



## GRAPHIC DESIGN



#### **DESIGN YOUR LIFE!**

GRAPHIC DESIGN IS THE PRACTICE OF COMBINING TEXT, IMAGES, AND VISUAL ELEMENTS TO COMMUNICATE IDEAS AND INFORMATION. DESIGNERS USE TYPOGRAPHY, LAYOUT COLOR, AND IMAGERY TO CREATE VISUAL CONTENT FOR PRINT, DIGITAL, AND INTERACTIVE MEDIA. COMMON USES INCLUDE BRANDING, ADVERTISING, PACKAGING, AND WEB DESIGN.

MANY OF GRAPHIC DESIGNERS ARE EMPLOYED IN SPECIALIZED DESIGN SERVICES, PUBLISHING OR ADVERTISING, UBLIC RELATIONS, AND RELATED SERVICE INDUSTRIES. MAJORITY OF THEM BECOME SELF-EMPLOYED OR FREELANCERS DUE TO THE RISING DEMAND FOR QUALITY DESIGNERS.



- FUNDAMENTALS OF ILLUSTRATIONS
- PRINCIPLE OF DESIGN
- Colour Theory
- Perspective Illustrations
- Typograph Illustrations
- DESIGN LOGO, MAGAZINE COVER, ADVERTISEMENT
- IMAGE MANIPULATION
- TEXT EFFECT
- CREATE GIF ANIMATION
- PAGE LAYOUT
- POSTER DESIGN
- PAGE LAYOUT FOR NEWSPAPER
- CREATING BROCHURE DESIGN
- USER INTERFACE DESIGN
- DESIGN, PROTOTYPING, AND COLLABORATION
- WORKING WITH MATERIALS AND LIGHTS
- CREATE THE PROTOTYPE PROJECT



#### SOFTWARE

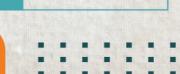
- ADOBE ILLUSTRATOR
- ADOBE PHOTOSHOP

JOB PROFILES:

GRAPHIC DESIGNER | ILLUSTRATOR LAYOUT DESIGNER | VISUALIZER

TOTAL DURATION













## 2D ANIMATION

THIS PROGRAM HAS BEEN DEVELOPED BASED ON THE CURRENT REQUIREMENT OF 2D ANIMATORS IN THE WORLD. THE PREREQUISITE FOR THE PROGRAM IS GOOD DRAWING SKILLS. STUDENT WILL LEARN ALL THE ASPECTS OF 2D ANIMATION FILM MAKING FROM PRE-PRODUCTION, PRODUCTION AND POST PRODUCTION. STUDENT WILL INITIALLY LEARN FUNDAMENTAL OF ART AND DESIGN BY MANUAL DRAWING AND THEN THEY WILL LEARN CHARACTER DESIGN, BACKGROUND PAINTING, CHARACTER ANIMATION, AUDIO AND VIDEO EDITING

#### TWO-DIMENSIONAL SPACE:

2D ANIMATION, AS THE NAME SUGGESTS, OPERATES IN A TWO-DIMENSIONAL SPACE, MEANING CHARACTERS, OBJECTS, AND BACKGROUNDS ARE CREATED WITH ONLY HEIGHT AND WIDTH, LACKING DEPTH.

#### **ILLUSION OF MOVEMENT:**

THE ANIMATION EFFECT IS ACHIEVED BY DISPLAYING A SERIES OF SLIGHTLY DIFFERENT IMAGES OR DRAWINGS IN RAPID SUCCESSION, CREATING THE PERCEPTION OF MOVEMENT.

