

S.S.VFX ACADEMY



S.S.VFX
ACADEMY

[ANIMATION || VFX || GAME DESIGN]

**"Join Career Courses In ----Degree
Animation , VFX , Gaming , AR/VR
,Video Editing , Graphics , Web,
Photography, Course Available--
100 % JOB Placement**

PGWDA

PGWDA is a graphic design and Multimedia Course that covers a wider genre; from illustrating children books to design layout for tabloids, book covers, motion graphics, UI design, creative posters, traditional animation and corporate brand designs. It prepares you to join the ever-expanding world of print and visual media by providing you a detailed insight on graphic, web design and 2D animation. If you are looking for a big break in the media and entertainment industry, then be a part of S.S.VFX family and get trained to crack graphic design, web design or 2D Animation jobs.



Program In Graphic, Web & 2D Animation

Semester 1: Graphic & Print Design

- Fundamentals of Design & Drawing
- Concepts of Graphic & Illustration
- Image Editing
- Graphic Design
- Page Layout

Semester 2: Web & Interactive Design Course

- Concepts of Web Design
- Interactive Design
- Sound Editing
- Webpage Designing
- Video Editing
- Web Animation
- Front End Design
- Minimalistic Design

Semester 3: Advanced Web

- Responsive web design
- Advanced front end design & development
- Animation & interactivity for web
- Desktop/mobile/tab/front-end design & development
- Interactive digital publication
- Essentials of PHP & MySQL
- Content Management System
- Framework integration

Semester 4: 2D Animation

- Basics of 2D animation
- Digital Storyboarding
- Digital 2D Animation

Software Covered

- CorelDRAW
- Adobe Illustrator
- Adobe Photoshop
- Adobe InDesign
- Adobe Dreamweaver
- Adobe Premiere
- Adobe Audition
- JavaScript
- Storyboard Pro
- Adobe Animate CC
- Harmony

Career Options

- Graphic Designer
- Packaging Designer
- Web/Interactive Designer
- User Interface Designer
- Illustrator
- DTP Operator
- Layout Artist
- Digital Storyboard Artist
- Designer for Interactive E-learning
- 2D Animator
- Advertising Art Director
- UI Designe

Course duration: 1Year

Dipoloma in Visual Effects

VFX Plus is a professional course designed to train you in latest visual effects Software and techniques that are extensively used in filmmaking. With the growing demand of VFX in movies, scope of skilled professionals in this field is immense. From Bollywood movies like Baahubali, to Hollywood movies like Dawn of the Planet of the Apes and web series like Game of Thrones, all have massive use of Visual Effects. This increased the scope of creativity & imagination in filmmaking.

You will learn the fundamentals of digital designs, layer-based compositing, clean plate & wire removal, concepts of set extension & CG integration and match moving & camera tracking. All the aspects prepare you to work on high-end projects in an authentic studio environment.

The course curriculum includes software like Mocha, Fusion, RealFlow, PFTrack, Nuke, Photoshop, After Effects, and many more. You will be trained in latest tools & practices, and prepared to join the VFX industry at lucrative positions like Motions Graphic Artist, Match Moving Artist & Video Editor amongst others.



Course content

Semester 1: Digital Design

- Digital design
- Basics of Photography
- Layer based compositing

Semester 2: Pipeline

- Clean plate & wire removal
- Stereoscopic pipeline
- Node based compositing

Semester 3: Visual Effects

- Projection for visual effects
- 3D Design
- Advanced particle effects
- Cloth FX
- Pyrotechnics

Semester 4: Case studies

- Advanced Compositing

- Concepts of Set Extension & CG Integration
- Match moving & Camera tracking
- VFX case-studies

Software Covered

- Fusion
- RealFlow
- PFTrack
- Nuke
- 3ds Max
- Autodesk Mudbox
- FumeFX
- Adobe Photoshop
- Adobe After Effects
- Mocha

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Career Options

- Composer
- Match Moving Artist
- FX Artist
- Pre-Viz Artist
- Motion Graphics Artist
- Roto Artist
- Clean-up Artist
- BG Prep Artist
- Paint Artist

Course duration: 1 Year

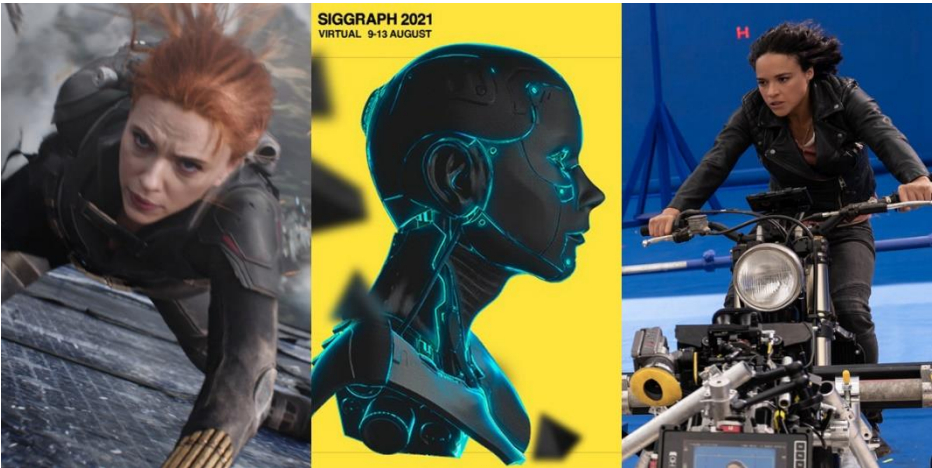
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APVE

