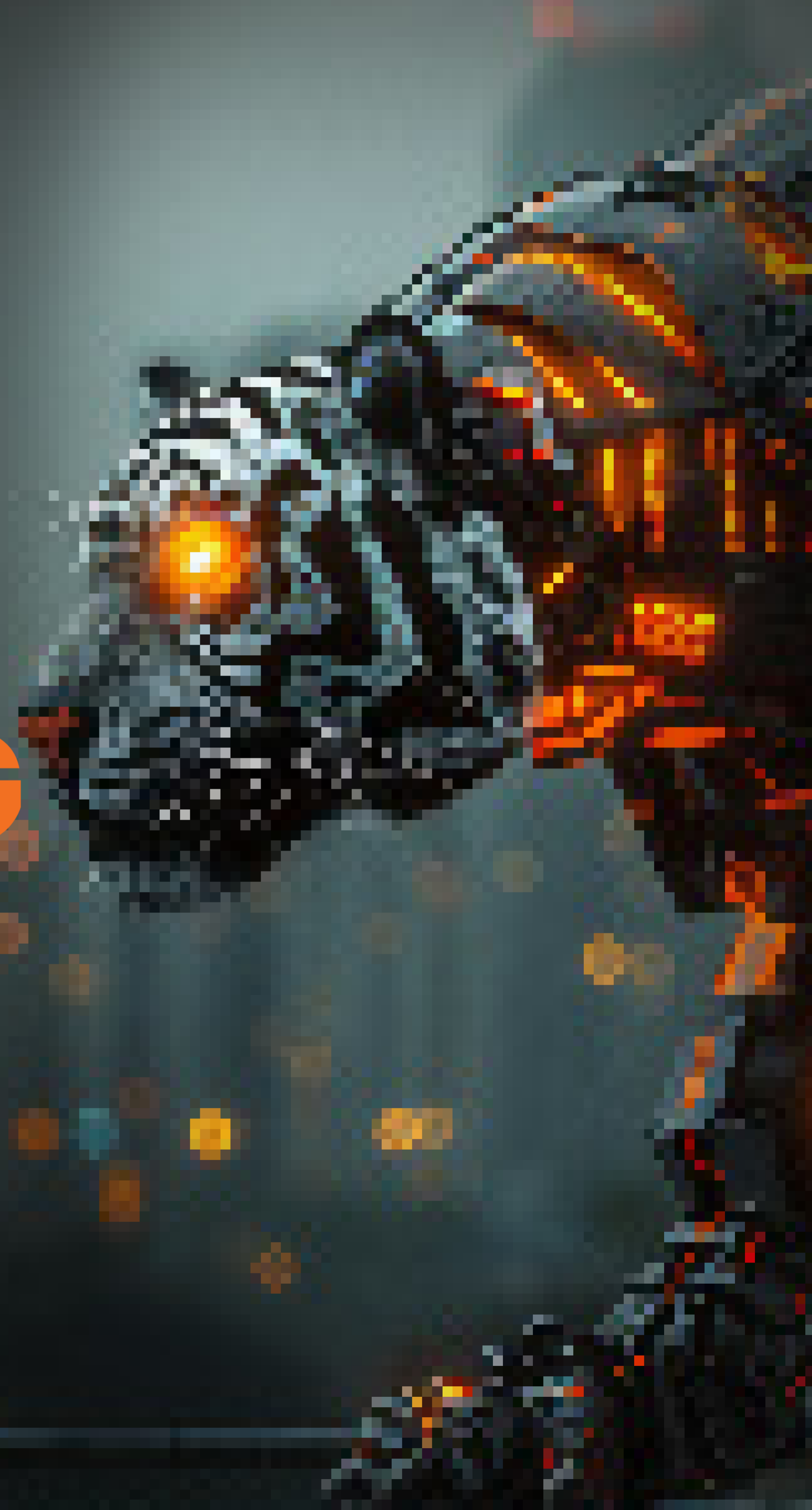


Certified in Advance VFX & 3D MODELLING

(24 Months)

Program : In today's world, consumers are constantly interacting with animated visual experiences, driving a significant demand for skilled artists to create these engaging visuals across diverse applications. To meet this growing need, Nuevo Pixels has introduced the Animation & VFX Dual Program, a comprehensive training course that combines cutting-edge skills in both animation and visual effects (VFX). This program equips students to excel in creating captivating content for various industries.



PART – 1 FUNDAMENTALS OF FILMMAKING & COMPUTER GRAPHICS

- History of VFX
- Principles of design and Composition
- Photography concepts
- Computer Graphics in Photoshop
- Video and Audio Editing
- Short Film Making

PART – 2 MAYA

- Inorganic Modeling in Maya
- Basic Texturing in Photoshop
- Shading, Lighting and Rendering with Arnold
- Prop Rigging and Animation Basics

PART – 3 DYNAMICS & TECH ANIMATION

- Introduction to Dynamics in Maya
- Emitters and nParticles
- nCloth and nHair
- Fluid Dynamics
- Rigid body Dynamics with Bullet
- Xgen Concepts and Applications
- Introduction to MASH and Bifrost in Maya

SCOPE & OPPORTUNITIES: Students completing this program will develop the skills required to succeed in any Visual Effects studio. With a solid understanding of design, filmmaking aesthetics, and strong fundamentals in Visual Effects, they will become valuable contributors to any VFX team. Graduates of this course can explore various roles such as CHF Technician, Prep Artist, Compositing Artist, Matchmove Artist, Effects (FX) Artist, FX Animator, Set Coordinator and VFX Coordinator opening up a range of opportunities in the industry.