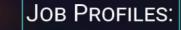


CAREER CREATIVE COURSE DETAILS FUNDAMENTAL OF ART, DESIGN, VISUALISATION AND 2D DIGITAL ANIMATION

- FUNDAMENTALS OF ILLUSTRATIONS
- PRINCIPLE OF DESIGN
- Colour Theory
- PRINCIPLES OF DESIGN
- COMPUTER GRAPHICS
- Human Figure Study
- ANATOMY STUDY
- ANIMAL STUDY
- ILLUSTRATION
- CHARACTER DESIGN
- Master Layout Design
- VIDEO EDITING
- AUDIO EDITING
- ANIMATIC
- DIGITAL 2D ANIMATION
- ACTING FOR ANIMATION & VFX
- CREATE THE 2D ANIMATION PROJECT



- ADOBE ILLUSTRATOR
- ADOBE PHOTOSHOP
- ADOBE PREMIERE
- ADOBE AUDITION
- ADOBE AFTER EFFECT



GRAPHIC DESIGNER | ILLUSTRATOR LAYOUT DESIGNER | VISUALIZER

TOTAL DURATION





## 3D ANIMATION

#### BECOME FUTURE-READY!

THIS PROGRAM HAS BEEN DEVELOPED TO PROVIDE SPECIALIZED KNOWLEDGE IN 3D ANIMATION. IT COVERS THE FUNDAMENTALS OF ART AND DESIGN AFTER WHICH STUDENTS ARE EXPOSED TO THE DETAILED 3D MODULE. AT THE END OF THE PROGRAM, THERE WILL BE THREE ELECTIVE SPECIALIZATIONS SUCH AS MODELING & TEXTURING, LIGHTING AND ANIMATION.

3D ANIMATORS MANIPULATE DIGITAL CHARACTERS, PROPS, AND MACHINES TO MOVE THROUGH AND INTERACT WITH THEIR ENVI-RONMENT (DIGITAL OR LIVE-ACTION) ACCORDING TO THE ACTIONS LAID OUT IN A SCRIPT, STORYBOARD, OR PRE/POSTVIS.



CAREER CREATIVE COURSE DETAILS ILLUSTRATION, 3D ANIMATION, COMPOSITING SPECIALISATION & PORTFOLIO DEVELOPMENT

- CONCEPTS OF GRAPHICS & ILLUSTRATIONS
- CINEMATOGRAPHY & PHOTOGRAPHY BASICS
- STORYTELLING IN MOTION
- SOUND MAGIC
- DIGITAL VISUAL EFFECTS
- BEGINNERS GUIDE TO 3D
- ANATOMY STUDY
- 3D PRE-VISUALIZATION
- INTRODUCTION TO RIGGING
- DYNAMIC PAINT FX
- ART OF CAMERA TRACKING
- COLOUR CORRECTION
- GREEN AND BLUE SCREEN MAGIC
- 2D AND 3D TRACKING
- CHARACTER SETUP (RIGGING)
- CROWD REPLICATION
- ELEMENTS OF PHOTOGRAMMETRY
- REAL-TIME 3D
- WIRE REMOVAL
- VIDEO AND AUDIO EDITING

SOFTWARE

- ADOBE ILLUSTRATOR
- ADOBE PHOTOSHOP
- AUTODESK MAYA
- BLENDER
- ADOBE PREMIERE



3D Modeler | Texturing Artist | Lighting Artist | Render Wrangler | 3D ANIMATOR | RIGGING ARTIST | 3D GENERALIST 3D DESIGNER | 3D PRODUCT DESIGNER | REAL-TIME 3D ARTIST | UNREAL GENERALIST | 3D VISUALIZER VFX: VFX GENERALIST | COMPOSITOR | PRE-VIZ ARTIST | VIDEO EDITOR | MOTION DESIGNER

TOTAL DURATION 12 MONTHS

## VISUAL EFFECTS

#### DRIVE IN THE MAGIC WORLD!

THIS PROGRAM PROVIDES A GATEWAY TO THE VISUAL EFFECTS WORLD. THE PROGRAM STARTS WITH THE FUNDAMENTALS OF FILM MAKING & COMPUTER GRAPHICS. THEN THE PROGRAM INTRODUCES THE STUDENTS TO 3D COMPUTER GRAPHICS FOR A SHORT PERIOD, THEREBY STRENGTHENING THEIR SKILLS IN DYNAMICS, TRACKING, ROTOSCOPY AND COMPOSITING, WHICH FORMS THE FOUNDATION FOR VISUAL EFFECTS. A STUDENT WILL