Advanced Program in Visual Effects



Course content

Semester 1:Prep-production

- Pre-production
- Storyboarding
- Cinematography

Semester 2:Digital design

- Stop-motion

- Digital design
- Layer based compositing
- Clean plate & wire removal

Semester 3:Motion Graphics

- Motion graphics
- 3D design
- Advanced particle effects
- Cloth FX
- Pyrotechnics
- Rigid body simulations
- Fluid simulation
- Realistic rendering techniques
- Advanced compositing
- Concepts of set extension & CG integration
- Node based compositing
- Match moving & camera tracking

Semester 4:Project Models

- Stereoscopic conversion
- Editing with FCP
- Realistic digital environments
- Procedural FX workflow
- Project & case studies for motion graphics
- Project-FX shot with miniature models

Semester 5:Photography

- Basics of photography
- Realistic rendering techniques
- Wire removal

Software Covered

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|----------------------|--------------------|-----------------------|
| • 3ds Max | • Fume FX | • Adobe After Effects |
| • Fusion | • Ray Fire | • Adobe Premiere |
| • Mocha | • Real Flow | • Adobe Audition |
| • Silhouette | • VUE | |
| • PFTrack | • Houdini | |
| • Nuke | • New-Age Software | |
| • Final Cut Pro | • Adobe Photoshop | |
| • Thinking Particles | | |

Career Options

- | | |
|--------------------------|----------------------|
| • FX Artist | • VFX Generalist |
| • Motion Graphics Artist | • Stereoscopy Artist |
| • Composer | • Depth Artist |
| • Camera Tracker | • Video Editor |
| • Match Moving Artist | • Pre-Viz Artist |
| • Matte Painter | • Roto Artist |
| • Clean-up Artist | • Paint Artist |
| • BG Prep Artist | |

Course duration:1 Year

Advanced Program in Games Design



Course content

Semester 1: Fundamentals of Design

- Design fundamentals
- Art of video editing
- Sound editing
- Digital design
- Interactive presentations
- Casual games

Semester 2: Design of Models

- Design visualisation
- 3D design & modelling
- Texturing

Semester 3: Particle Of arts

- Lighting & rendering
- Character setup & rigging
- Character animation

- Particle dynamics

Semester 4:Game Engine

- Digital sculpting
- Game engine
- Augmented reality
- Virtual reality

Semester 5:Game Asset

- Game asset creation
- Game level design & integration
- 3D Modelling

Software Covered

- Adobe Photoshop
- Adobe Premier
- Adobe Audition
- Adobe Animate
- SketchUp
- Lumion
- Autodesk 3ds Max
- Autodesk Maya
- Unity Game Engine
- Unreal Game Engine

Career Options

- 3D VR Background Artist
- 3D VR Developer
- AR Unity Developer
- VR Unity Developer
- Game Asset Creator
- Game Level Designer
- Animator
- 3D Modelling Artist
- Texturing Artist
- Lighting Artist
- Rigging Artist
- Interactive Product Demo
- 3D Visualiser
- Render Wrangler
- Layout Artist
- Virtual Production Developer
- E-learning
- Modelling/Texturing artist

Course duration:1 Year

Diploma in Visual Arts and Design



Course content

SEM 1

Module:

- Art & aesthetics
- Print & web

Inclusions:

- Creative learning
- Digital design
- Vector illustration & design
- Page layout & publishing
- Front-end design language
- Web designing
- Animation for e-learning

SEM 2

Module:

- Digital Filmmaking

Inclusions:

- Pre-production
- Digital filmmaking
- Photography
- Layer-based compositing
- Art of editing
- Sound editing
- Stop motion Animation

SEM 3

Module:

- 3D design – fundamentals

Inclusions:

- Modeling
- Texturing
- Lighting
- Rigging

- Animation
- Dynamics
- Tech animation

SEM 4

Module:

- 3D design – advance

Inclusions:

- Modeling
- Digital sculpting
- Texturing
- Lighting
- Rigging
- Animation



SEM 5

Module:

- 3D design - advance
- Asset creation
- Introduction to node based compositing
- Elective specialisation Mod/ Light/ Animation/ Fx

Inclusions:

- Dynamics

- Tech Animation
- Interactive design
- Compositing
- Specialisation – foundation/ advance

SEM 6

Module:

- Specialisation compositing
- Advanced rendering
- Emerging technologies
- Project

Inclusions:

- Rotoscopy
- Camera tracking & matchmove
- Advanced node based compositing
- Shading & Rendering
- Augmented Reality
- Mobile Gaming
- Portfolio

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Software Covered

- Adobe Photoshop
- CorelDRAW
- InDesign
- Adobe Illustrator
- Dreamweaver
- Adobe Flash
- Adobe After Effects
- Adobe Premiere
- Adobe Audition
- Autodesk 3ds Max
- Autodesk Maya
- Autodesk Mudbox
- Unity Game Engine
- Blackmagic Fusion
- ZBrush
- thinkingParticles
- FumeFX
- RayFire
- RealFlow
- Silhouette
- PFTrack
- Nuke
- Arnold

Career Options

- Camera Tracker
- Composer
- Clean-up Artist
- Depth Artist
- Roto Artist
- Paint Artist
- BG Prep Artist
- Matchmove Artist
- VFX Generalist
- Stereoscopy Artist
- Pre-visualization Artist
- 3D Interactive Designer
- UI Designer
- Render Wrangler
- Graphics Designer
- Web Designer
- Motion Graphics Artist
- Modeling Artist

- Digital Sculptor
- Lighting Artist
- Layout Artist
- Rigging Artist

- Character Animator
- FX Artist
- 3D Designer
- Matte Painter

Course duration: 2 Year



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