Professional Diploma in Visual Art

Duration
40 Months (3.25 years)

Total Module
7

A Bit About course

This program has been designed to deal with Filmmaking by using Live Action, 3D Animation & Visual Effects. The first module deals with Fundamentals of Art, Design & Composition. A student then understands the basics of Photography and Filmmaking. The second module covers CG Assets & Characters, Rigging & Animation that is required for a VFX film. The third module deals with Dynamics & Tracking. The fourth module combines CG with live action footage using timelines and a node-based compositing software. At the end of the program, the student develops a Visual Effects short film using Live Action & CG.

Modules wise breakdown

Module 1- (6 Months)

FOUNDATION of COMPUTERGRAPHICS

- Fundamentals of Art & Design
- Perspective
- Fundamental of Photography
- Color Theory
- Computer Graphics
- Video & Sound Editing
- Matte Painting
- Image Mixing
- Manipulation
- Base Concept Art
- Rule of frame composition
- Scene Framing

Module 2 - (6 Months)

FOUNDATION with CLASSICAL ANIMATION & ANATOMY

- History of Art: From Caves to Computers
- 2D Animation
- Classical Animation
- Sketching and Landscaping
- Human Anatomy
- Introduction to Mass Communication & Media Literacy
- Layout and Perspective
- Foundation of Art
- Content Development Direction
- Digital Painting
- Digital Art
- Concept Visualization
- Concept Art

Module 3 - (6 Months)

FILM MAKING

- Story Drafting
- Writing genera
- Script Writing
- Shot listing
- Screen Play writing
- Story Boarding
- Shot Division
- Set Designing
- Camera Angles and Types of frames
- Video Editing
- Scene Writing
- Line Direction
- Breakdown and Scheduling a set
- Art Direction
- Cinematography
- Database & Distribution
- Types of Lighting

Module 4 - (6 Months)

3D PRODUCTION

- Modeling
- Building topology
- Mash Flow
- 3D Sculpting
- Texturing
- Mapping Scene
- Mapping Object
- Lighting Scene
- Lighting none organic object
- Lighting organic object
- Verity of Rendering Engine
- Lighting environment
- Global Illumination
- Rigging
- Controllers
- Bone Structure
- 3D Muscle Flow
- Building 3D Anatomy
- Skinning Model
- Animation

Module 5 - (6 Months)

DYNAMICS & PHYSICAL ANIMATION

- Dynamics
- Tech Animation
- 3D Tracking
- Move Stabilizing
- Liquid Simulation
- Smoke/Gas Simulation
- Particle Proto type
- Secondary Animation
- Soft Body
- Rigid Body
- Particles and Nature of Particle
- Physical forms of Viscos liquid
- Natural Property of Smoke
- Explosion

Module 6 - (6 Months)

COMPOSITING

- Rotoscopy
- Color Correction
- 3D Compositing (passes)
- Live + Live and Live + CG Compositing
- Stereoscopy
- Motion Graphics
- Keying
- Rotomation
- Match Move
- Roto Paint
- Roto Track
- Cloneing
- Matte Compositing
- Projection

Module 7 - (4 Months)

**SHOW REEL & SUBMISSION
(Any of One)**

- 3D CG Reel
- 2D Animation Classical Reel
- Composition Reel
- Character Desigingn
- Lighting And Shadding
- Rigging
- Animation
- Texturing

Software covered

Adobe Photoshop	Vray	Adobe Lightroom
Adobe Premiere	Element 3D	Advance Camera Raw
Adobe After Effects	Animation Composer	DaVinci Resolve
Adobe Audition	Trapcode pack	Sillhoute
Blender	Optical Flare	Mocha
Adobe Lightroom	Saber	Final Draft
Adobe Illustrator	Duik	Foundry Nuke
Power Point	CC Shine	Substance Painter
Autodesk Maya	PF Track	MS Particle Builder
RealFlow	Z Brush	Plexus