PART – 4 VISUAL EFFECTS

- Introduction to VFX Pipeline
- Motion Graphics Animation
- Rotoscoping Methods
- Wire Removal for Live action
- Masking and Color Correction
- Keying and Tracking
- Morphing Techniques
- Camera Projection and Re- lighting
- Multi Layer Compositing
- Compositing with Live action footage
- CG Compositing with Render Passes
- Compositing Project with Own Footage

SOFTWARES:

Adobe Photoshop, Adobe Premiere Pro, Adobe Audition, Autodesk Maya, Autodesk Arnold, Xgen, Bullet, Autodesk Bifrost, MASH, Adobe AfterEffects, Video Copilot Element3D, Foundry Nuke, Boris FX Silhouette, Dwig, Tracxn 3DEqualizer, Angela, Impresario Mocha

AI Tools : Runaway ML , Leonardo, Ideogram



Certified in Advanced 2D DIGITAL ANIMATION

(12 Months)

This program has been developed based on the current requirement of 2D Animators in the world. The prerequisite for the program is good drawing skills. Students will learn all the aspects of 2D Animation film making from Pre-production, Production and Post production. Students will initially learn fundamentals of Art and design by manual drawing and then they will learn character design, background painting, character animation, audio and video editing by using advanced digital tools.

A person with long dark hair is seen from the back, sitting at a desk and looking at a computer monitor. The room is dimly lit, with light coming from the monitor and a window in the background. The person is wearing a dark top. The monitor displays a blue and white interface. The background shows a window with a view of a building and some indoor plants.

Certified in Advanced GRAPHIC DESIGN

(12 Months)

Graphic designers bring ideas to life by creating visual concepts that inspire, inform, and engage audiences. With the growing need for more polished and impactful designs, we have thoughtfully updated our program to include the latest tools and technologies, enabling students to develop exceptional creative skills. The program is divided into two parts: Part 1 focuses on the basics of art, design, digital illustration, and computer graphics. Students will learn to create marketing materials such as logos, posters, leaflets, brochures, and package designs using digital tools. Part 2 builds on this foundation with training in design prototyping, UI design, video editing, motion graphics, print design, advertising, packaging, and photorealistic 3D design, equipping students to meet industry expectations and pursue a successful career in graphic design.

PROGRAM CONTENTS

- Fundamentals of Drawing
- Computer Graphics in Photoshop
- Video Editing with Premiere
- Audio Editing with Audition
- Motion Graphics Animation
- Rotoscope and Wire Removal
- Masking and Color Correction
- warping and Morphing
- Keying and Tracking
- Camera Projection and Re- lighting
- Multi Layer Compositing
- Compositing with Live action footage
- CG Compositing with Render Passes
- Compositing Project with Own Footage

SOFTWARES:

Adobe Photoshop, Adobe premiere Pro, Adobe Audition, Adobe After effects, Video Copilot Element 3D, Foundry Nuke, Boris FX Silhouette, Traxcn 3d Equaliser, Impresario Mocha

AI Tools : Runaway ML , Leonardo, Ideogram

STUDENT OPPORTUNITIES : There are many entry-level job opportunities in the Compositing Department, making this program a great starting point for a career in VFX. Upon completion, students will have the skills needed to begin their journey as a Compositing Trainee in a Visual Effects studio. As they gain experience, they can grow into roles such as Compositing Artist, FX Technical Director (TD), FX Animator, Multimedia Artist, VFX Artist, or VFX Supervisor. This program offers a solid foundation for students to develop their careers while working in the industry.



Certification in UNREAL

(6 Months)

This Unreal Engine course is designed as an accessible guide for beginners to create their own interactive game environments. Students will learn the essential aspects of game design, including level creation, blueprint scripting, character and enemy integration, collision systems, and packaging for distribution. Through hands-on tutorials, participants will gain a solid understanding of everything from basic navigation to more advanced features like audio integration, equipping them with the skills to bring their game ideas to life in Unreal Engine.



Certification in MOTION GRAPHICS

(6 Months)

Explore the dynamic world of motion graphics with a comprehensive 6-month program. Gain a strong foundation in design, animation, and compositing, mastering everything from basic setups to advanced editing techniques. Learn to create captivating visuals, integrate audio seamlessly, and incorporate 3D elements and particle systems to enhance your projects. By the end of the course, you will have developed a diverse skill set in digital artistry and animation, preparing you for a wide range of creative endeavors.

A person wearing large headphones is seen from behind, sitting at a desk in a dimly lit room. They are looking at a large computer monitor that displays a software interface with various panels and a central workspace. A keyboard is visible in the foreground. The overall atmosphere is professional and focused on digital media production.

PROGRAM CONTENT

- Computer Graphics in Photoshop
- Editing Concepts and Techniques
- Video Editing with Premiere
- Exploring Creative aspects of editing
- Color Correction with Davinci
- Audio Editing with Audition
- Motion Graphics Animation

SOFTWARES:

Adobe premiere Pro, Adobe After Effects, Blackmagic Design DaVinci, Video Copilot Element 3D.

