anibrain

SCHOOL OF MEDIA DESIGN

Learn Tomorrow's Skill Today!

3D
FOR VFX

3D
FOR VFX (720 Hours)

Overview:

The course will teach student how to create 3D elements and effects that is needed for a visual effects feature film.

Objective:

This project based course will walk the student through different assignments that will make them understand the process behind how 3D contributes in creating some of major visual effects wonders of the modern age. Every assignment will be having different set of challenges that will make the student more and more efficient in handling the 3D visual effects challenge that will come there way on the job.

Modules:

- Design Principles
- Basic of Art
- Advance Modeling Techniques
- Texturing and Shading Techniques
- Lighting Techniques
- Rigging and Animation
- Dynamics for VFX
- Rendering Techniques
- Rotoscoping Techniques
- Multipass Compositing
- 3D for NUKE
- Maya to NUKE Integration
- Project Planning
- Showreel

Learning Outcomes:

The student will have the skill and knowledge of handling task that is needed by a 3D vfx artist like modeling, texturing, create dynamic effects,rigging characters & objects, lighting matching etc.

Software Taught:

Photoshop , Silhouette FX , NUKE , MAYA , Matchmover , Mudbox

Job:

Modeling Artist, Texturing and Shading Artist, Lighting Artist,Rendering Artist,Rigger, Animator, Dynamic Artist, Rotoscoping Artist, Compositor