



TERM 1

- Digital Design ► Concepts of Design & Composition ► Lights, Colour & Perspectives ► Concepts of Cinematography & Photography
- Application of 2D Animation Principles ► Anatomy: Clay Modeling & Animation ► Character Designing ► Audio/Video Editing
- Storyboarding and Animatics ► Storytelling & Script Writing ► Pre-Production Design Portfolio

TERM 2

- 3D Basics: Modeling to Animation
- Digital Modeling with Maya
- Digital Sculpting
- Texturing 3D Models with Maya
- Lighting and Rendering Models with Maya
- Rigging 3D Models with Maya
- 3D Character Animation
- FX Dynamics & Simulation
- Photogrammetry & 3D Printing
- Working with Arnold Renderer
- Digital Compositing
- 3D Portfolio

TERM 3

- Introduction to Unreal Engine
- Game Development : Level Editor
- Game Development : Actors
- Game Development : Blueprints
- Game Development : Players & Input
- Game Development : Collisions
- Game Development : User Interfaces
- Game Development : Working with Audio
- Game Development : Packaging &
- Exporting Demo
- 3D Portfolio

TERM 4

- VFX Storytelling & 3D
- Pre-visualization
- Introduction to Nuke
- Rotoscopy
- Roto Paint & Wire removal
- Keying (Green/ Blue screen)
- Matte Painting
- Matchmoving
- VFX Compositing with Nuke
- VFX Portfolio

TOOLS

Adobe Photoshop | Adobe Audition | Adobe Premiere Pro | Stop Motion Pro | Final Draft
Autodesk Maya | Z Brush | XGen & RealFlow | Golaem Crowd | Arnold Renderer | Unreal Engine