



## ADVANCE DIPLOMA IN VISUAL EFFECTS PROGRAM

### Course Content

Story boarding  
Cinematography  
Basic Photography  
Digital Design  
Audio/Video Editing  
Production Planning - I

3Ds Max/Maya  
(Modelling, Texturing, Lighting, Camera, Vray)  
Motion Graphics  
Advance Particle Effects  
FX, Dynamics and Simulation

Pre-Visualisation  
Layer Based Compositing  
Node Based Compositing  
Rotoscopy with using Silhouette and Nuke  
Match Moving in Mocha and Camera Tracking  
Wire Removal  
Green/Blue Screen  
Production Planning- II

Advanced Film Studies  
CG Integration.  
Editing with FCP  
Advance Compositing  
Procedural FX Workflow  
Realistic Digital Environments  
Project and Case Studies for Motion Graphics  
VFX Shot with Miniature Model  
Projects & Assignment

### Tools

Photoshop  
Premier  
After Effects  
Audition, Mocha  
Silhouette  
Nuke

3D Max/ Maya  
PF Track  
Final Cut Pro  
Ray Fire  
Real Flow  
Houdini  
New- Age Software