- COMPILE DIFFERENT KINDS OF VFX SHOTS TO BUILD AN OUTSTANDING PORTFOLIO DURING THE LAST MONTH OF THE PROGRAM.
- VFX COMBINES LIVE FOOTAGE WITH COMPUTER-GENERATED IMAGE
   ERY (CGI) TO CREATE REALISTIC ENVIRONMENTS.
- VFX CAN CREATE WORLDS, OBJECTS, CREATURES, AND PEOPLE THAT ARE IMPOSSIBLE TO FILM.
- VFX can be used to enhance action sequences, create immer sive experiences, and enhance realism

CAREER CREATIVE COURSE DETAILS
FUNDAMENTALS OF FILMMAKING, COMPUTER GRAPHICS, DYNAMICS & TECH ANIMATION

- CONCEPTS OF GRAPHICS & ILLUSTRATIONS
- HISTORY OF VFX
- Motion Graphics
- FILM MAKING
- VIDEO AND AUDIO EDITING
- KEYING AND RE-LIGHTING
- MODELING
- MASKING, ROTOSCOPE
- LIGHTING
- · RIGGING,
- ANIMATION
- WIRE REMOVAL
- Colour Correction
- GREEN AND BLUE SCREEN MAGIC
- 2D AND 3D TRACKING
- CROWD REPLICATION
- Introduction to 3D Animation
- VFX and Camera Projection
- SPACE EFFECT

#### SOFTWARE

- ADOBE ILLUSTRATOR
- ADOBE PHOTOSHOP
- AUTODESK MAYA
- ADOBE PREMIERE
- ADOBE AFTER EFFECT
- ADOBE AUDITION
- Mocha
- SILHOUETTE
- ELEMENT 3D

JOB PROFILES:

3D ModeLer | Texturing Artist | Lighting Artist | Render Wrangler | 3D Animator | Rigging Artist | 3D Generalist 3D Designer | 3D Product Designer | Real-time 3D Artist | Unreal Generalist | 3D Visualizer VFX: VFX Generalist | Compositor | Pre-Viz Artist | Video Editor | Motion Designer

TOTAL DURATION

## GRAPHIC & WEB DESIGN.

#### DOULA IMPACT PROGRAMS!

GRAPHIC DESIGN IS A COMBINATION OF TEXT, IMAGES, DESIGNS & ILLUSTRATIONS IN A PRESENTABLE LAYOUT FOR PRINT. IT HAS A WIDE ARRAY OF REQUIREMENTS LIKE DESIGN FOR ART, ILLUSTRATION, ADVERTISING, PHOTOG-RAPHY, IMAGE EDITING FOR NEWSPAPERS, MAGAZINES, DISPLAYS, THE PRINT MEDIA ETC., TO NAME A FEW.

WEB DESIGN TYPICALLY INCLUDES A COMBINATION OF TEXT, IMAGES, ANIMATION, AUDIO VIDEO & OTHER INTERACTIVE FORMS OF MEDIA, EMBEDDED IN THE PRESENTABLE FORM FOR WEB/INTERNET. THIS PROGRAM EXPOSES YOU TO THE ART & TECHNOLOGY OF CREATING WEB TEMPLATES; WEB BANNERS; RESPONSIVE AS WELL AS INTERAC-TIVE FLASH WEB PAGES AND ANIMATED E-PRESENTATIONS.



- FUNDAMENTALS OF ILLUSTRATIONS
- PRINCIPLE OF DESIGN
- COLOUR THEORY
- Perspective Illustrations
- TYPOGRAPH ILLUSTRATIONS
- DESIGN LOGO, MAGAZINE COVER, ADVERTISEMENT
- IMAGE MANIPULATION
- TEXT EFFECT
- CREATE GIF ANIMATION
- PAGE, POSTER LAYOUT
- Website Design concept
- INCORPORATING SEO
- HTML, CSS, LITE JAVA
- USER INTERFACE DESIGN
- Domain Hosting, Email Layout
- WEBSITE IDEAS
- RESPONSIVE WEB DESIGN

