

Masters in 3D & VFX

AI AI-INTEGRATED
COURSE



960 Hours
(Training + Practical)

24 Months

Masters in 3D & VFX is a certificate program designed for students who want to build advanced expertise in cinematic content creation and studio-level workflows. Unlike foundational or specialization programs, this course focuses on mastering the complete production pipeline — from pre-production planning and asset development to advanced simulation, rendering, compositing, and real-time engine integration. Students are trained to work in a production-oriented environment where they handle complex shots, multi-pass rendering, high-level compositing, FX simulations, and cinematic scene building aligned with global industry standards.

The program emphasizes technical depth, creative direction, and pipeline understanding. Learners gain expertise in advanced lighting, look development, render pass management, Houdini-based FX simulations, Nuke compositing, Unreal real-time cinematics, and production-ready workflows used in film, OTT, and high-end advertising projects.



- ◇ Video Editor
- ◇ 3D Modeling Artist
- ◇ 3D Animator
- ◇ 3D Generalist
- ◇ Motion Graphics Artist
- ◇ Compositing Artist
- ◇ Lighting Artist
- ◇ Texturing Artist
- ◇ Rigging Artist
- ◇ FX Artist
- ◇ Previz Artist
- ◇ Cleanup Artist
- ◇ Roto Artist
- ◇ Paint-Prep Artist
- ◇ Match Move Artist

QPNOS : MES/Q0401, MES/Q0502, MES/Q0504, MES/Q0506, MES/Q0507, MES/Q0515, MES/Q0601, MES/Q0701, MES/Q1401, MES/Q2501, MES/Q2502, MES/Q2503, MES/Q3501, MES/Q3503, MES/Q3504, MES/Q3505

Contact : +91-9527123123/8087797779

Pre-Production & Foundation

Pre Production (Clay / Stop Motion)

Photoshop

Illustrator

AI – Image

AI – Video

After Effects

Premiere Pro

Audition



Photoshop



Audition



Illustrator



Canva



After Effects



ChatGPT



Premiere Pro



Gemini



Firefly



Midjourney

3D Production & Rendering

3D Modeling, Basic Texturing & Lighting

3D Equalizer (Camera Tracking)

Silhouette

Katana

Arnold (Render Passes)



Maya



3ds Max



3DEqualizer



Silhouette



Katana



Maya
Arnold

Real-Time Production

Compositing (Nuke)

Unreal (Niagara)

Advanced FX (Houdini)

Rotomation

Substance Painter

Portfolio Development



Nuke



Unreal
Engine



Houdini



Substance
Painter



Maya



Blender

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