

FUNDAMENTAL OF ART, DESIGN, ILLUSTRATION AND COMPUTER GRAPHICS (4 Months)

- PREFACE
- SKETCHING
- HUMAN FIGURE STUDY
- PERSPECTIVE STUDY
- COLOUR THEORY
- STORY
- MASTER LAYOUT DESIGN
- CHARACTER DESIGN
- DIGITAL ILLUSTRATION
- STORYBOARD
- COMPUTER GRAPHICS
- DIGITAL 2D ANIMATION

SOFTWARE

- ILLUSTRATOR
- Рнотознор
- CORALDRAW
- ADOBE FLASH

Motion Graphics (3 Months)

- OVERVIEW OF EDITING
- VIDEO EDITING
- AUDIO EDITING

SOFTWARE

- PREMIERE
- AUDITION

3D ANIMATION (8 Months)

- MODELLING
- TEXTURING
- LIGHTING
- RIGGING
- ANIMATION

SOFTWARE

- MAYA
- MAX

VISUAL EFFECTS (9 Months)

- MASKING, ROTOSCOPE
- COLOUR CORRECTION
- COMPOSE 3D RENDER PASSES
- KEYING
- TRACKING STABILIZE
- PARTICLES
- PAINT
- WIRE/RIG REMOVAL
- CAMERA PROJECTION
- CAMERA TRACKING
- RE-LIGHTING

SOFTWARE

- NUKE
- SILHOUETTE
- 3D EQUALIZER