

MULTIMEDIA COURSE

Curriculum



GRAPHIC DESIGN

Graphic Design Fundamental

- What is Graphic Design
- Vector vs Raster
- Types of Font style and size
- Typography principles
- Color theory
- Moodboard for idea generation

Adobe Illustrator / Corel draw

- Logo Design
- Visiting card and stationery design
- Magazine design
- Ads Banners
- Posters and flyer design
- Social media post design
- Printing media basics



Photoshop

- Photo editing
- Photo retouching
- Photo manipulation
- Social media post design
- Web page design
- Banner design
- Video thumbnail design



MOTION GRAPHIC

(Video Editing)

Adobe premiere pro / Final cut pro

- Types of file format
- Video cut and mix
- Video transition effect
- Title making
- Color correction
- Video filters
- Video masking
- Creating templates from scratch
- Multiple camera editing (offline editing)
- Sound mixing
- Use of sound fx



Adobe after effect

- Motion graphic
- Ready to use project editing
- Use of effects
- Object and camera tracking
- Green screen
- Element 3d (Plugin)
- Logo Animation
- Creating templates from scratch

Specialization

- Trailer and promo
- News videos
- Wedding videos
- Social media videos
- Corporate presentation videos
- Explainer Videos



2D ANIMATION

2D Animation Production fundamentals

- Pre-Production
- Production
- Post-Production
- The principles of Animation

Adobe illustrator / Photoshop

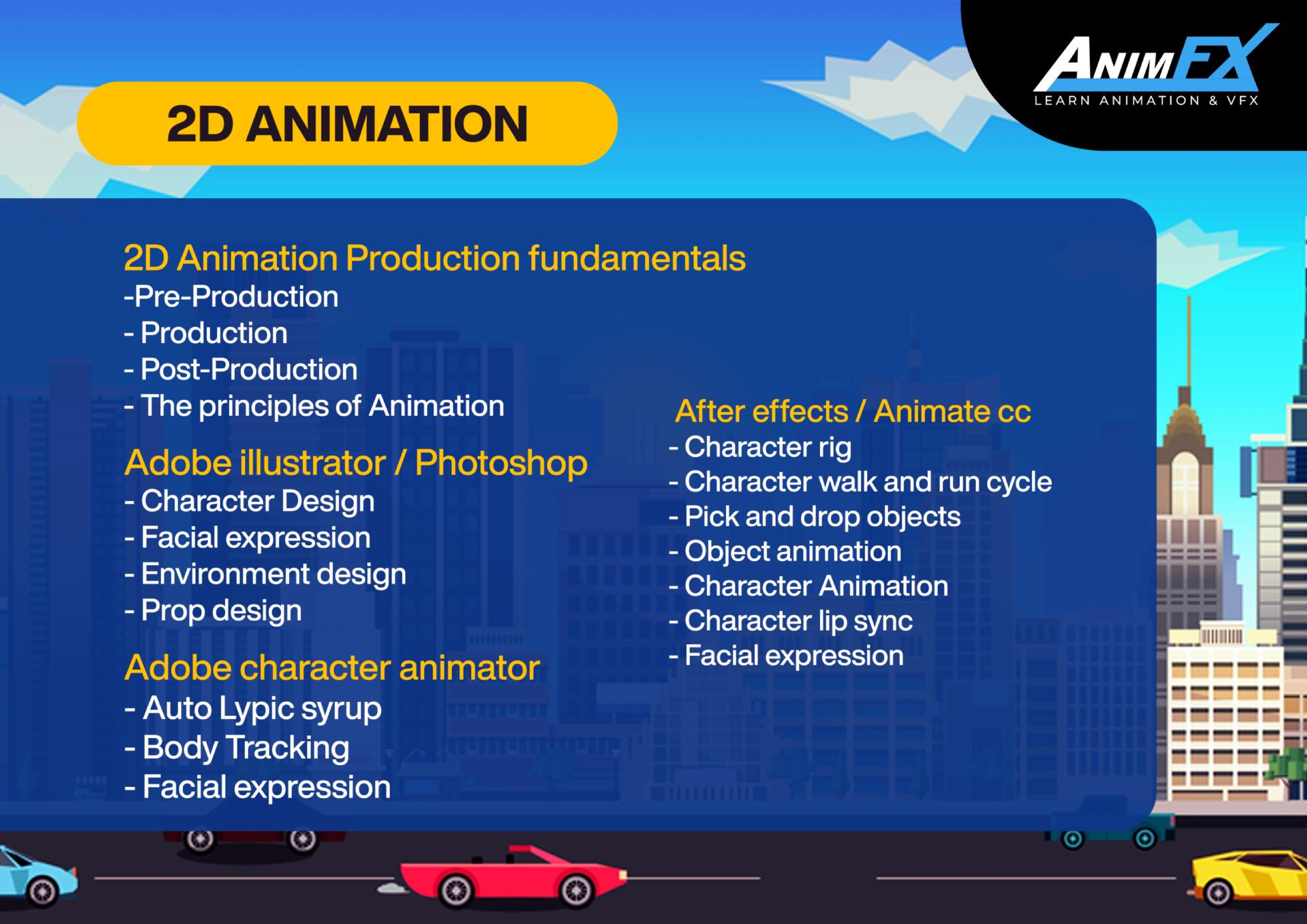
- Character Design
- Facial expression
- Environment design
- Prop design

Adobe character animator

- Auto Lip sync
- Body Tracking
- Facial expression

After effects / Animate cc

- Character rig
- Character walk and run cycle
- Pick and drop objects
- Object animation
- Character Animation
- Character lip sync
- Facial expression



