



MPAV: Matchmove & Compositing

960 Hours (Training + Practical), 24 Months

This program centers around 3D Tracking, Matchmoving & Compositing, which is considered one of the most thrilling and demanding modules in the Visual Effects Industry. It is an essential tool for creating awe-inspiring cinematic sequences by seamlessly integrating CG elements with live action footage.

By using this technique, the Director has the freedom to unleash their creative vision for storytelling without any constraints or limitations to execute any type of camera motion.

What will you learn in this Program?

- Setup of trackers and pointers for live action shooting.
- Understanding core concepts of film cameras including lens, fps, shutter speed, aperture, shooting formats and various others.
- Knowledge of how to get and read the survey data.
- Automatic and manual matchmoving techniques.
- Object tracking techniques.
- Optimization process of the VFX pipeline.
- Integration of various softwares for the final output.

Applicable jobs after successful completion of this program:








- 3D Tracking / Matchmove Artist
- Rotomation Artist
- Compositor

This program is aligned with MESC QPNOS: MES/Q3504, Q3505.







Fees: Rs. 3,30,000



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)	80
6	 Premiere Pro (Video editing and effects)	20
7	 Adobe Audition (Sound editing and effects)	10
		480

Module 2 : Intermediate (6 Months)

Sr. No.	Softwares	Hours
1	 After effects (Advance layer based compositing)	30
2	 Maya (Camera pass rendering, camera projection)	20
3	 Mocha (2d Planar tracking and rotoscoping tool)	30
4	 PF Track (Node based 3D camera tracking software)	40
5	 Silhouette (Versatile tool for rotoscoping & paint)	30
6	 Nuke (Hi-end Node base compositing software for Films and Series)	90
		240

Module 3 : Master + Portfolio Development (6 Months)

Sr. No.	Softwares	Hours
1	 3d Equalizer (Powerful Matchmoving Software)	60
2	 Maya (Camera Tracking)	20
3	 Syntheyes (Advanced Camera Tracking software)	40
4	 Nuke (Hi-end Node base compositing software for Films and Series)	120
		240



MPAV: Roto, Paint & Compositing

960 Hours (Training + Practical), 24 Months

This comprehensive rotoscoping, paint, and compositing course covers the entire spectrum from basic techniques to advanced workflows, including compositing. You'll receive hands-on training with a variety of projects that will help you develop your skills, and you'll have access to feedback and support to guide you towards a career in the VFX industry.

The course is designed by experienced professionals who have worked in the film and animation industries, providing you with a deep understanding of the techniques and workflows used in professional settings.

What will you learn in this Program?

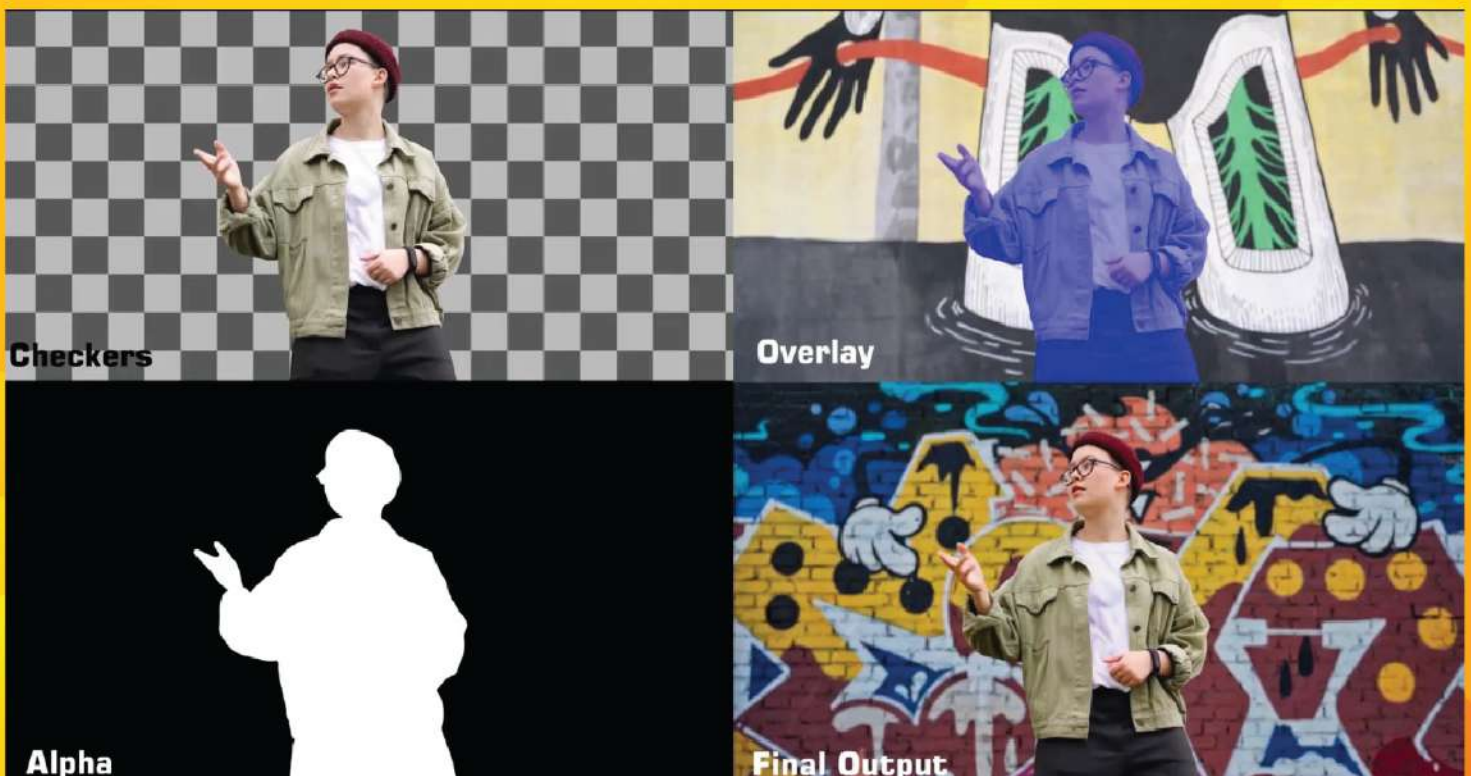
- Introduction to rotoscoping, paint, and compositing.
- Understanding the VFX pipeline and industry-standard software tools.
- Advanced rotoscoping techniques such as tracking, stabilization, and matte creation.
- Paint techniques including wire removal, object removal, and clean-up.
- Working with green screens, mattes, and alpha channels.
- Compositing techniques such as layering, blending modes, and color correction.
- Multi-pass compositing and integrating 3D elements
- Advanced color grading and finishing techniques.
- Building a professional demo reel to showcase your skills and work.

