



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



PROFESSIONAL PROGRAM IN

3D ANIMATION & AI WORKFLOWS (12 MONTHS)



WHAT IS PROGRAM :

This program is designed to provide in-depth expertise in 3D animation. It begins with the fundamentals of art and design, followed by an extensive exploration of the 3D animation process. Along the way, students are introduced to AI assisted tools that support concept creation, asset refinement, look-development, and animation enhancement to improve workflow efficiency. By the end of the program, students can choose from three elective specializations: Modeling & Texturing, Lighting, and Animation.

MODULE I - FUNDAMENTALS OF ART,DESING & COMPUTER GRAPHICS (2 MONTHS)

- History Of Animation
- Principles Of Desing
- Fundamentals of Drawing
- Still Life
- Colour Theory
- Introduction to Computer Graphics
- Background Painting

SOFTWARE

- Photoshop

MODULE II - 3D ANIMATION & Ai tools (6 MONTHS)

- Modeling
- Texturing
- Lighting
- Rigging
- Character Animation

SOFTWARE

- Maya
- Mixamo

MODULE III - COMPOSITING & AI (2 MONTH)

- Digital Compositing
- Motion Graphics
- Rotoscope
- Keying
- Colour Correction
- Camera Projection
- Video Editing

SOFTWARE

- After Effects
- Premiere

MODULE IV - SPECIALISATION & PORTFOLIO DEVELOPMENT - ANY ONE (2 MONTHS)

- Modeling
- Texturing / Lighting
- Character Animation

SOFTWARE

- Z - Brush
- Maya
- Arnold

EMERGING STUDENT PROFILE :

Graduates of this program will be proficient in 3D content development and ready to work in any modern 3D production studio. They will gain strong artistic and technical skills across modeling, texturing, lighting, rigging, animation, rendering, and basic compositing. The program's elective specialization module allows students to focus deeply on one area, helping them build a clear professional identity. Students also learn AI-assisted workflows such as automated modeling, smart UVs, AI rigging, motion-capture cleanup, and intelligent rendering optimization, enabling faster and more efficient production. Career opportunities include 3D Modeling Artist, Texturing Artist, Lighting Artist, Rigging Artist, Animator, Rendering Artist, Environment Artist, and 3D Production Coordinator or Supervisor. Graduates can work in animation, gaming, VFX, advertising, architectural visualization, or freelance creative production.

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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