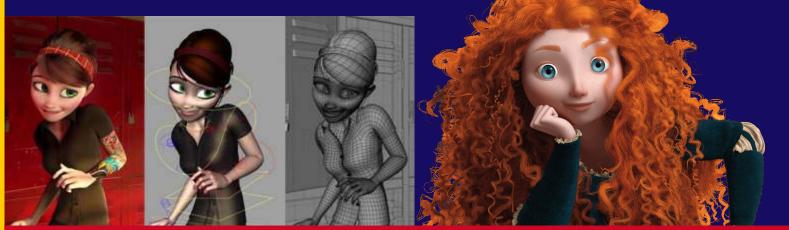


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- Ioth Std Students
- I2th Std Students
- Under Graduates
- Graduates & Designers

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- Media Advertising Professionals
- Freelancers, Digital Marketers & Web Designers

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- Module-4 2D Animation Adobe ANIMATE™
- Module-5 Diploma in AUTODESK 3D MAX BLENDER™
- Module-6 Diploma IN CHARACTER ANIMATION
- Module-7 Diploma in Visual FX Adobe AFTER EFFECTS
- **Module-8** Diploma in Video Editing Adobe PREMIERE
- **Module-9** Diploma in Sound Editing Audition
- Module-10 Diploma in 3D MAX STUDIO 3D ANIMATION
- Module-11 MAYA: Rigging, Skinning, Animation & Expressions
- FINAL PORTFOLIO CREATION & Digital Marketing Skills for Personal Branding Duration : Regular 2 years | Fast Track 6-12 Months |







Where do 3D Animators & Motion Designers Work? Animators, Graphic and Multimedia Designers typically work in Agencies, Motion picture offices, Computer systems and Software

companies and Advertising agencies.

This industry also had a very high percentage (59%) of self-employed workers this year, indicating that remote work arrangements are very possible in this field.

JOBS & POSITION

- Video Editing Jobs
- Visual Development Artist jobs.
- 3D ANIMATION Jobs
- Digital Art Director jobs.
- Graphic Illustrator jobs.
- 3D Artist jobs.
- Freelancing jobs.

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- Background Artist jobs.
- User Interface Manager jobs.
- Creative Art Director jobs.
- Marketing Graphic Designer jobs.



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3DMAX Animation Module



3ds Max training course

This course provides the foundational skills for using 3ds Max. You learn how to use AutoDesk 3ds Max's tools for creating architectural Modeling and Animations. This 3ds Max training class includes detailed coverage of the interface and proper workflow for setting up 3ds Max projects.

danimationinstitute.com **Students will learn:**

Introduction to 3ds Max

- 3D in PRODUCTION workflow
- 3D process overview: Understanding Modeling,

Materials, Animation, And Rendering

- 3ds Max interface overview
- Creating objects
- 3D objects from 2D/ 3D shape
- Transforms: position, rotation, and scale
- Managing objects: layers, hide, and isolate
- Introduction to materials
- Adding Lights and Cameras
- Rendering
- More complex objects: Modifiers
- Introduction to polygon MODELING: Vertex, Edge, Poly Sub-objects
- More complex materials: UVW coordinates
- MAPS AND MATERIALS
 - Texture unwrapping and painting
 - Introduction to animation
 - KEYFRAME ANIMATION
 - Animating lights and cameras
 - RENDERING animation sequences
 - Editing and compositing animation footage

Benefits of this course

Small classes, limited to 5-7 students.



FREE Trial Class

100% hands-on training. Every student gets Most affordable 3D ANIMATION class. #1 ANIMATION class in Mumbai.

Learn tricks that will separate you from the average ANIMATION PROFESSIONAL user. Conveniently located in City centre near PRIME station. Expert Autodesk Certified Instructor with more than 10 years of experience using and teaching 3D MAX & MAYA.

This course is designed for STUDENTS & Professionals who are seeking to learn 3D tools for creating renderings, whether for Movie Studio, Architectural, Game design, or Animation. No previous experience with 3D is needed. (Photoshop Knowledge is a must)

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Character Animation Module

Character Animation Fundamentals in 3ds Max demonstrates the basic principles of character animation that help bring simple 3D characters to life. Starting with an overview of the character rig, the course provides guidelines for creating strong poses and explains how to animate from pose to pose in an organized fashion. The course also covers locomotion—animating realistic gestures, walks, and runs; explores the basics of facial expressions and culminates with an animated scene built entirely from scratch.

Students will learn: Topics include:

- Posing digital characters
- Creating stock poses,
- Understanding forces,
- Character Motion, Secondary
- Key framing initial poses
- Animating Weight Shifts
- Pose-to-pose Transitions
- Animating walks and runs
- Adding personality to a walk
 - Animating facial movement: Blinks, Head Turns,
- Mouth Movement, Animating an entire scene

FREQUENTLY ASKED QUESTIONS -

What materials does the course comes with? <u>The courses will come with a great textbook,</u> which is yours to keep.

How big are your classes? All classes are of 5 to 11 students.

It is a Classroom Course held at our Mumbai location.

Why is the tuition much lower than other schools?

Our tuition is much lower than other training providers because we have optimized our business processes to ensure quality training at a reasonable price. As a smaller school with lower overhead we are able to provide a great class and better value to our students. We believe that education should be affordable and reach out to all students.

What are your instructors like?

We only hire the best instructors. Our instructors are all 3D MAX Certified Instructors with over 10 years of experience using and teaching 3D Animation & Maya.

Why should I choose your training over other Providers?

Choosing a training provider can be tough choice. We all claim to offer the best value, in terms of price, features & training. The Technical Institute of Softpro offers the lowest price, one of the best rate. As a Mumbai licensed school and Accredited business we can honestly say what we offer is the truth and you can verify it.





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3D Animation MAYA Module

MAYA is a high-end 3D software that is used heavily throughout the entertainment industry. It allows 3D artists to create the elaborate computer-generated environments and stunning digital characters seen in today's blockbuster films and AAA game titles.

This Course is designed to build a strong foundation for working with the major areas of this extremely robust application. While various industries and studios use Maya for slightly different purposes, the core tools and work flows remain the same, and the collection of courses in this path are designed to help you build those core skills.

MAYA Training Class - Course Topics

- Basic Modeling
- Model Detailing
- Model Finishing and Delivery
- Laying out Uvs

•

- Materials and Textures
- Rigging for Animation
- Animation in Maya
- Dynamics in Maya
- Lighting and Rendering

Detailing the Drone Body

Modeling the Support Structure Building the Motors Detailing the Bottom of the Drone Modeling: Camera Assembly Base

Materials, Textures, and Rendering

UV Mapping Workflows in Maya

Working with Shading Network Connections

Using Textures with Shading Networks Solving Unique Shading Problems

Rigging in Maya

Course Overview Well Begun is Half Done: **Planning and Rigging Basics**

- Creating the Spine and Controls
- Creating the Rig: Legs, Feet, and Shoulders
- Creating the Rig: Arms and Hands
- Skinning, Painting Weights

Animation Fundamentals

MAYA ANIMATION

- Playback Controls and Time Slider
- Animation Preferences
- Basic of Keyframes and Animation
- Understanding the Graph Editor
- Using the Time Editor
- Visualize Tools
- Create Animation That Follows a Path
 - Learn MASH Animation Toolset
 - Previewing Animations in Real-time





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ADOBE PREMIERE PRO Students WORK on skills such as starting a project, making cuts, post-production workflow, sound design, media management, basic effects, and other advanced concepts.

VIDEO EDITING Adobe Premiere

Editors hold one of the most critical roles in the film making industry. Filmmakers rely on an editor's storytelling and digital editing skills to shape the narrative of their story in post production and to polish their films.

Editors are not solely limited to the film industry; they work in many areas of media, including news, ads, documentaries, television, and web series.

ADVANCE LEVEL

- Premiere Pro Software Essentials
- Creating a Montage (Theory)
- How to efficiently log footage, project, Editing
- Audio/Implement audio and perform audio mixing
- How to correctly export your project with the appropriate settings
- Intermediate Sound/Advanced audio mixing techniques
- Creative Storytelling/Be a better storyteller.

Adobe Premiere Pro Training Class - Introduction: Course Topics Understanding digital video: foundations for Premiere Pro editing



* * *

ISTOMED DEVIEWS

Understanding Video Settings



Input & output formats Dimensions, Framerate & Pixel aspect ratio Online and social media video standards Understanding Timecode Learning the Premiere Pro interface

Understanding The Default Workspaces

Switching and resetting Premiere Pro workspaces Working with Premiere Pro panels Application tools, Setting preferences Using the PROJECT PANEL Understanding media management & creating and



Understanding media management & creating and organizing bins Using the media browser panel, Proviowing clins: hover scrub vs source monitor. Transcoding video

Previewing clips: hover scrub vs source monitor, Transcoding video



The Cuts-only Editing Methodology: Continuity Editing A Roll vs. B Roll, Cut-ins and cut-aways; cutting on action Working with multiple video tracks, Trimming clips in the Premiere Pro source monitor Making insert and overwrite edits, Using the timeline editing tools

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ADOBE AFTER EFFECTS_ will get you started using After Effects

powerful tools for creating a wide range of Visual and Audio effects. Our classes are led by Experienced Motion Graphics Professionals who have background with Broadcast, Film, and Online Media Production.

VFX: AFTER EFFECTS

LEVEL

- ADVANCE
 - 3D Animation Keyframing

Compositing

2D Animation

Design Theory

Animating

Titles

- Effects
- Green screen

- Visual Effects Workflow
- Chroma Keying in After Effects
- Motion Tracking
- Motion Stabilization with After Effects
- 3D Camera Tracking
- Time Remapping Video
- Screen and Critique



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After Effects Training Class - Course Modules 🚽

Digital Video basics in Adobe After Effects

Analog versus digital, Frame rate and resolution, Defining motion Graphics Using the After Effects Interface, Understanding the After Effects panel system Media Management, Importing media files, Importing Photoshop and Illustrator files Previewing footage, Previewing stills and video, Previewing audio Trimming a video clip, Using the **Interpret Footage** dialog box **Looping an audio or video file**, Using Layers in Adobe After Effects Layer basics, Layer options, Creating a layer solid, Understanding the layer switches Time stretch and frame blending, Nesting compositions/layers using precomps

Using keyframes in Adobe After Effects, Animation of layer properties using keyframes Using layer parenting to ease repetition, **Understanding motion paths** Working with layer blending, Controlling the speed of animations



Using text in Adobe After Effects, Creating text, Character palette, Paragraph palette Animating text with keyframes, Animating text using presets, Using Bridge with After Effects

Masking and alpha channels in Adobe After Effects

Masking, Animating masks, Working with alpha channels, Track matte, Using Effects in Adobe After Effects, Animating effects...and much more.





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ADVANCED AFTER EFFECTS

We believe in a hands-on approach that allows students to gain experience in After Effects, while training them as storytellers as well. We find that the best approach to students gaining experience is for them to create and work on their own projects.

Advance VFX: AFTER EFFECTS

During the course students will finish 4 projects that become more challenging as the course progresses.

- Character Animation
- Animation Presets
- Effects
- ROTOSCOPY
- COLOR CORRECTION
- 3D MOTION WITH CROMA
- MATTE COMPOSITING
- FINAL EFFECT

• 3D Capabilities of AFTER EFFECTS

3D layers, 3D Transform properties Animating 3D layers, Lights Rendering from a composition Creating render templates, Exporting a project file Visual Effects Workflow Chroma Keying in After Effects Motion Tracking, Motion Stabilization 3D Camera Tracking, Time Remapping Video USING AFTER EFFECTS CLONING TOOLS

ROTOSCOPING VIDEO FOOTAGE

CREATING ENVIRONMENTAL EFFECTS Fog, Smoke, Mist, Wind Precipitation. Fire, Heat Distortion Explosive Effects

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RENDER QUEUE USAGE



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BLENDER

3D ANIMATION : with BLENDER

SOFTWARE YOU LEARN BLENDER™





This course is in the process of being completely remastered in Blender. Blender is a fantastic platform which enables you to make AAA-quality models which can be exported to any game engine, 3D printer, or other software.

- What Can I do with Blender
- Create assets for video games.
 Make unique 3D printed gifts.
- Design your dream house, car, etc.
- Express yourself through 3D artwork.
- Learn how to create 3D Models and Assets for games using Blender,

The Course is Project-based, so you will applying new skills immediately to real 3D models. You'll be amazed what you can achieve!

BLENDER COURSE CONTENTS:

Rendering and Animation Basic Concepts
 Learn Blender Interface & Screen, Working with Viewports
 Creating and Editing Objects - Meshes, Tool Shelf.
 Blender Render Engines, Materials and Textures
 Setting Up a World
 Lighting and Campras: Campra Settings and Options

• Lighting and Cameras: Camera Settings and Options Using Nodes for Depth-of-Field, Green Screen (Chroma Key), and More Lighting Types and Settings : Indirect Lighting

• Render Settings: Rendering Movies and Images Ray-Tracing (mirror, transparency, shadows)

• Lighting and Shadows: Reflection (mirror) and Refraction (transparency) Animation Essentials: Key-framing and Auto Key-framing, Graph Editor, Dope Sheet

• Animating Materials, Lamps and World Settings (and more) Blender 3D Text Settings, NURBS and Meta Shape Basics

Particle Systems and , Working With Constraints: Following Paths and Curves
 Armatures (bones and skeletons)

Creating Fabric and Fluid Effects with Interactions

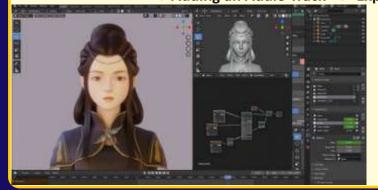
Realistic Object Interactions in Real-Time and Animations

Creating Springs, Screws, Gears and other Add-On Shapes

• Video Motion Tracking, Setting Up the Tracking Scene

Using Masks and Materials : Texture Mapping

Video Sequence Editor : Producing a Movie From Individual Clips and Images
 Adding an Audio Track
 Exporting Models





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Advanced MAYA 3D



Advanced 3D MAYA Course Contents

In this section, you'll have the opportunity to **explore the more advanced concepts of creating dynamic particle simulations and realistic lighting effects for your Maya scenes.**

Maya Particle

Introduction to nParticles

- Working with Point Particles
- Working with Ball Particles
- Working with Cloud Particles
- Working with Liquid Particles
- Creating an Energy Blast Effect Using Maya nParticles
- Creating an Energy Blast Effect Using Maya nParticles

Male Model, Female Model, Transformer, Animal with Anatomy

Arnold for Maya

- Arnold Basics
- Using a Linear Workflow
- Lighting Basics
- Using Specialized Lights
- Using Arnold Materials
- Texturing
- Rendering Effects
- Render Output

What you will learn in Advanced MAYA Level

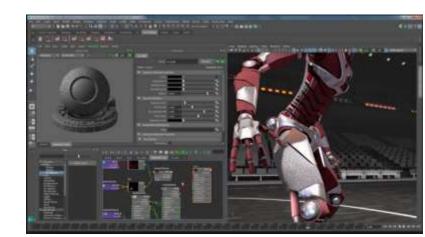
- Advanced Maya Interface
- Maya's Modeling Tools
- Animation Workflows
- UV Mapping
- Rigging Characters and Objects
- Hard-surface Modeling
- Dynamics
- Lighting and Rendering
- Shading Networks















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- Module-2 VISUALIZATION, SKETCHING & 2D STORY BOARDING
- Module-3 Advanced GRAPHICS Diploma Digital ART
- Module-4 2D Animation Adobe ANIMATE™
- Module-5 Diploma in AUTODESK 3D MAX BLENDER^{™ SOFTPRO}
- **Module-6** Diploma IN CHARACTER ANIMATION
- Module-7 Diploma in Visual FX Adobe AFTER EFFECTS
- Module-8 Diploma in Video Editing Adobe PREMIERE
- **Module-9** Diploma in Sound Editing Audition
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