



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



BLENDER 3D & AI ENHANCEMENT PROGRAM

(6 MONTHS)

WHAT IS PROGRAM :

This program provides solid training in 3D modeling, animation, rigging, and visual effects using Blender. Students begin with core skills like mesh creation, modifiers, UV mapping, and keyframe animation, then move on to dynamics, simulations, and advanced rigging for characters and mechanical setups. They also learn non-linear animation editing and audio integration for complete workflows. The program also integrates AI-powered enhancements such as AI-generated concepts, automated texture creation, motion refinement, and productivity tools, helping students accelerate their workflow and achieve higher-quality results.

MODULE I - Foundation of Design concepts, modeling & Ai tools (5 Months)

- Basic of design concepts
- Interface & Modelling
- Fundamental of Modeling
- Inorganic / Prop Modeling
- Organic / character Modeling
- Unwrap & Texture
- Materials
- Lighting & Rendering
- Rigging
- Dynamics & Fx
- Animation

SOFTWARE

- Photoshop
- Blender

MODULE II - Advanced Workflow & Final Project (1 Months)

- Procedural & Non-Destructive Workflow
- AI-Enhanced Production Techniques
- Final Project Development & Presentation

SOFTWARE

- Blender

EMERGING STUDENT PROFILE :

This Blender program is designed for aspiring 3D artists and animators looking to gain a comprehensive understanding of Blender's capabilities. It is ideal for beginners seeking a strong foundation in mesh editing and object manipulation, as well as intermediate users aiming to master advanced topics such as rigging, particle systems, lighting, and animation principles. The curriculum offers a well-rounded education in 3D modeling, animation, and rendering techniques, equipping students with the skills to create diverse and engaging digital content. Additionally, the program introduces AI-enhanced tools and workflows, including AI-assisted concept generation, automated texture creation, motion refinement, and productivity features that streamline the entire 3D pipeline helping artists work faster and achieve higher-quality results.

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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