3D ANIMATION

3D Animation Production fundamentals

- Pre-Production
- Production
- Post-Production

Maya / Blender / 3Ds Max / Cinema 4D

- Object Modeling
- Character Modeling
- Texturing and shading
- Lighting and Camera setup
- Object Animation
- Character animation
- Sculpting
- Rigging
- FX
- Rendering



Zbrush

- Sculpting

Substance painter

- Texturing real time

Houdini / RealFlow / Fumefx

- Particle and Simulations (FX)

Vray / Corona / RenderMan / Lumion

- 3d scene setup
- Landscaping
- Texturing and shading
- Lighting and camera setup
- Rendering setting

Photoshop

- Concept art
- Storyboarding
- Texture paint



VFX

Nuke / Fusion

- Node base composition / CG Compositing
- Matte painting
- Rotoscoping
- Matchmoving (Camera Tracker)
- Cleanup (Paint / Prep)
- Motion Tracking
- Digital Makeup

Silhouette FX

- Advance Rotoscoping
- Advance Paint

3D Equalizer / Pftrack

- Advance 3D tracking

Adobe after effect

- Motion graphics
- Green screen remove
- Rotoscoping
- Layer based composition
- Color grading
- Motion Tracking
- 3d effects

Adobe photoshop

- Matte painting
- Digital painting

GAME DESIGN

Game Design Fundamental

- Board Game Theory
- Pre Production Techniques
- Storytelling and storyboarding
- Coding basic knowledge

Maya / Blender / 3Ds Max

- Low Poly Object Modeling
- Low Poly Character Modeling
- Uv Unwrapping
- Texture baking
- Sculpting
- Rigging
- Animation

Unity engine

- Character navigation
- Animation
- Physics
- Modifying art assets such as models, textures, and materials
- Effects

Unreal Engine 4

- Import assets such as models, textures, and materials
- Character navigation
- Animation
- Physics
- Effects



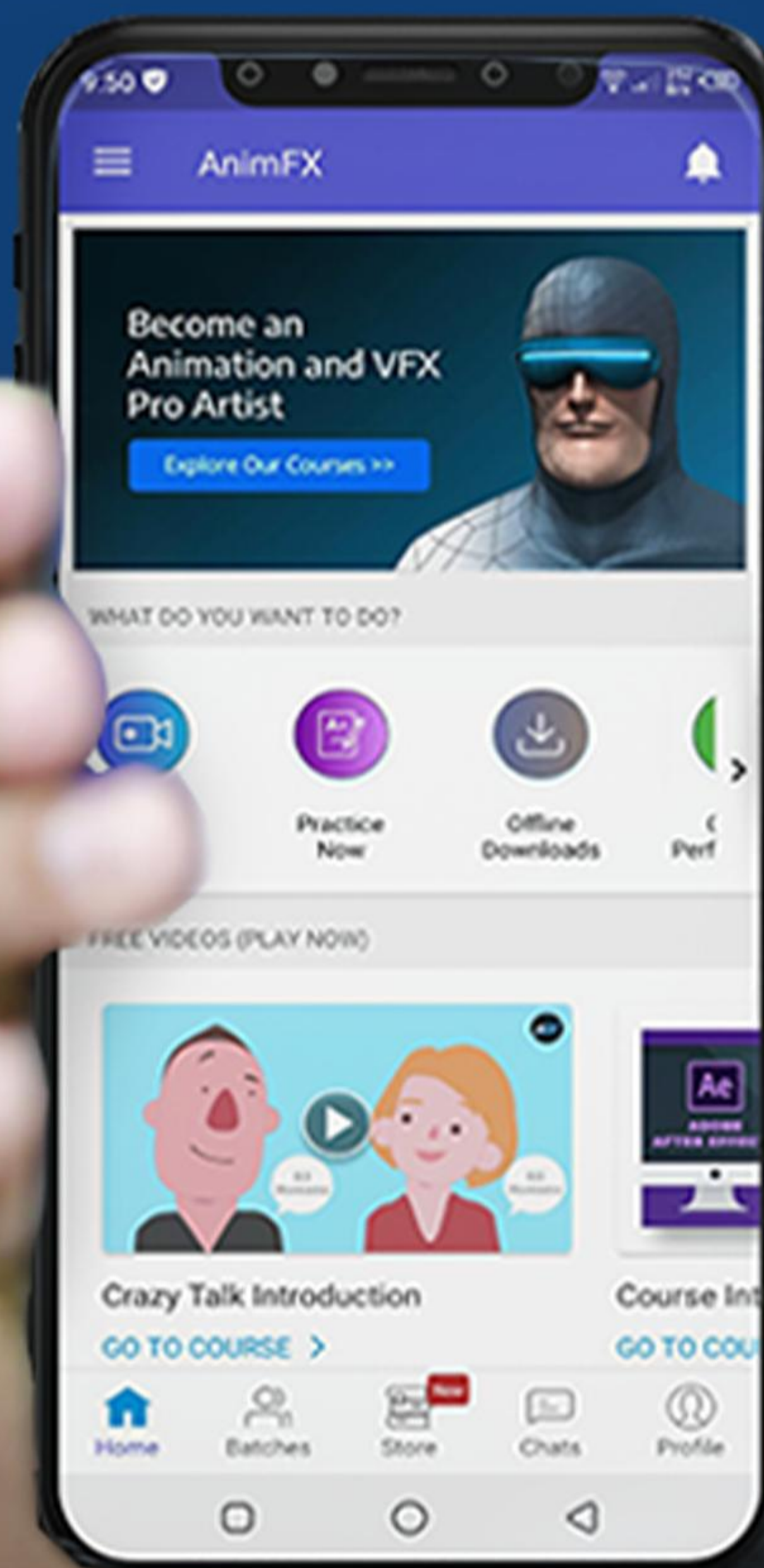
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