AI Tools : Runaway ML , Leonardo, Ideogram

SCOPE and OPPORTUNITIES : A video and film editor plays a crucial role in shaping raw footage into a polished, cohesive final product. They are often regarded as the backbone of the post-production process, ensuring the visual narrative flows seamlessly. Opportunities in this field extend to roles such as Television Studio Editor, Multimedia Artist, Motion Graphics Artist, and Video Editor. Candidates can find work in diverse areas, including commercials, corporate training videos, feature films, music videos, and television programs, contributing creatively to various forms of media.

Certification in Advertising and Broadcasting

(12 Months)

Advertising and Broadcasting course is a fast-paced, industry-focused program that prepares you for the dynamic world of media, marketing, and broadcasting. This course combines creative storytelling, technical production, and strategic communication to help you build the skills needed in today's digital-first media landscape. If you're passionate about communication, creativity, and media, this course gives you the foundation and confidence to thrive in advertising, broadcasting, and beyond. Throughout the course, you'll work on real-world projects, simulate live studio setups, and gain experience producing content for various platforms. From mock commercials to radio shows, you'll graduate with a strong portfolio and the confidence to step into the industry.

Certified in Advanced 3D ANIMATION

(12 Months)

This program is designed to deliver in-depth expertise in 3D Animation. It begins with a comprehensive foundation in Art and Design, providing students with essential skills and principles. Following this, students delve into an advanced 3D module, gaining hands-on experience in core techniques. The program culminates with three elective specializations: Modeling & Texturing, Lighting, and Animation, allowing students to tailor their learning to their career aspirations



Certified in Advanced GAME ART and GAME DESIGN

(12 Months)

Game art encompasses all the visual elements you experience while playing a game. This program is ideal for individuals with artistic talent who are passionate about applying their creativity to the world of video game design. Students will learn how to conceptualize game art, create storyboards, digitally paint, matte paint scenery, and design objects, props, characters, and environments—all of which are integral to the game development process. By the end of the course, students will have the skills to contribute to the visual aspect of game creation.



Certification IN UI & UX

(6 Months)

This 4-month program offers a detailed exploration of UI & UX design, guiding students through foundational concepts like design principles, color theory, and typography. You will gain an understanding of UX laws and learn how to define and document problems effectively. The course also covers digital illustration techniques, collaborative ideation strategies, and more. Students will master wireframing, usability testing, and design system implementation, with real-world project assignments to help solidify skills and build expertise. This program is designed to provide a strong foundation for those passionate about shaping user-centered digital experiences.



4. Database Management MongoDB (NoSQL):

CRUD operations.
Schema design.
Indexing and aggregation.
SQL Databases (Optional for MEAN):
Basics of MySQL or PostgreSQL.
Joins, normalization, and transactions.

5. Advanced Topics

Authentication & Security:

Implementing secure authentication with Passport.js/JWT.

Data validation and sanitization.

OWASP practices.

WebSockets: Real-time communication using Socket.IO.

Cloud Services:

Deploying applications on AWS, Azure, or Google Cloud.

Using cloud databases like MongoDB Atlas.

Testing:

Unit testing with Jest/Mocha.

Integration and end-to-end testing.

6. DevOps and Deployment

Containerization:

Introduction to Docker and containerizing applications.

CI/CD: GitHub Actions, Jenkins, or other pipelines.

Deployment:

Deploying on platforms like Heroku, Vercel, Netlify, or AWS EC2.

SSL certificates and domain management.

7. Capstone Project

Scope: A full-stack application integrating the front-end, back-end, and database.

Examples:

E-commerce platform.

Social media app.

Task management system.

Focus Areas:

Version control and teamwork (GitHub collaboration).

Responsive design and user experience.

Scalable architecture and best practices.

8. Soft Skills & Career Preparation

Soft Skills:

Communication and teamwork.

Problem-solving and debugging strategies.

Career Readiness:

Building a GitHub portfolio.

Resume preparation and LinkedIn optimization.

Interview preparation: Data structures, algorithms, and coding challenges.

9. Optional Advanced Topics (For Enthusiastic Learners)

Microservices with Node.js.

GraphQL: Writing APIs with Apollo Server/Client.

Serverless Computing: AWS Lambda, Firebase Functions.

Progressive Web Apps (PWAs).

Tools Students Should Learn

Text Editor: VS Code.

Debugging: Browser DevTools.

API Testing: Postman or Insomnia.

