

# FUNDAMENTAL OF ART, DESIGN, ILLUSTRATION AND COMPUTER GRAPHICS (2 Months)

- PREFACE
- HUMAN FIGURE STUDY
- MASTER LAYOUT DESIGN
- CHARACTER DESIGN
- HISTORY OF VFX
- COMPUTER GRAPHICS

## 3D ANIMATION BASIC (7 Months)

- MODELLING
- TEXTURING
- LIGHTING
- RIGGING
- ANIMATION

### SOFTWARE

- MAYA

## VISUAL EFFECTS (12 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