



EMPOWERING YOUR FUTURE

Job Oriented Programs



Our Course

3D AND VFX COURSE

An exciting IT course open to all passionate about digital creativity, offering skills for stunning visuals and animations



3D AND VFX COURSE



Program Duration
7 Months



Eligibility
Basic Computer Familiarity



Course Fee
Rs. 2,500 / per month



Class Mode
Online / In-Person



Scholarships
Only for In-Person Students

COURSE CONTENT

ADOBE AFTER EFFECT

ADOBE ANIMATE

BLENDER

RESUME

PORTFOLIO

PROGRAM CURRICULUM

MODULE 1

ADOBE AFTER EFFECT

AFTER EFFECTS BASIC

EXPORT AND SHARE

ANIMATION

SHAPE

IMPORTANT AFTER EFFECTS SKILL

MASKING

TEXT ANIMATION

MOTION TRACKING

EXPRESSION

PUPPET TOOLS

BASIC CHARACTER ANIMATION

CHARACTER RIGGING

MODULE 2

ADOBE ANIMATE

INTRO. TO CHARACTER RIGGING

USING SYMBOLS FOR RIGGING

SETTING UP PIVOT POINTS
FOR CHARACTER PARTS

CREATING BONE TOOL
ARMATURES (RIGGING THE BODY)

CONTROLLING MOVEMENT WITH
THE BONE TOOL

RIGGING FACIAL EXPRESSIONS
AND LIP SYNC

REFINING THE RIG

TESTING THE RIG WITH SIMPLE
ANIMATION

EXPORTING RIGGED
CHARACTERS FOR ANIMATION

PROGRAM CURRICULUM

MODULE 3

BLENDER 3D

INTRODUCTION TO BLENDER

NAVIGATION AND BASIC MODELING

MATERIALS AND TEXTURES

LIGHTING AND RENDERING

ADVANCED MODELING TECHNIQUES

UV MAPPING AND TEXTURING

RIGGING AND ANIMATION BASICS

PHYSICS SIMULATIONS

ADVANCED LIGHTING AND
RENDERING

COMPOSITING

GREASE PENCIL AND 2D ANIMATION

ADD-ONS AND CUSTOMIZATION



PROJECT PORTFOLIO

ADOBE AFTER EFFECT

● TEXT ANIMATION

Create a simple text animation with various effects like fade-ins, slide-ins, or bouncing text.

● LOWER THIRDS

Design and animate lower-thirds graphics for video interviews or documentaries. Practice with text animations and keyframing

KINETIC TYPOGRAPHY

- Animate a typographic piece with text moving in sync with a voiceover or music.

CHARACTER ANIMATION

- Create a simple character animation using shape layers or character rigging tools.

CHARACTER WALK CYCLE

- Animate a basic walk cycle for a character, which is a fundamental animation exercise.

● ROTOSCOPING

Experiment with rotoscoping by tracing and animating over live-action footage frame by frame.

● LOGO ANIMATION

Animate a logo using effects like scaling, rotation, or opacity changes to make it more dynamic.

ANIMATED INFOGRAPHICS

- Create animated charts, graphs, and statistics to visualize data in an engaging way.

PARTICLE EFFECTS

- Experiment with particle effects like rain, snow, or fire to add atmospheric elements to your compositions.

● CINEMAGRAPHS

Create cinemagraphs, which are still photos with subtle, looped animations.

● LOGO REVEAL

Design a logo reveal animation that unveils the logo in an interesting and creative way.

PRODUCT CATALOG

- Using png Product files create catalog

ADOBE ANIMATE

● ANIMATED CHARACTER WALK CYCLE PROJECT

Create a rigged character walk cycle using Adobe Animate's Bone Tool to demonstrate smooth body movements and proper pivot points.

● FACIAL EXPRESSION RIGGING PROJECT

Rig a character's face with controllable expressions and lip-sync capabilities, refining the rig for fluid and natural animations.

● FULL-BODY ANIMATION PROJECT

Develop a fully rigged character with complete body movements, using symbols and the Bone Tool to animate a simple action sequence.

● TALKING CHARACTER ANIMATION

Animate a rigged character speaking, integrating lip sync and facial expressions to match the dialogue with realistic movements.

● DYNAMIC ACTION ANIMATION

Create an action scene using a rigged character, focusing on dynamic limb movements and the use of pivot points for fluid motion.

● CHARACTER JUMP ANIMATION PROJECT

Rig and animate a character performing a jump, emphasizing proper body mechanics and smooth transitions between key frames.

● CHARACTER ARM GESTURE ANIMATION

Develop a rigged character's arm movements to create natural-looking gestures, refining pivot points for fluid shoulder and hand motions.

● DIALOGUE SCENE ANIMATION

Animate two rigged characters in conversation, focusing on lip sync, facial expressions, and subtle body movements to enhance the interaction.

● CHARACTER DANCE SEQUENCE PROJECT

Rig and animate a character performing a short dance sequence, showcasing complex body movements and the flexibility of the rigging system.

● FIGHT SCENE ANIMATION

Create a rigged character performing combat moves, like punches and kicks, using the Bone Tool to emphasize dynamic action and smooth articulation.

PROJECT PORTFOLIO

BLENDER

- **BASIC CHARACTER MODEL PROJECT**
Create a simple 3D character model using mesh modeling techniques, focusing on clean topology and detailed object creation.
- **WEAPON MODELING AND TEXTURING PROJECT**
Design a hard-surface weapon model (like a sword or gun) and apply detailed textures using UV unwrapping and texture painting.
- **TEXTURED OBJECT SCENE**
Model an everyday object (e.g., a table or chair) and apply realistic textures with UV maps, normal maps, and shading techniques.
- **LIGHTING AND RENDERING SHOWCASE**
Set up a 3D scene with various objects, apply different lighting techniques (three-point lighting), and render the scene in both Cycles and Eevee.
- **OBJECT ANIMATION PROJECT**
Animate the transformation (rotation, translation, and scaling) of 3D objects, applying keyframes and refining animations with the Graph Editor.
- **CHARACTER ANIMATION PROJECT**
Create and animate a simple character, focusing on basic movements like walking or jumping, and refine the animation using keyframes and the Dope Sheet.
- **CAMERA ANIMATION SCENE**
Develop a dynamic camera animation to move through a 3D environment, highlighting different elements of a modeled scene.
- **SHADED PRODUCT RENDERING**
Model a product (e.g., a bottle or gadget), apply shaders using the Principled BSDF shader, and render it with realistic lighting and textures.
- **CINEMAGRAPHS**
Create cinemagraphs, which are still photos with subtle, looped animations.
- **SHORT ANIMATED SEQUENCE**
Create a short animated sequence of 3D objects or characters interacting, using keyframes, timeline adjustments, and rendering for final output.



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For further details, **contact**

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