Collaboration: GitHub, Slack, Jira/Trello

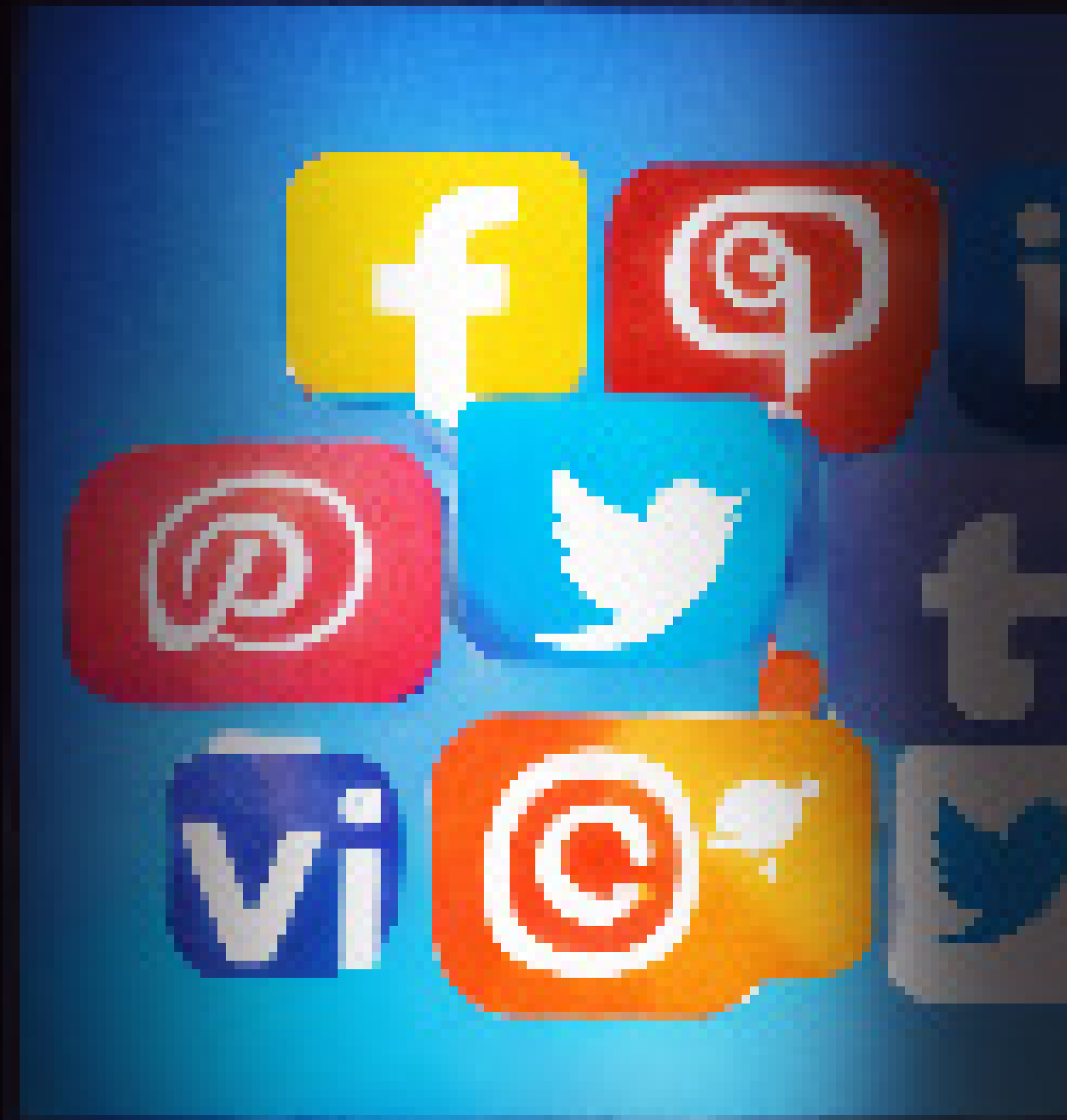
Add on SOFTWARES

SOFTWARES

- Photoshop
- After Effects
- Nuke Mocha
- 3d Equaliser
- Fusion
- Premiere Pro
- Audition
- Silhouette
- Premier Pro
- DaVinci
- Illustrator
- Audition
- Blender
- Cinema 4D
- Animate CC
- Maya
- Substance Painter
- Z brush
- InDesign
- Adobe XD
- Figma
- Clo 3D
- Notion
- Adobe XD
- Marvel
- Figma

PLUGIN

- Element 3D
- Arnold
- Xgen
- Bullet
- Bifrost
- Mash
- Dwik angela
- Trapcode
- Figjam
- Miro



Part – 1 Fundamentals of Art, Design and Computer graphics

- Innovation in the Animation and VFX Sector
- History of Animation and VFX
- Concepts of design and composition
- Light, Color and Perspective
- Character Sketching with Anatomy
- Story Telling and Script Writing
- Storyboarding and Animatics
- Image Editing with Photoshop
- Vector Graphics with Illustrator
- Digital Video and Audio Editing
- Concepts of stop Motion Animation

Part – 2 Mastering the 3D Pipeline

- 3D Basic Modeling with Maya
- Lighting and Shading with Maya
- Basic Texturing with Photoshop
- Basics of Rigging and Animation
- Advanced Modeling in Maya
- Sculpting ——— Maps in Zbrush
- Advanced Texturing in Substance painter
- Character clothing Basics in CLO3d
- Character Rigging and Animation
- Maya Dynamics and Xgen
- Creating a 3D Short film

SCOPE & OPPORTUNITIES: Career opportunities in 3D Animation and VFX includes roles such as 3D Animator, Character Artist, Rigging Artist, Texturing Artist, Pre-production Artist, 3D Modeler, 3D Generalist, CG Compositor, Motion Graphic Designer, Surfacing Artist, Lighting Artist and 3D Coordinator providing diverse pathways in entertainment, Gaming, Advertising, Design and Digital media production.

