



NAC ANIMATION INSTITUTE
ANIMATION | VFX | GAMING | AI

Turn Your Passion Into A Profession

Learn, practice, and create consistently to become a job-ready artist.

Technology Partners



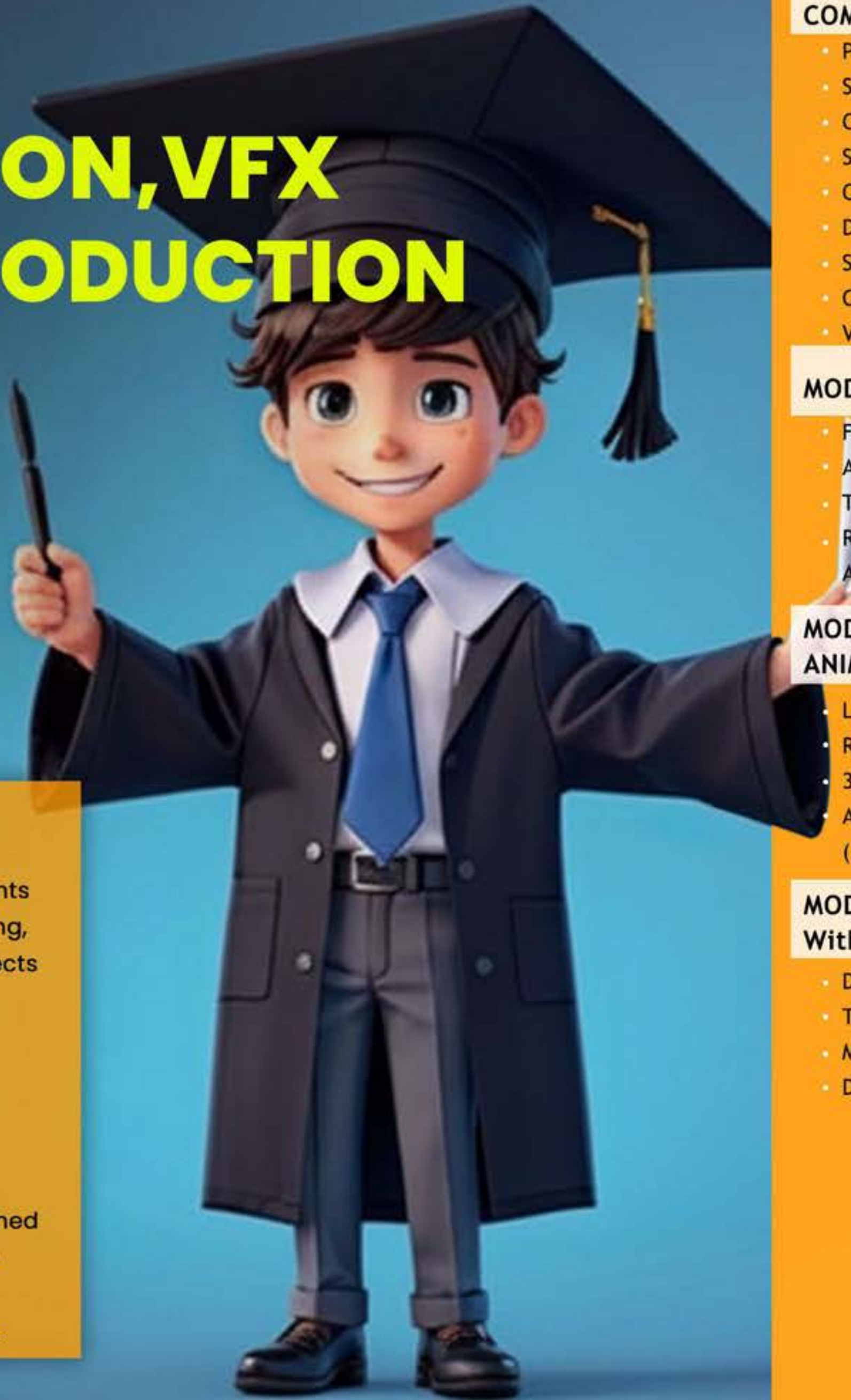
MASTER IN

3D ANIMATION, VFX & AI FILM PRODUCTION

(36 MONTHS)

