid Body Dynamics-Multi object and Multi Joints.*

CLASS_77 *Introduction to Real Wave. Rigid Body interaction with Real Wave.*

CLASS_78 *Project Work.*

CLASS_79 *Project Work.*

CLASS_80 *Project Work.*

**COMPOSITING – DURATION – 40 CLASSES
200 HRS.**

CLASS_81 *What is Compositing? Benefits of Compositing. Difference between Node & Layer base compositing.*

CLASS_82

After Effects - Introduction and Interface- Project settings. Basic Animation with Key Frame and using tools. Applying Motion Blur. After Effects - Image Slide Show Animation, Shape layer concept, Repeat Animation Rendering.

CLASS_83

After Effects - Image Slide Show Animation, Shape layer concept, Repeat Animation.

CLASS_84

Photo Manipulation

CLASS_85

Advance Colour Correction in Photoshop (Day to Night Conversation).

CLASS_86

Matte Painting in Photoshop.

CLASS_87

After Effects - Image Slide Show Animation, Shape layer concept, Repeat Animation.

CLASS_88

After Effects - Importing PSD file, Animating the File, Puppet Tool Animation, Logo Animation.

CLASS_89

After Effects - Making Info-Graphics.

CLASS_90

After Effects - Colour Correction (Day to Night Convert).

CLASS_91

After Effects - What is Chroma ? Why use it? Classification of chroma screen. Remove Chroma. Advance keying.

CLASS_92

After Effects - Tracking and stabilizing motion, Null object, One Point, Two Point & Four corner tracking. 3D Camera Tracking.

CLASS_93

After Effects - Sure Target, Saber, Particles & Time Remapping (Crowd Simulation, Glowing Light etc.)

CLASS_94

After Effects - Matte Painting with 3D Plating.

CLASS_95

Nuke - Importing Footage, Reformat Node, Remove Node, Understand Timeline Input - Global - Custom, creating Complex Node Tree.

CLASS_96

Nuke - Key Frame Set and Animation, Transform Node, Node Graph, Curve Editor, Drop sheet, Add Mix Node. Using Write Node.

CLASS_97

Nuke - Color Correction Using Color Correct Node, Grade Node, Grain Node, Noise Node, Hue Correct Node, Exposure Node, Saturation, Colorspace Node, Log2Lin Node, Ramp Node, Reflection Node.

CLASS_98

Nuke - Chroma Removing using IBK Gizmo & Primate. Precompose, Compsimplify.

CLASS_99

Nuke - Chroma Removing using Keylight. Shuffle Node Create Matte, Set BG, Final Compositing and Color Correction, Lens Distortion Node, Light Wrap.

CLASS_100

Nuke - 2D Tracking and Stabilizing, Four Corner Tracking Using Corner Pin 2D Node. Tracker Node, Stabilize Node, Grid Node, Gridwarp Node.

CLASS_101

Nuke - 2D Tracking and Stabilizing, Four Corner Tracking Using Corner Pin 2D Node. Tracker Node, Stabilize Node, Grid Node, Gridwarp Node.

CLASS_102

Nuke - Camera Shake Node, Time Warping & Retime Node (Car Hill Fall)

CLASS_103

Nuke - Introduction to 3D in nuke, creating basic 3D shapes, Scanline Renderer Node, Scene Node, Camera Node, Card Node.

CLASS_104

Nuke - 3D Camera Projection

CLASS_105

Nuke - Advance 3D Scene Using OBJ file. (OBJ astoriod) Scene Node, Light Node, Emission Node, Camera Node, Axis Node. Creating Space Scene Using Noise Node, Glow Node, Sphere Node, Maya & Nuke integration & CG Space.

CLASS_106

Nuke - 3D Matte Painting Use Defocus Node, Backdrop Node, Dilate Node.

CLASS_107

Nuke - Multi Pass Compositing Using Open EXR file

CLASS_108

Stereo Conversation -1

CLASS_109

Stereo Conversation -2

CLASS_110

Fusion - Chroma Removing

CLASS_111

2D Tracking in Fusion.

CLASS_112

Fusion - Set BG, Final Compositing with Color Correction.

CLASS_113

Premier - Interface, In Point & Out Point, Rough Cut.

CLASS_114

Premier - Other Tools & Adding Transition.

CLASS_115

Premier - Working with Audio in Premier.

CLASS_116

Premier - Creating Titles and Adding Sub Titles, Rendering.

CLASS_117

Project Work

CLASS_118

Project Work

CLASS_119

Project Work

CLASS_120

Project Work