Part – 3 VFX Techniques & Workflows

- VFX Storytelling and Production Pipeline
- Motion Graphics with After effects
- Basic Compositing Elements in After effects
- Rotoscopy using Silhouette
- Introduction to Nuke
- Wire Removal
- Keying and Color Correction
- Match moving and Camera Tracking
- CG and VFX Compositing in Nuke
- Compositing your own Videos

Part – 4 Unreal Engine for Visualization and VFX

- Basics of Unreal Engine
- Lighting and Shading with UE
- Product & Interior visualization in UE
- Landscape and Foliage in UE
- Simple Environment Creation in UE
- Unreal Engine in VFX Pipeline

SOFTWARES:

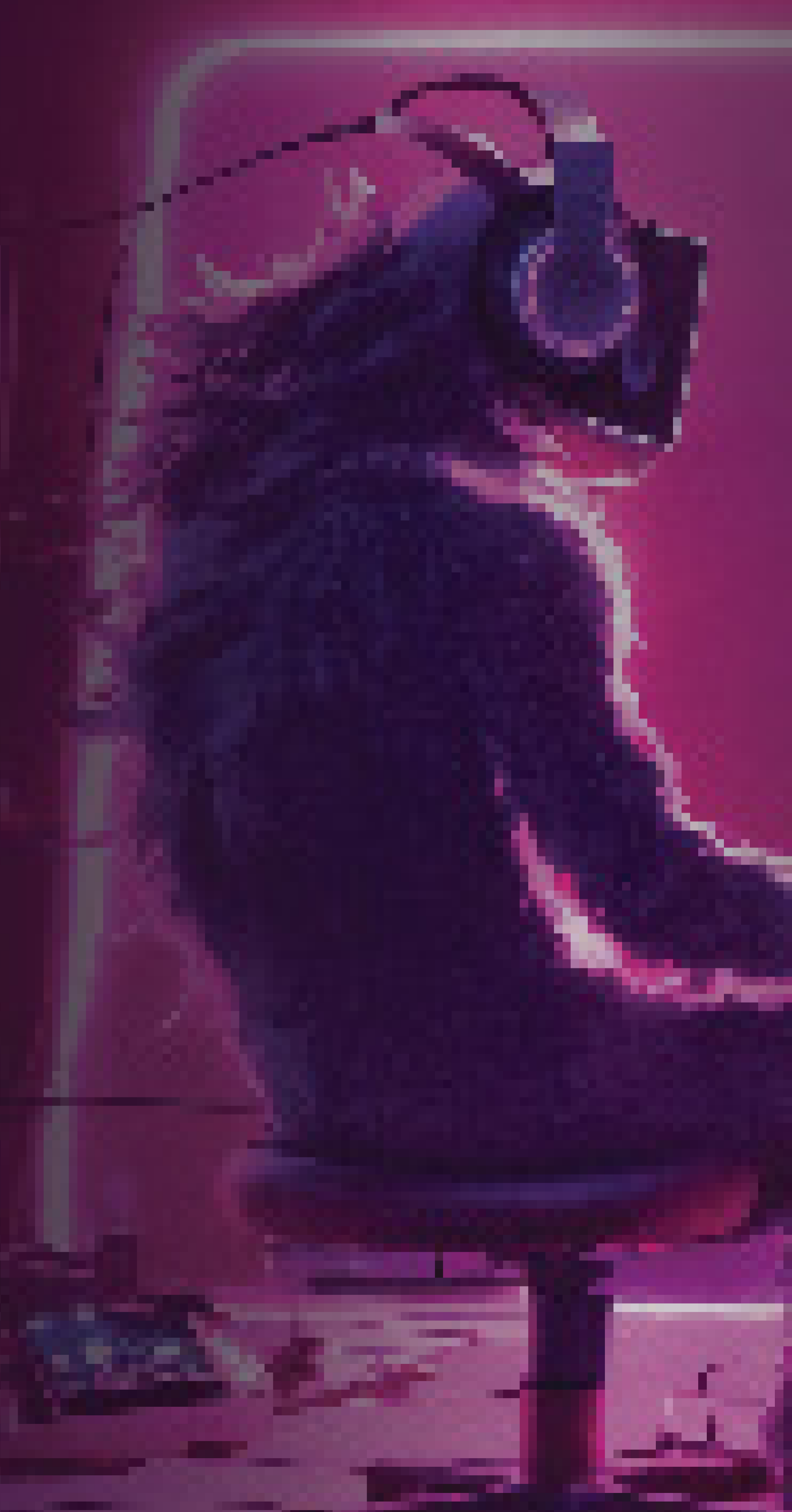
Adobe Photoshop, Adobe Illustrator, Adobe premiere Pro, Adobe Audition, Stop Motion Studio Pro, Autodesk Maya, Maxon Zbrush, Adobe Substance Painter, CLO3d, Adobe After effects, Boris FX Silhouette, Traxcn 3DEqualizer, Foundry Nuke, Epic Games Unreal Engine.

AI Tools (Freepik, Ideogram, Leonardo AI, Sora)

Certified in Advanced VISUAL EFFECTS

(12 Months)

This program serves as an entry point into the exciting world of Visual Effects. It begins with the basics of filmmaking and computer graphics, offering students a strong foundation to build upon. The program then introduces 3D computer graphics for a brief period, helping students enhance their skills in dynamics, tracking, rotoscoping, and compositing—key elements of Visual Effects. In the final month, students will compile various VFX shots to create a portfolio, showcasing their work and preparing them for opportunities in the field.