WHAT IS PROGRAM :

This in-depth program provides extensive training in art, design, and digital media. Students gain expertise in illustration, 3D modeling, rigging, animation, dynamics, and advanced visual effects using industry-standard software like Maya, ZBrush, Houdini, and more. The program also integrates Artificial Intelligence for VFX and Animation, enabling students to explore AI-assisted content creation, automation workflows, generative design, and real-time production techniques. The curriculum is designed to equip students with the skills and knowledge needed to thrive in the dynamic field of digital media, AI-driven production, and visual effects.



MODULE I - FUNDAMENTALS OF ART, DESIGN, COMPUTER GRAPHICS & Modern AI Tools

- Preface (6 MONTHS)
- Sketching
- Colour Theory
- Story
- Character Design
- Digital illustration
- Storyboard
- Computer Graphics with AI Tools
- Video, Audio & AI Editing

SOFTWARE

- Illustrator
- Photoshop
- Premiere
- Audition

MODULE II - 3D DIGITAL ART & AI (6 MONTHS)

- Fundamental of Modeling & AI
- Advanced Modeling & Sculpting
- Texturing
- Realistic Character Modeling And Texturing

SOFTWARE

- Maya
- Z-Brush

MODULE III - LIGHTING RIGGING, CHARACTER ANIMATION & Ai Tools (6 MONTHS)

- Lighting
- Rigging With Ai Tools
- 3D Character Animation
- Advanced Character Animation (Maya)

SOFTWARE

- Maya
- Arnold
- ADV Skeleton
- Mixamo

MODULE IV - DYNAMICS AND MOTION GRAPHICS With AI Plugins (6 MONTHS)

- Dynamics
- Technical Animation
- Maya Byfrost
- Digital Compositing - 1

SOFTWARE

- Maya
- MASH
- Bullet
- After Effects

MODULE V- AI-POWERED VISUAL EFFECTS (6 Months)

- 3D Animation Application
- Digital Compositing With Ai Tools
- Advanced Lighting

SOFTWARE

- Element 3D
- Maya
- Arnold
- Nuke
- XGen

MODULE VI - ADVANCED VISUAL EFFECTS PORTFOLIO DEVELOPMENT (6 Months)

- Digital Compositing - 3
- Digital Tracking
- Advanced Effects
- Rotoscope

SOFTWARE

- Silhouette FX
- 3D Equalizer
- Houdini

EMERGING STUDENT PROFILE :

A student in this program evolves into a skilled digital artist and visual effects specialist. Starting with core art and design principles, they advance into 3D digital artistry, mastering modeling, texturing, and character design. They refine their expertise in character animation and interaction while delving into advanced visual effects, including 3D animation, compositing, lighting, and tracking. The program also integrates AI-assisted production techniques, enabling students to explore generative content creation, intelligent animation systems, automated VFX workflows, and enhanced real-time design tools. By the end of the program, they

LET'S CELEBRATE OUR BIG ACHIEVEMENT!



MAYUR PATIL
(3D ARTIST)



SHUBHAM SHINDE
(2D ANIMATOR)



HARSHAD SONAWANE
(3D ANIMATOR)



KIRAN PANDIT
(VIDEO EDITOR)



MANDEEP BENADE
(UI UX DESIGNER)



VIDYA D
(3D Modeler)



RUTUJA WAGH
(UI UX DESIGNER)



NAMITA B
(GRAPHIC DESIGNER)



PRAMOD SANAP
(3D ANIMATOR)



VAISHNAVI P
(GRAPHIC DESIGNER)



OM CHAVAN
(3D ANIMATOR)



NITIN WAGH
(2D ARTIST)



TEJAS B
(3D Modeler)



NILHIL PUND
(2D ANIMATOR)



DHARMA BK
(VIDEO EDITOR)



JAYDIP DEVKAR
(2D ANIMATOR)



MAYUR PAWAR
(3D ARTIST)



VARUN B
(3D ARTIST)



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