

**AFT**  
**ONLINE**

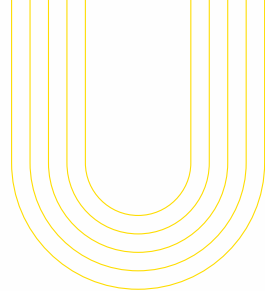
# 3D ANIMATION & VISUAL EFFECTS

1 YEAR DIPLOMA



# ABOUT

## AAFT ONLINE



AAFT Online is an online initiative of India's leading Media Arts Institution - AAFT, that aims to shape global creative talent by establishing the highest educational standards for creative skills. AAFT Online aims to give your innovative streak a professional edge with its 30 years of rich mentoring experience in the field of creative arts education at a university level.

As a leading EdTech platform, AAFT Online is the symbiosis of education and field-based experience, nurturing a need-based training translating into a viable career option. By bringing the best of the industry experts with world class educational standards, AAFT not only promotes job opportunities but also creates empathetic professionals standing in the throes of grand success.

## OUR ACHIEVEMENTS



**India's First**  
**UGC Approved**  
Creative Arts  
University



Trained  
Over **25,000+**  
Students

**30**  
**YEARS**

**Over 30 Years**  
in Education



**500+**  
Faculty &  
Mentors



# CHAIRMAN'S MESSAGE

We have been persistently on a mission to impart creative excellence to the youth and strengthen the media & arts community globally. We believe AAFT Online can help to bridge the industry-academia gap faced in the media and entertainment industry by reaching to the global network of creative enthusiasts. We have established innovative pedagogy and methodologies to provide cutting-edge learning environment to the students. Our curriculum is curated by industry professionals and academicians to foster training in such a way that our students can efficiently meet the industry requirements and demands, thus, excelling in their chosen vocations.

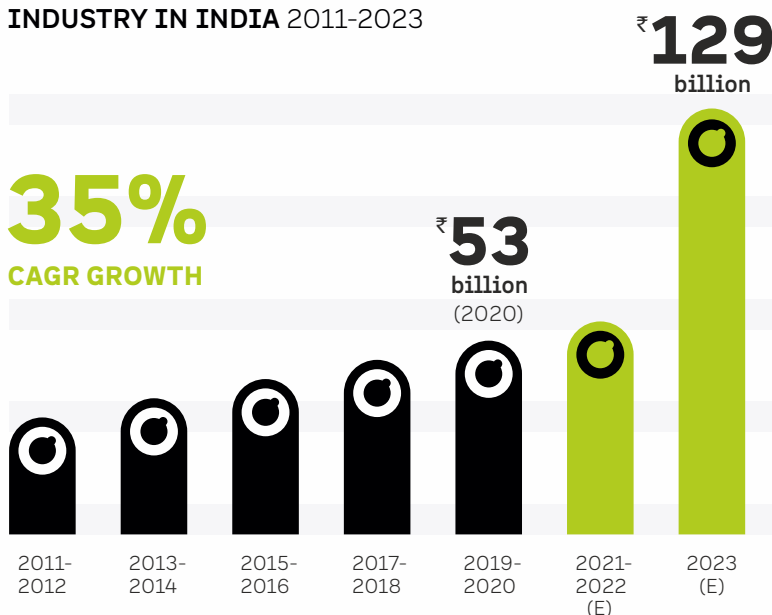
I would like to encourage students to follow their calling and choose the path of creative arts learning, taking the first-step towards transforming passion into profession. I would also like to extend my gratitude to our promoters and supporters for their persistent trust and enthusiasm which continuously motivates us to serve the education community and set new benchmarks with our contemporary teaching modules.



# ANIMATION & VFX

## INDUSTRY OUTLOOK

### MARKET SIZE OF ANIMATION AND VFX INDUSTRY IN INDIA 2011-2023



India's animation and VFX industry was valued at around 53 billion Indian rupees in 2020, with estimates of growth up to 129 billion rupees by 2023. This was a compound annual growth rate of around 35 percent for the industry in the measured time period.

