

Pre- Production

Basic Art

- Basic Shapes & Objects
- Shading techniques
- Light Theory
- Color Theory
- Still Life
- Objects Composition
- Perspective

Art for Animation

- Anatomy-Human/Animal
- Gestures/ Poses/ Line of Action
- Character Design/Model Sheets
- Story boarding
- principles of Animation
- 2D Animation basics

Production

MAYA

- MAYA Interface
- Inorganic Modeling
- Organic Modeling
- Texturing
- Lighting
- Camera Parameters
- Rigging
- Animation

Post-Production

MAYA

- Dynamics & VFX
- Compositing
- Editing
- Final Project

Architectural 3Ds MAX

- MAX interface
- Set/ Prop/Vehicle modles
- Blueprint alignment
- Interior /Exterior modeling
- Texturing
- Lighting
- Camera Parameters
- Rendering Techniques

**Graphic &
Web Design**

- Principles of Design
- Color Theory
- Composition & Layout
- Typography
- Logo Design (Corporate Identity)
- Broucher, posters, Flyers Design
- Web template Design
- Banner ads
- Interactive Presentation

Career Opportunities : Graphic Artist • Graphic Designer • Visualizer • Web Designer • Flash Artist • Interface Designer
Storyboard & Concept Artist • Character Designer • Layout & Background Artsit • Animator
Art Director • Modeller • Texturing Artist • VFX Artist • Editor....

Softwares:

