



**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



## ADVANCED PROGRAM IN

# 3D ANIMATION, VFX & AI CINEMATICS

(27 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 curriculum is designed to equip students with the skills and knowledge needed to thrive in the dynamic field of digital media and visual effects production.

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

( 5 MONTHS )

- Preface
- Sketching
- Human Figure Study
- Animal Study
- Perspective Study
- Colour Theory
- Story
- Master Layout Design
- Storyboard
- Computer Graphics
- Digital 2D Animation

#### SOFTWARE

- Illustrator
- Photoshop
- Animate

### MODULE II - 3D DIGITAL ART & AI ( 5 MONTHS )

- Video & Audio Editing
- Stop - motion
- Prop Modeling
- Character Modeling
- Texturing Fundamental
- Advance Texturing
- Lighting & Shading
- Rigging

#### SOFTWARE

- Premiere
- Audition
- Maya
- Substance P
- Arnold

### MODULE III - LIGHTING RIGGING & CHARACTER ANIMATION ( 5 MONTHS )

- 3D Character Animation
- Maya Dynamics
- Maya Technical Animation
- Liquid Simulations

#### SOFTWARE

- Maya
- MASH
- Xgen
- Bullet
- RealFlow

### MODULE IV- AI-POWERED VISUAL EFFECTS ( 6 Months )

- Motion Graphics
- Compositing
- Masking, Rotoscope
- Colour Correction
- Compose 3D Render Passes
- Keying
- Tracking Stabilize
- Particales
- Paint
- Wire / Rig Removal
- Camera Projection
- Camera Tracking
- Re-lighting
- Specialisation ( Any one )

#### SOFTWARE

- Element 3D
- Nuke
- Maya
- Arnold
- After Effect

### MODULE V - ADVANCED VISUAL EFFECTS PORTFOLIO DEVELOPMENT ( 6 MONTHS )

- Digital Composition - 1
- Rotoscope
- Digital Tracking

#### SOFTWARE

- Silhouette FX
- 3D Equalizer

### EMERGING STUDENT PROFILE :

Graduates of this program will have excellent career opportunities in Animation and Visual Effects studios. With a strong foundation in the fundamentals, they will be capable of contributing to various stages of the 3D and VFX production pipeline. Their expertise will make them valuable assets to any Animation, VFX, or AI-driven content production studio.

Career opportunities include roles such as Character Designer, 2D Animator, 3D Modeling & Texturing Artist, Lighting Artist, 3D Animator, Compositing Artist, VFX Artist, and VFX Supervisor, as well as emerging AI-cen-

# 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)



VAISHANAVI 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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