Visual Effects (VFX) have become crucial to the making of feature films while cutting-edge work carried out by Indian studios has catapulted the country on to the global VFX scene and the Bollywood space is witnessing certain projects that are pushing VFX to the spearhead of moviemaking. The advent of Augmented Reality / Virtual Reality (AR/VR) technologies tends to trigger for an even better-than-estimated growth of the animation and VFX industry.

Many states like Maharashtra, Karnataka, Telangana, have announced, or are coming up with, policies in support of the animation and VFX industry and enable the Indian animation and VFX industry to successfully participate in the battle of well-constructed markets such as the US, Canada and emerging centers like South Korea, France, China and Malaysia. Broadcasters are collaborating with animation studios for original content, with channels like Sonic and Nick for animated cartoons. In addition, the digital space also saw a spurt in demand for kids content with the introduction of channels such as ChuChu TV, CVS 3D Rhyme on Youtube and global players such as Amazon Prime and Netflix signing exclusive content licensing deals with various studios in India.

WHY

# STUDY ONLINE

- Career advancement and hobbies
- Added Flexibility and Self-Paced Learning
- Lower costs and debts
- Better Time Management
- Demonstrated Self-Motivation
- Improved Virtual Communication and Collaboration
- A Broader, Global Perspective
- Refined Critical-thinking Skills
- More choice of course topics
- More Comfortable Learning Environment
- Access outstanding teaching
- Study from anywhere in the world
- Make global connections

# WHY US

Courses are **specially curated by Academicians and Industry Experts**

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Opportunity to **interact and network** with enthusiasts from all across the globe

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**Courses are for all-whether** you are a student or a working professional

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All our classes are backed by **Virtual Faculty Support**

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Focused approach for skill building and **practical exposure** through assignments and projects

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**Dedicated Placement Support**

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**Up-to-date content** with the latest trends and developments of the industry

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Learn **real world application** through practitioners

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**Add a specialization** in your Resume on completion of the course

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Access to **AAFT Alumni Association**

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**one-to-one mentor sessions** throughout the course

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# COURSE

## OVERVIEW

Animation, by which we understand creating an illusion of motion, is a very popular field. The same goes with VFX, where realistic images are obtained which would otherwise be impossible to achieve in reality. During the Diploma in Animation and VFX course, one will also come across various technologies that are used in the animation field to create virtual games, cartoons, videos and even full-length animated movies. As for visual effects, one gets to learn how to create or manipulate visual images and make them look realistic.

Unlike earlier days, animations and visual effects these days are mostly computer-generated by making use of various animations and compositing software. Compositing is one of those techniques of creating a visual effect, where elements from different images are combined into one. Since the computer plays a big part in creating animations and visual effects, most of the training in this course will be based working on computers and using the latest software.

**Employability:** Web design companies, Computer games companies, Film studios, Marketing companies, Entertainment Industry



# COURSE HIGHLIGHTS



Recorded Video  
Lectures &  
eWorkbooks



Self-paced  
Learning



AAFIT Alumni  
Status



Live Webinars and  
Doubt-clearing support



Digital Verified  
Certification



Career Mapping &  
Career Counseling



Soft Skills  
& Personality  
Development



Resume Building &  
Review Sessions



Course validity  
for 12 months post  
purchase





# WHAT YOU WILL LEARN

Pre-Production

Digital-Designing/  
Visual Design

Editing

Motion Graphics

Asset Design & Modeling

Lighting & Look  
Development

Fx

Rigging

Animation

Introduction to VFX

3D Equalizer

Live Action & CG  
Integration

Digital Compositing



# CURRICULUM

## OVERVIEW

### Pre-Production/Art & Design

- MODULE 01** Principle of Design
- MODULE 02** Character Design
- MODULE 03** Storytelling
- MODULE 04** Idea & Script Designing

### Digital-Designing / Visual Design

- MODULE 05** Introduction to Graphic Design
- MODULE 06** Vector Illustrations
- MODULE 07** Digital Image Editing
- MODULE 08** Print Media Design