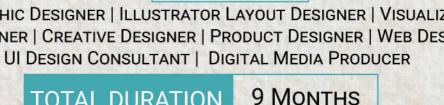
#### SOFTWARE

- ADOBE ILLUSTRATOR
- ADOBE PHOTOSHOP
- ADOBE DREAMWEAVER
- BOOTSTRAP
- · SEO

GRAPHIC DESIGNER | ILLUSTRATOR LAYOUT DESIGNER | VISUALIZER UI DESIGNER | CREATIVE DESIGNER | PRODUCT DESIGNER | WEB DESIGNER

JOB PROFILES:

TOTAL DURATION













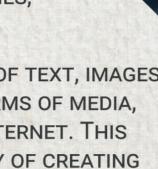












## UX/UI Design

THIS COMPREHENSIVE PROGRAM IS AN IMMERSIVE 8-MONTH JOURNEY INTO UI & UX DESIGN, EXPLORING FOUNDATIONAL CONCEPTS SUCH AS DESIGN PRINCIPLES, COLOR THEORY, AND TYPOGRAPHY. DELVE INTO THE LAWS OF UX AND LEARN TO DEFINE AND DOCUMENT PROBLEMS EFFECTIVELY. HARNESS DIGITAL ILLUSTRATION TECHNIQUES AND COLLABORATIVE IDEATION STRATEGIES. MASTER ADVANCED WIREFRAMING, USABILITY TESTING, AND DESIGN SYSTEM IMPLEMENTATION, CULMINATING IN REAL-WORLD PROJECT ASSIGNMENTS TO SOLIDIFY SKILLS AND EXPERTISE



CAREER CREATIVE COURSE DETAILS
ILLUSTRATION, COMPUTER GRAPHICS AND
PROGRAM CONTENTS, UI DESIGN.

- Design & Illustration concept
- Computer Graphics
- COLOR THE ILLUSTRATIONS
- Design Logo, Magazine cover, Advertisement
- PRINTING TECHNIQUES
- PAGE LAYOUT FOR NEWSPAPER
- CREATING BROCHURE DESIGN
- Website Design concept
- WEB ANIMATION
- SCRIPTING WITH ANIMATE
- Website Design concept
- WEB SCRIPT
- HTML, CSS, JAVA
- User Interface design
- Domain Hosting, Email Layout
- Incorporating SEO
- RESPONSIVE WEB DESIGN
- Video Editing



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- ADOBE ILLUSTRATOR
- ADOBE PHOTOSHOP
- ADOBE DREAMWEAVER
- Adobe Premiere Pro
- ADOBE AFTER EFFECTS
- BOOTSTRAP
- SEO

Job Profiles:

GRAPHIC DESIGNER | ILLUSTRATOR LAYOUT DESIGNER | VISUALIZER
UI DESIGNER | CREATIVE DESIGNER | PRODUCT DESIGNER | WEB DESIGNER
UI DESIGN CONSULTANT | DIGITAL MEDIA PRODUCER

TOTAL DURATION

8 Months



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# V F X P R I M E ANIMATION & VFX

HERE'S YOUR GATEWAY TO A REALM OF ENDLESS POSSIBILITY. WITH OUR REAL-TIME 3D & VFX PROGRAM, YOU CAN WEAVE THE THREADS OF DÉSIGN AND VISUALIZATION, BREATHE LIFE INTO 3D MODELS, MASTER ANIMATION TO TRANSFORM THE ORDINARY INTO THE EXTRAORDINARY AND ALSO DELVE INTO THE SPECIFIC ASPECTS OF VISUAL EFFECTS BY LEARNING POST-PRODUCTION TECHNIQUES ENHANCING ON THE FOUNDATION KNOWLEDGE. THIS JOURNEY IS MORE THAN JUST LEARNING, IT'S ABOUT SHAPING YOUR DREAMS INTO VIBRANT, VISUAL REALITY; PREPARING YOU FOR A CAREER THAT STRETCHES AS FAR AS YOUR CREATIVITY CAN SOAR.

#### ANIMACREW EDUCATION ANIMATION & VFX PROGRAM OVERVIEW

THIS COMPREHENSIVE FOUR-TERM PROGRAM ENSURES A DEEP UNDERSTANDING AND PROFICIENCY IN VISUALIZATION, FOUNDATIONS OF 2D/3D ANIMATION & VFX, PREPARING YOU FOR A DYNAMIC CAREER IN THE DIGITAL REALM.