PART – 1 FUNDAMENTALS OF ART, DESIGN & COMPUTER GRAPHICS

- History of Animation
- Principles of Design and Composition
- Fundamentals of Art Concepts
- Still life Sketching
- Shading and Color Theory
- Computer Graphics in Photoshop
- Video Editing with Premiere

PART – 2 3D ANIMATION

- Inorganic Modeling in Maya
- UV Mapping Workflow in Maya
- Basic Texturing in Photoshop
- Interior and Exterior Lighting Techniques
- Cinematic Lighting Concepts
- Shading with Arnold
- Organic Modeling
- Rigging concepts and Methods
- Character Rigging with Maya
- 3D Animation Techniques and Concepts
- Simple Character Animation
- Basic Dynamics with Maya

PART – 3 COMPOSITING

- Introduction to VFX Pipeline
- Motion Graphics Animation
- Masking Techniques
- Color Correction
- Keying and Rotoscope
- Basics of 3D Compositing

PART – 4 3D SPECIALIZATION

- Advance Modeling and Sculpting
- 3D Assets
- Texturing and Look Development
- Lighting, Rendering and CG Compositing
- Advanced Animation

SOFTWARES:

Adobe Photoshop, Autodesk Maya, Autodesk Arnold, Adobe After Effects, Adobe Premiere Pro, Maxon Z brush, Foundry Nuke, Adobe Substance Painter.

AI Tools : Runaway ML , Leonardo, Ideogram

SCOPE & OPPORTUNITIES: Upon completing the program, students will gain proficiency in 3D content development, equipping them to excel in any 3D production studio. The program's unique selling point lies in its elective specialization, enabling students to focus on a specific 3D module of their choice. This targeted approach accelerates career readiness in the field of 3D Animation. Graduates of the course will be qualified for diverse roles, including 3D Modeling Artist, Texturing Artist, Lighting Artist, Rigging Artist, 3D Animator, 3D Production Coordinator, and 3D Production Supervisor.

PART – 1 FUNDAMENTAL OF ART, DESIGN AND COMPUTER GRAPHICS

- History of Animation
- Basic Concepts of Sketching
- Still life drawing
- Principles of Design and Composition
- Shading and Color theory
- Cartoon Drawing
- Anatomy of Human Figures
- Quadruped Anatomy and Sketching
- Character Design
- Mastering Layout Design
- Computer Graphics with Photoshop
- Vector Illustration with Illustrator
- Video Editing with premiere
- Audio Editing with Audition

SOFTWARES:

Adobe Photoshop, Adobe premiere Pro, Adobe Audition, Adobe Animate CC.

AI Tools : Runaway ML , Leonardo, Ideogram

SCOPE & OPPORTUNITIES: There is a growing demand for 2D animation series on TV and OTT platforms due to their simplicity, emphasis on storytelling, and engaging action and exaggeration that children enjoy. In response, production studios worldwide are actively seeking skilled 2D artists. Additionally, 2D artists contribute to various creative roles such as Pre-production artist, Character designer, Storyboard artist, Layout/Background artist, Art director, and Visualizer, making this a promising field for aspiring professionals.

PART –2 2D ANIMATION

- Story and Script Writing
- Storyboarding and Animatics
- Stop Motion Animation
- Project in Stop Motion Animation
- Introduction to Adobe Animate
- Principles of Animation
- Techniques of Animation in Adobe Animate
- Character Animation
- Acting for Animation
- Facial Animation with Lip Sync
- 2D Style Special Effects
- Creating Manga Style Animation in Adobe Animate
- Final 2D Animation Project

PART – 1 FUNDAMENTALS OF ART, DESIGN, ILLUSTRATION AND COMPUTER GRAPHICS

- Fundamentals of Drawing
- Principles of Design and Composition
- Perspective and Color Theory
- Typography Concepts
- Computer Graphics with Photoshop
- Designing for Print media
- Designing for Online Media
- Image manipulation
- Digital Painting & Matte Painting
- GIF Animation Creation
- Vector Illustrations

SOFTWARES:

Adobe Photoshop, Adobe Illustrator, Adobe premiere Pro, Adobe Audition, Adobe After effects, Adobe InDesign, Adobe XD, Adobe Figma, HTML, CSS, Oracle Java, ES7, Angular JS, Bootstrap, PHP, DrupalG

AI Tools : Runaway ML , Leonardo, Ideogram

SCOPE & OPPORTUNITIES: Graphic designers find opportunities across a range of industries, including specialized design services, publishing, advertising, public relations, and related fields. Many choose to work as freelancers or become self-employed, driven by the increasing demand for skilled and creative professionals. Graduates of this program can pursue diverse roles such as Art Production Manager, Graphic Designer, Brand Identity Developer, Logo Designer, Marketing Designer, Illustrator, Visual Image Developer, Multimedia Developer, Layout Artist, and Package Designer, offering a broad spectrum of career possibilities.

PART – 2 LAYOUT DESIGN, UI, MOTION GRAPHICS AND 3D PHOTOREALISTIC DESIGN

- Designing for Advertisements
- User Interface Design
- Concepts of User Experience
- Prototyping and Collaboration
- Digital banners for Social Media
- Photorealistic 3D Design
- Video Editing with Premiere
- Audio Editing with Audition
- Motion Graphics Animation with After effects
- Project (Branding and Presenting a Mock up Company)

Part – 1 GAME ART AND DESIGN

- History of Games
- Concepts of Game Design and Development
- Understanding Gaming Pipeline
- Mechanics of game Design
- Creating your Own Board Game
- Story in Games
- Fundamentals of level design
- Documenting your Own Game Design
- Fundamentals of Drawing
- Perspective and Color Theory
- Computer Graphics with Photoshop
- 3D Modeling with Maya
- Basic Texturing with Photoshop
- Introduction to Unreal Engine
- Shading and Lighting in Unreal Engine
- Organic Modeling
- Basics of Rigging
- Animation Concepts and Principles
- Simple Character Animation

