



Learn from the Leader.

You and

**WE**

can achieve  
success together





# Arena Animation International Program [ AAIP ]

**AAIP**  
VFX

**Term** **01**  
Graphics and Visual Design

**02** **Term**  
2D Animation

**Term** **03**  
3D Animation

**Term** **04**  
Advanced VFX

## Program Structure

AAIP  
VFX

Modules
Concepts of Graphics and Illustrations
Anatomy Study
Typography Design
Digital Illustrations
Digital Painting
Digital Filmmaking Concepts
Sound Editing
Video Editing
Design Portfolio

Tools
Adobe Illustrator CC
Adobe Photoshop CC
Adobe Audition CC
Adobe Premiere CC
Project

## Learning Objectives

---

Understand concepts of Design, Composition & Visualization

---

Explain fundamentals of Graphics and various aspects of drawings

---

Explain fundamentals of typography

---

Create artworks/Illustrations

---

Use image Editing tools and retouch images

---

Understand the fundamentals of Digital Filmmaking

---

Understand sound & video editing

## Program Structure

# AAIP

Modules
2D Animation Concepts
Digital Pre-Production
Storyboarding and Animatics
2D Animation using Animate CC
2D Animation Portfolio

Tools
Adobe Premiere Pro CC
Adobe Animate CC
Project

## Learning Objectives

---

Describe importance of anatomy in animation

---

Construct poses in different action

---

Explain the evolution and importance of animation

---

Describe the techniques of animation

---

Create storyboarding in Animatics

---

Create storyboards for animation

---

Create vector graphics and 2D digital animation

## Program Structure

## Modules

3D Basics - Modeling to Animation

3D Modeling

Texturing

Lighting and Rendering

Rigging

Animation

Dynamics and Realistic Features

Crowd Simulation

working with Arnold Renderer

3D Portfolio

## Tools

Maya Unlimited

Golaem Crowd

Arnold Renderer for Maya

Project

## Learning Objectives

---

Prepare 3d models using various modeling tools

---

Create and edit textures which are the most vital contributing factor to the aesthetics of the animation

---

Create dramatic studio lighting using the various lighting techniques in Maya

---

Apply rigging on various models

---

Create Walk Cycle

---

Create Crowd Simulation using Golaem

---

Use Arnold renderer for rendering

**AAIP**

**VFX**

**Term 3**

# AAIP VFX - Term 4 - Details

## Program Structure

Modules
Pre-visualization
Introduction to Nuke
Rotoscopy using Silhouette and Nuke
Wire Removal
Color Correction
Green/ Blue screen
Matchmoving & Camera tracking
Matte Painting
Matchmoving in Mocha
Portfolio Demo Reel

Tools
Maya
Nuke
Silhouette & Nuke
Nuke
NukeX
Nuke & Photoshop
Mocha
Project

**AAIP**  
VFX

## Learning Objectives

---

VISUALIZE complex scenes before filming

---

Apply compositing techniques on videos

---

Understand wire removal and roto paint techniques

---

Apply color correction techniques to match the vfx output

---

Apply keying on green screen footages

---

Apply camera tracking on footages for vfx scenes

---

Describe the various compositing techniques on matte painting

---

Explain the concept of framing and 3D placement of matte painted layers to create depth in a scene

---

Explain matchmoving techniques in Mocha

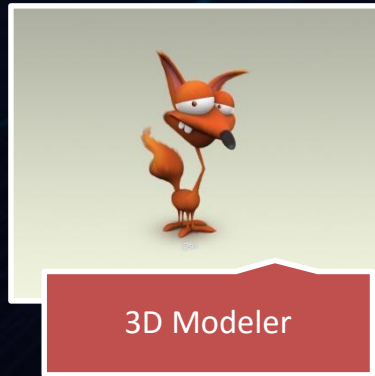
# AAIP

## VFX

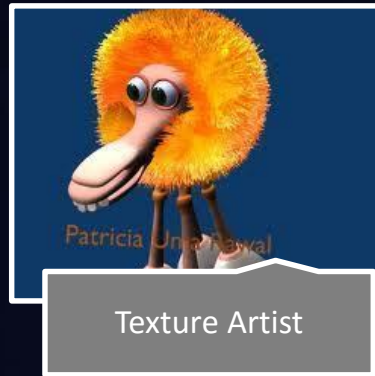
### Term 4

## AAIP- VFX Job Profiles

# AAIP VFX



3D Modeler



Texture Artist



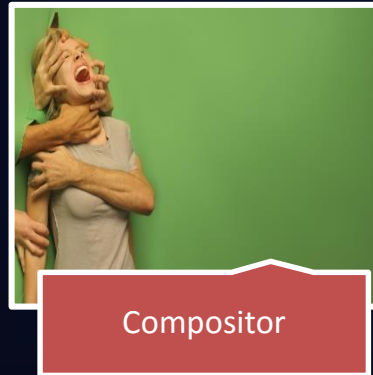
Lighting Artist



Matchmoving Artist



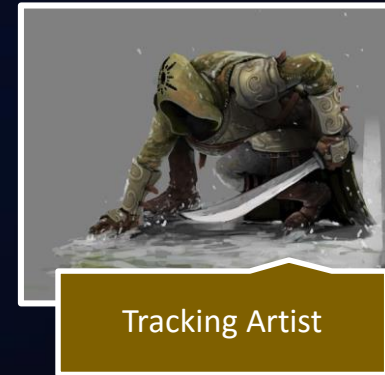
3D Animator



Composer



Roto & Paint Artist



Tracking Artist

# Job Profiles

- Graphic Designer
- Illustrator
- Layout Artist
- Visualizer
- Digital Artist

- Pre-Production Artist
- Storyboard Artist
- 2D Motion Graphics Artist

- 3D Modeler
- Texturing Artist
- Lighting Artist
- Rendering Artist
- 3D Animator

- Composer
- VFX Artist
- Roto & Paint Artist
- Matchmove Artist
- Tracking Artist