### CAREER CREATIVE COURSE DETAILS IREAL-TIME 3D & VFX PROGRAM

- CONCEPTS OF GRAPHICS & ILLUSTRATIONS
- CINEMATOGRAPHY & PHOTOGRAPHY BASICS
- PIXEL PERFECT
- GRAPHIC ART & ILLUSTRATIONS
- STORYTELLING IN MOTION
- VIDEO & SOUND MAGIC
- DIGITAL VISUAL EFFECTS
- Beginners Guide to 3D
- ART OF MAYA MODELING & TEXTURING
- Introduction to Rigging with Maya
- ROTOSCOPY TECHNIQUES WITH SILHOUETTE
- ART OF CAMERA TRACKING
- WIRE REMOVAL & COLOUR CORRECTION
- 2D & 3D TRACKING
- GREEN & BLUE SCREEN
- CROWD REPLICATION
- VISUAL EFFECTS
- V-Ray maya



- ADOBE ILLUSTRATOR
   ADOBE PHOTOSHOP
- ALITODECK MANA
- AUTODESK MAYA
- ADOBE PREMIERE
- ADOBE AFTER EFFECT
- ADOBE AUDITION
- Mocha, Nuke
- SILHOUETTE
- ELEMENT 3D

3D: 3D Modeler | Texturing Artist | Lighting Artist | Render Wrangler | 3D Animator |
Rigging Artist | 3D Generalist 3D Designer | 3D Product Designer | Real-time 3D Artist | Unreal Generalist
3D Visualizer VFX: VFX Generalist | CGI Visual Effects Specialist | FX Artist | Compositor | Pre-Viz Artist |
Roto-Paint Artist Matchmove Artist | BG Prep Artist | Matie Painter | Video Editor | Motion Designer

Job Profiles:

TOTAL DURATION

## DIGITAL VIDEO & AUDIO EDITING

AN AUDIO-VIDEO COURSE, OR AV COURSE, TEACHES SKILLS IN CREATING AND MANIPULATING BOTH AUDIO AND VIDEO CONTENT, ENCOMPASSING AREAS LIKE RECORDING, EDITING, MIXING, AND POST-PRODUCTION TECHNIQUES FOR VARIOUS APPLICATIONS.

THESE COURSES TEACH THEORETICAL CONCEPTS AND HANDS-ON TECHNICAL SKILLS IN THE MEDI-UMS OF FILM, VIDEO, MUSIC AND THE WEB: RECORDING. LIVE SOUND. SOUND DESIGN. SOUND EDIT-ING.

### CAREER CREATIVE COURSE DETAILS PROGRAM CONTENTS

- OVERVIEW OF EDITING
- COMPUTER GRAPHICS
- DIGITAL FILMMAKING
- VIDEO EDITING
- Audio Editing
- WEDDING EDITING
- Color Creation

#### SOFTWARE

- ADOBE PHOTOSHOP
- ADOBE PREMIERE
- ADOBE AUDITION
- ADOBE AFTER EFFECT



A VIDEO & FILM EDITOR'S JOB IS TO TAKE VIDEO TAPES TO PRODUCE A SINGLE REFINED PIECE OF VIDEO.

TODAY, VIDEO EDITORS ARE CONSIDERED TO BE BACK-BONE OF ANY POST PRODUCTION PROCESS.

THERE ARE ALSO OPPORTUNITIES LIKE TELEVISION STUDIO EDITOR, VIDEO EDITOR, MULTIMEDIA ARTIST, MOTION-GRAPHIC.

THE CANDIDATE CAN WORK IN COMMERCIALS, CORPORATE TRAINING VIDEOS, FEATURE FILMS, MUSIC VIDEOS,

TELEVISION PROGRAMS ETC.

TOTAL DURATION



#### INSTITUTE OF **ANIMATION & VFX**

Google \*\*\*

#### TOP RECRUITERS

#### Be Job-Ready With AnimaCrew PRIME

**AnimaCrew Education** "Institute of animation & vfx" is India's largest online & offline learning platform.

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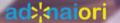














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