SOFTWARES:

Adobe Photoshop, Autodesk Maya, Maxon Zbrush, Adobe Substance Painter, CLO3d, Epic Games Unreal Engine

AI Tools : Runaway ML , Leonardo, Ideogram

STUDENT OPPORTUNITIES: Being a game artist is one of the most rewarding roles in the industry, as they collaborate closely with game designers, producers, and writers to bring the game's characters, stories, and worlds to life. Character artists create either 2D character sprites or 3D character models, while environmental artists are responsible for designing the immersive areas that players explore. A 3D environmental artist is expected to create detailed 3D models, complete with textures, lighting and color. Additionally, there is a growing demand for concept artists and illustrators in the gaming industry, as they play a key role in visualizing and conceptualizing the game world before it is built.

Part – 2 ADVANCED GAME ART AND DESIGN

- Introduction to Zbrush
- Stylized Assets Sculpting in Zbrush
- Sculpting Height Maps inside Zbrush
- Toon Character Sculpting
- Character Sculpting
- Creature Sculpting
- Clothing for Characters with Clo3D
- Introduction to Substance Painter
- Texture Baking for Game Optimization
- Story with Textures
- Prop Texturing Pipeline
- Texturing Organic Assets
- Basic Dynamics in Maya
- Landscape Techniques with Unreal Engine
- Foliage creation Methods in Unreal Engine
- Open World Creation
- Creating a Environment in UE
- Level Design in Unreal Engine
- Final Project

PART – 1 Fundamentals of Broadcasting and Advertisement

- Introduction to Broadcasting and Media
- Fundamentals of Advertising & Branding
- Live Streaming & Virtual Broadcasting
- Camera Techniques and Live Production
- Digital Marketing & Social Media Advertising
- Project Management in Media Production
- Media Ethics & Broadcast Regulations
- Copywriting for Ads
- Client Briefing & Campaign Pitching
- Visual Language & Aesthetics
- Scriptwriting for Broadcast
- Concept Development & Storyboarding

PART – 2 Technical Training 01 – Design and live Production

- Concepts of Design and Composition
- Psychology of Colors
- Image Editing for Marketing
- Vector Art for Print Media
- Video Editing for Post – Production
- Audio for Broadcast
- Motion Graphics for Commercials
- Live Action Ad Production

SCOPE & OPPORTUNITIES: The advertising and broadcasting industries are evolving faster than ever – and they're looking for creative, media-savvy professionals. With the rise of digital media, OTT platforms, podcasting, influencer marketing, and branded content, the demand for skilled communicators and content creators has skyrocketed. After completing the course, you'll be eligible for various entry-level and mid-level roles like: Advertising Executive, Copywriter / Content Creator, Broadcast Journalist / Anchor, Radio Host / Producer, Media Planner, Video Editor / Motion Designer, Social Media Strategist

PART – 3 Fundamentals of Broadcasting and Advertisement

- 3D Product Visualization Pipeline
- Basic Modeling and Texturing
- Lighting and Rendering
- Camera Animation
- Creating a 3D e-commerce Product
- 3D motion Graphics with Cinema 4D
- Virtual Studio Elements for Broadcasting
- Data – Driven Visuals for Broadcast
- Live Broadcast Integration

PART – 4 Introduction to Latest Techniques

- Unreal Engine for Virtual Sets / Ads
- AI in Marketing and Ad Creation
- 360° Advertising (Print + Digital + Broadcast)

SOFTWARES:

Adobe Photoshop, Adobe Illustrator, Adobe premiere Pro, Adobe Audition, Adobe After effects, Cinema 4D, Blender, Unreal Engine, Nuke.

AI Tools : (Freepik, Ideogram, Leonardo AI, Sora)

INTRODUCTION TO MOTION GRAPHICS

- Fundamentals of Drawing
- Principles of Design and Composition
- Perspective Study and Color theory
- Computer Graphics in Photoshop
- Vector illustrations in Illustrator
- Video Editing with Premiere
- Audio Editing with Audition
- Animation Concepts and Principles
- Motion Graphics Animation
- 3D object based particle Plug-in
- Particle Simulations
- 3D Effects for MoGraph using AI

SOFTWARES:

Adobe Photoshop, Adobe Illustrator, Adobe premiere Pro, Adobe Audition, Adobe After effects, Video Copilot Element 3D, Trapcode, Duke Angela.

AI Tools : Runaway ML , Leonardo, Ideogram

SCOPE & OPPORTUNITIES: This intensive motion graphics program is designed for aspiring visual storytellers and digital artists. Ideal candidates should have a passion for creative expression and a strong eye for design. Students will engage in a dynamic curriculum that covers everything from basic design principles to advanced animation techniques. Perfect for those eager to explore the world of motion graphics, this course provides the opportunity to unleash artistic potential and prepare for a professional career in the field.



Certification in COMPOSITING

(6 Months)

This program is designed for students aspiring to build a career in the VFX industry. It begins with a foundational understanding of how computer graphics work, followed by an introduction to both layer-based and node-based compositing software. Throughout the course, students will gain hands-on experience in key compositing techniques, including rotoscoping, color correction, paint work, wire removal, and tracking, helping them develop the skills needed for success in the industry.

PHOTOSHOP

Adobe Photoshop is a powerful image editing software developed by Adobe Inc. It is widely used by photographers, graphic designers, digital artists, and web developers for creating and enhancing images, designing graphics, and producing digital artwork.

