



Duration-2years (4 Semesters)

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
Illustrator
Premiere
After Effects
Audition, Mocha
Silhouette
Nuke

Maya, Blender
PF Track
Final Cut Pro
Ray Fire
Real Flow
Houdini, Unreal Engine
New- Age Software