Applicable jobs after successful completion of this program:








- Roto Artist
- Paint Artist
- Compositor

This program is aligned with MESQ QPNOS: MES/Q0506, Q3504, Q3505.







Fees: Rs. 3,30,000







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 : Intermediate (6 Months)

Sr. No.	Softwares	Hours
1	 After effects (Advance layer based compositing)	30
2	 Maya (Camera pass rendering, camera projection)	20
3	 Mocha (2d Planar tracking and rotoscoping tool)	30
4	 PF Track (Node based 3D camera tracking software)	40
5	 Silhouette (Versatile tool for rotoscoping & paint)	30
6	 Nuke (Hi-end Node base compositing software for Films and Series)	90
		240

Module 3 : Master + Portfolio Development (6 Months)

Sr. No.	Softwares	Hours
1	 Photoshop (Sequence paint)	40
2	 Silhouette (Advanced roto & paint)	60
3	 Mocha (2D Planar tracking and rotoscoping tool)	20
4	 Nuke (Hi-end node base compositing software for films and series)	120
		240



MPAV: FX & Dynamics

960 Hours (Training + Practical), 24 Months

This program is designed to equip you with the skills necessary to create stunning and realistic 3D dynamics effects using particle simulations considered as one of the most challenging aspects of animation, visual effects, and gaming industry.

Creating dynamic effects that are visually compelling and align with the genre of the project requires careful attention to detail. It is essential to continually tweak the effects to meet the director's vision and improve the overall quality of the final product.

The workflow and pipeline for creating particle simulations are continually evolving with each project, making it necessary to stay updated with the latest technology and industry standards. This program will provide you with hands-on experience with the latest software and tools used in the industry to create high-quality 3D dynamics effects.

What will you learn in this Program?

- Refine and develop your aesthetic and technical skills.
- Learn industry-standard techniques for working with cloth, hair, and fur (CHF)
- Gain experience working on a shot single-handedly, including modeling, texturing, dynamics, lighting, and animation.
- Manipulate 3D models and textures to meet project requirements.
- Optimize the complete scene for maximum impact.
- Work with various simulations, including fluids/liquids, object shattering and fracture. (such as buildings, glass, and vehicles), blasts, debris, fire, smoke, blood, energy (such as balls, blasts, vortex, and shockwaves), weather, storm clouds, and more.

Applicable jobs after successful completion of this program:








- 3D FX / Simulation Artist (Water / Fire / Expositions / Natural phenomena and more)

This program is aligned with MESIC QPNOS: MES/Q0504, Q3505.









Fees: Rs. 3,30,000








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 : Intermediate (6 Months)

Sr. No.	Softwares	Hours
1	 3ds Max (Particle flow dynamics system)	30
2	 Maya (Particles, dynamics and fluids)	60
3	 After effects (Trapecode/video co-pilot)	30
4	 Rayfire (High end plugin to create shattering and explosion effects)	20
5	 Fume Fx/ After Burn (Plugins for creating realistic fire and smoke effects)	20
6	 Thinking Particles (Advanced plugin for particles effects)	20
7	 Maya (Cloth/hair/fur)	40
8	 PF Track (Camera tracking)	20
		240

Module 3 : Master + Portfolio Development (6 Months)

Sr. No.	Softwares	Hours
1	 Maya (Bifrost)	40
2	 Maya (Hair/fur XGEN)	20
3	 Marvelous Designer (Advance cloth simulation)	20
4	 Houdini (High-end dynamics and effects)	130
5	 Nuke (Node base compositing)	30
		240



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

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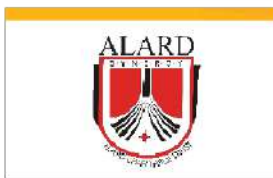
Government Bodies



Universities



Schools and Colleges



Animation, VFX & Gaming Studios



International Partnership with Yorkville, Canada: Dual Degree



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