

Visual Effects and 3D Animation (Six Months)

Executive Summary:

- Suited for Bachelor of Fine Arts degree holders and talented degree holders
- Intensive training with the support of advanced technology
- Training period of one batch six months

Animation and Visual Effects is regarded as a part of the creative or content industry as artistic or creative effort is essential to the process of developing animation and VFX. The segment, according to the experts, has the potential for job creation through the generation animation content. The industry will cater to the Indian and foreign clients, the animation and visual effects products and services, such as feature films, TV programs, music, broadcasting, cable TV and games.

Structure of the training:

Schedule	Program
I-Phase (three weeks)	Soft skill Training
II –Phase (four months)	Technical training on Visual Effects and 3D Animation
III –Phase (one month and one week)	Final Project

SYLLABUS

- ❖ Visual Effects (Theory)
- ❖ Discrete Fundamentals (Theory)
- ❖ Dynamic Particle Illusion (Practical)
- ❖ Composing and Editing (Practical)