3D Animation

Module Name	Theory	Lab	Total	Software
BasicsModeling toAnimation	8	0	8	Maya 2018
Digital Modeling with Maya	5	14	19	Maya 2018
Digital Sculpting	6	14	20	Zbrush
Texturing 3D Models with Maya	8	14	22	Maya 2018
Lighting and Rendering Models with Maya	8	12	20	Maya 2018
Rigging 3D Models with Maya	5	12	17	Maya 2018
3D Character Animation	10	14	24	Maya 2018
Fx, Dynamics and Simulation	5	20	25	Maya 2018
Crowd Simulation	8	8	16	Goleam Crowd
Matchmoving and Camera Tracking	6	10	16	Maya 2018
Working with VRAY Renderer	6	10	16	Maya 2018 and Vray
Digital Compositing	20	20	40	After Effects
3D Animation Portfolio	2	0	2	Maya 2018
Totla	**97**	**148**	**245**	

Module Name	Theory	Lab	Total	Software
Introduction to Nuke	4	8	12	Nuke
Rotoscopy using Silhouette	3	8	14	Silhouette

Graphic Design

Module Name	Theory	Lab	Total	Software
Creating Illustrations- I	10	10	20	Adobe Illustrator
Creating Illustrations- II	10	10	20	Corel Draw
Image Magic	20	20	40	Adobe Photoshop
Media Publishing	8	8	16	Adobe Indesign
Total	48	48	96	

2D Animation

Module Name	Theory	Lab	Total	Software
2D Animation Concept	10	4		
Digital Pre Production	8	10		
Storyboarding and animatics	10	20		
2D Animation using Animate CC	12	30		
2D Animation Portfolio	2	0		

VFX	Wire removal	4	8	12	Nuke							
	Color Correction	8	10	18	Nuke							
	Green/ Blue screen	8	10	18	Nuke							
	Specialization & Digital Portfolio Development	2	0	2	Project							
	Totla	**29**	**44**	**76**								