### Editing

- MODULE 09** Introduction to Editing
- MODULE 10** Timeline + Working with Audio
- MODULE 11** Effect and Video Panel
- MODULE 12** Working with Transitions
- MODULE 13** Graphics (Titles)
- MODULE 14** Color Correction & Export
- MODULE 15** Exporting your Project

### Motion Graphics & Digital Compositing

- MODULE 16** Workflow Structure
- MODULE 17** Animation
- MODULE 18** Text & Shapes
- MODULE 19** Motion Graphics
- MODULE 20** Exporting your Project

# CURRICULUM

## OVERVIEW

### Asset Design & Modelling

- MODULE 21** Art of Maya
- MODULE 22** Types of Modelling
- MODULE 23** Asset Construction
- MODULE 24** Character Modelling

### Lighting & Look Development

- MODULE 25** Overview of Material UI
- MODULE 26** Shading and Texturing
- MODULE 27** CG Lighting concepts
- MODULE 28** Techniques of lighting
- MODULE 29** Camera Attributes
- MODULE 30** Scene Rendering

### Fx

- MODULE 31** Dynamics
- MODULE 32** Ndynamics
- MODULE 33** Fluids
- MODULE 34** Bifrost Fluid Simulation
- MODULE 35** 3D Motion Graphics

### Rigging

- MODULE 36** Rigging Convention Workflow
- MODULE 37** Rigging Concepts
- MODULE 38** Vehicle Rigging
- MODULE 39** Character Rigging

# CURRICULUM

## OVERVIEW

### Animation

- MODULE 40** CG Animation Concepts
- MODULE 41** Graph Editor
- MODULE 42** Ball Bounce Animation
- MODULE 43** Vehicle Animation
- MODULE 44** Character Animation

### VFX

- MODULE 45** Visual Effects (VFX)
- MODULE 46** Understanding File Info
- MODULE 47** Keying

### GUI

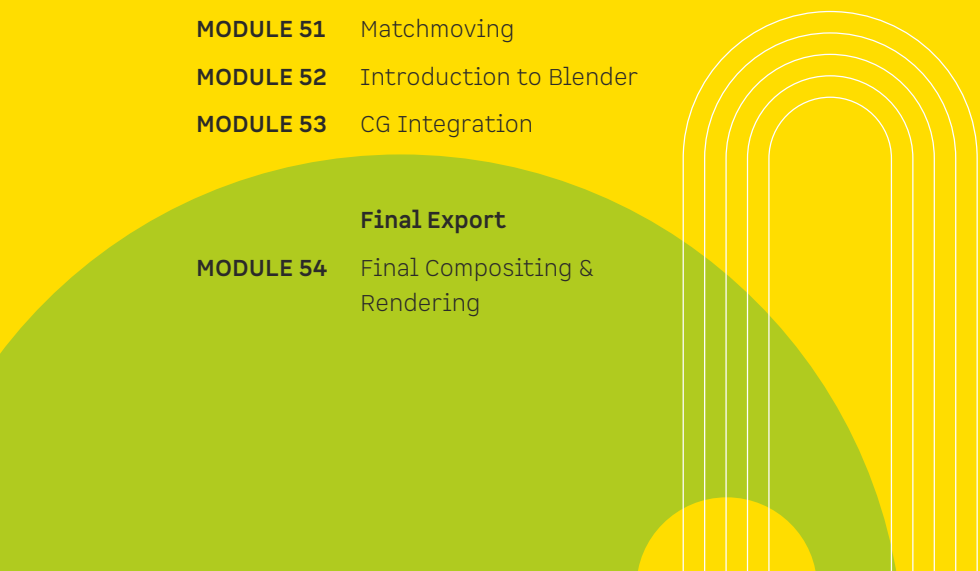
- MODULE 48** Getting Started
- MODULE 49** File Organising

### Motion Tracking

- MODULE 50** Motion Tracking
- MODULE 51** Matchmoving
- MODULE 52** Introduction to Blender
- MODULE 53** CG Integration