AFTER EFFECTS

Adobe After Effects is a powerful motion graphics and visual effects software developed by Adobe Inc. It is widely used in the film, television, and digital content industries for creating animations, visual effects, and compositing.

DAVINCI

DaVinci Resolve is a professional video editing, color correction, visual effects, motion graphics, and audio post-production software developed by Blackmagic Design. It is widely used in the film, television, and content creation industries for high-end post-production workflows.

ILLUSTRATOR

Adobe Illustrator is a powerful vector graphics software developed by Adobe Inc. It is widely used for creating logos, illustrations, typography, icons, and digital artwork. Illustrator's vector-based approach ensures scalability without losing image quality, making it a preferred tool for designers and illustrators.

ANIMATE CC

Adobe Animate CC is a powerful animation software developed by Adobe Inc. It is widely used for creating interactive animations, web-based content, and multimedia applications. Animate CC supports vector and raster graphics, making it a versatile tool for animators and designers.

3D EQUALIZER

3D Equalizer (3DE4) is a professional matchmoving software used in the film, television, and visual effects (VFX) industry. It is widely recognized for its powerful camera tracking capabilities, enabling seamless integration of 3D elements into live-action footage.

Certification in Full-Stack Development (MERN, MEAN stacks)

- Mobile App Development (Flutter, React Native, Swift)
- Python, Java, C#, or JavaScript programming

1. Fundamentals of Web Development

HTML5: Semantic tags, forms, multimedia, accessibility.

CSS3: Flexbox, Grid, animations, responsive design.

JavaScript (ES6 and beyond): Variables, functions, arrays, objects, DOM manipulation, event handling.

Version Control: Git and GitHub basics (branches, merging, pull requests).

2. Front-End Development

React.js (MERN) / Angular (MEAN):

Components, props, and state.

Event handling, forms, and validation.

Lifecycle methods (React) / Directives and components (Angular).

Hooks (React) or Dependency Injection (Angular).

Routing (React Router / Angular Router).

State Management:

Redux (React) / RxJS & NgRx (Angular).

UI Frameworks: Material-UI, Bootstrap, or Tailwind CSS for design.

3. Back-End Development

Node.js:

Understanding the event loop, asynchronous programming, and callbacks.

File system and streams.

Building RESTful APIs.

Express.js: Middleware. Routing.

Error handling. Authentication and authorization (JWT, OAuth).

A person is seen from the side, sitting at a desk in a dimly lit room. They are working on a computer with multiple monitors. The top-left monitor shows a video editing timeline with various colored clips. The top-right monitor displays a spectrogram or audio waveform. The bottom-left monitor shows a video preview window with a scene of a large crowd at night. The bottom-right monitor shows a multi-track audio editing interface. The person's hands are visible on a keyboard in the foreground.

Certification in Audio and Video Editing

(3 Months)

Video editing is important because it is the key to blending images and sounds to make us feel emotionally connected and sometimes truly there in the film we're watching. This program will teach anyone to create their personal or professional video as it requires a great attention to details. During the program the student learns how to remove unwanted footage, Create a flow, Add effects, Graphics, Music and alter the style, pace or mood of the video, Motion Graphics etc

UI & UX PROGRAM

- Fundamentals of Drawing
- Principles of Design and Composition
- Typography and Color theory
- Computer Graphics in Photoshop
- Vector illustrations in Illustrator
- Video Editing with Premiere
- Introduction to UI/UX Design
- Laws of UX Design
- Defining Research data
- Wireframe Prototyping
- Collaborative ideation
- Problem defining Documentation
- Usability Testing
- Final Project

SOFTWARES:

Adobe Photoshop, Adobe premiere Pro, Adobe Illustrator, Notion, Miro, Adobe XD, Fig jam, Marvel, Adobe Figma

AI Tools : Leonardo, Ideogram

STUDENT OPPORTUNITIES:

This program is designed for aspiring designers eager to master UI & UX, with a focus on those passionate about creative problem-solving and equipped with a strong understanding of design principles, color theory, and typography. Students embrace collaborative thinking and utilize tools for effective ideation and problem documentation. Through hands-on projects, they refine their wireframing skills and develop a deep understanding of design systems, ultimately preparing them to make meaningful contributions in the UI & UX field.



PROGRAM CONTENTS

- Introduction to Unreal Engine
- Using Fab and Quixel Assets in UE
- Lighting and Shading in UE for Product Visualization
- Lighting and Shading in UE for Interior Visualization
- Foliage and Landscapes
- Environment/Exterior Lighting with Cinematic concepts
- Creating Natural Landscapes in UE
- Creating Manmade Environments in UE
- Creating Environments for VFX
- Level Design Concepts and Techniques
- Creating Open world for Game Level Design
- Blueprints for Level design
- Audio for Level design
- Final Project

SOFTWARES:

Epic Games Unreal Engine

AI Tools : Runaway ML , Leonardo, Ideogram

SCOPE & OPPORTUNITIES:

This course is tailored for aspiring game developers who wish to master Unreal Engine. Students will acquire key skills such as level design, blueprint scripting, asset integration, and audio implementation. Designed for beginners, the course covers everything from basic navigation to advanced gameplay mechanics. By the end, participants will have the knowledge and tools to create immersive, interactive gaming experiences. It is perfect for individuals passionate about game development and eager to explore their creativity through Unreal Engine.