



ANIMATION PRIME MODULES	18 months Course	Duration Per Term
Term 1	Softwares	Term 1 - 4.5 months
Concepts of Graphics and Illustration	Adobe Illustrator	
Typography Design		
Digital Illustrations	Adobe Photoshop	
Art of Storytelling & Script Writing		
Anatomy Study	Sketchbook Pro	
Character Design		
Digital Painting	Project Management	
Application of Animation Principles		
Design Portfolio	Adobe Audition	
Concepts of Cinematography & Photography		
Term 2	Softwares	Term 2 - 4.5 months
<i>Broadcast Design</i>		
<i>Digital Marketing & Media Concepts</i>	Adobe Premiere	
<i>3D Basics – Modeling to Animation</i>		
<i>Motion Graphics in 3Ds Max</i>	Adobe After effects	
<i>Rendering with 3ds max Vray</i>		
<i>Broadcast Design using Cinema 4D</i>	Adobe Flash / flex	
<i>Visual Effects and Compositing</i>		
<i>Advanced Post Production Techniques</i>	Live shoot visit	
<i>Broadcast Medias</i>		
Concepts of 2D Digital Animation	Nuke	
Audio – Video Editing		

Storyboarding and Animatics	3d Max Basics	
<i>Broadcast Design Portfolio</i>		
Term 3	Softwares	Term 3 - 4.5 months
3D Basics – Modeling to Animation		
Digital Modeling with Maya	3d modelling	
Digital Sculpting		
Texturing 3D Models with Maya	Maya	
Lighting and Rendering Models with Maya		
Rendering with 3ds max Vray		
Rigging 3D Models with Maya		
3D Character Animation	Unreal	
Fx, Dynamics and Simulation		
Matchmoving and Camera Tracking		
Crowd Simulation	Live shoot visit	
Working with Arnold Renderer		
Specialisation & Digital Portfolio Development (Choose 1 elective)		
Term 4	Softwares	Term 4 - 4.5 months
INTRO TO C4D ANIMATION		
C4D ENVIRONMENTS	Cinema 4d	
GENERATOR MODELING TOOLS		
APPLYING C4D MATERIALS	Real Flow	
Particles systems and force		
Viscous liquid	Houdini	
Working with Dyverso system		
Simulations in Hybrido	showreel devlopment	
Creating fluid simulations		
Master Houdini fx		