### Final Export

- MODULE 54** Final Compositing & Rendering



## KEY

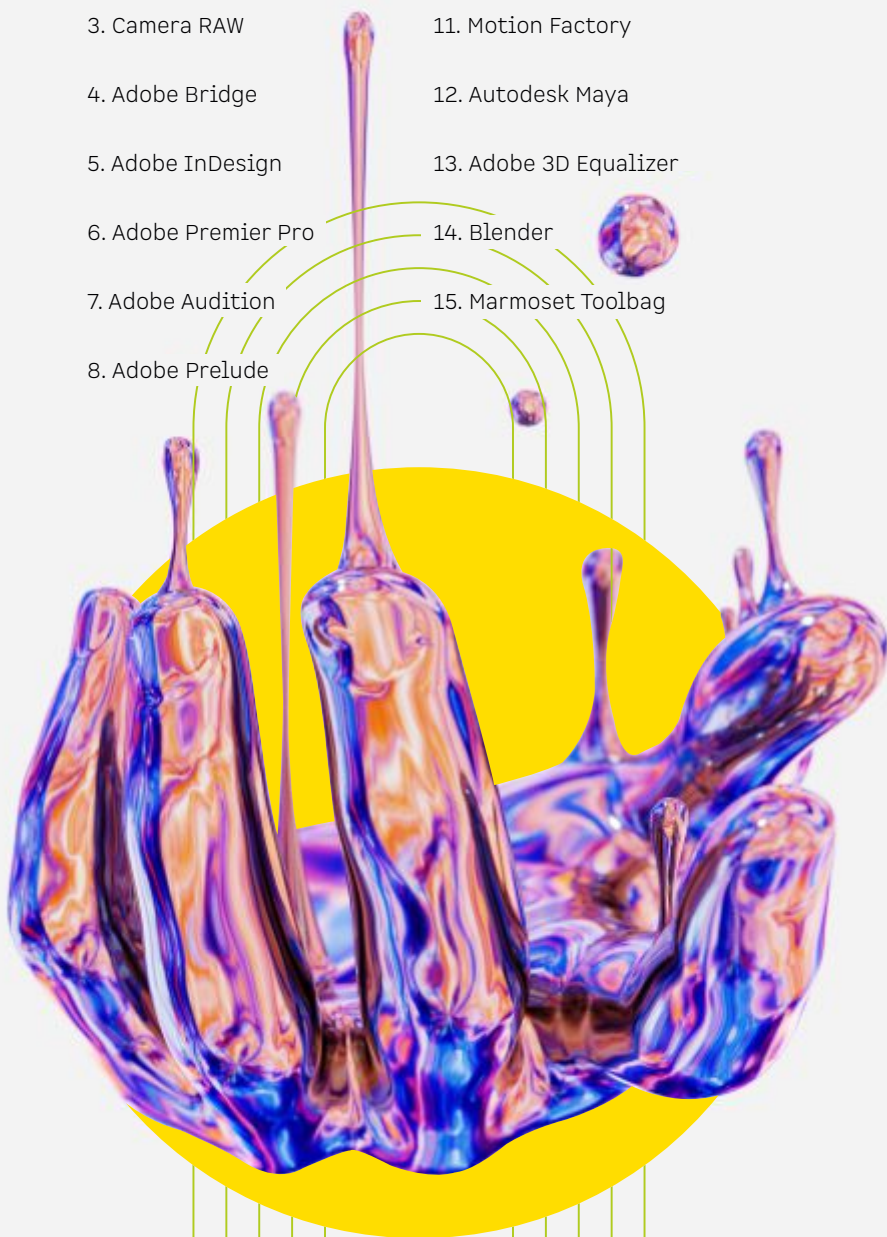
# PROJECTS

- Creating a complete character design document (Bible) based on the pitch.
- Creating a complete design package for Corp ID and stationery based on the pitch document.
- 2 minutes short film with complete Video packaging for Social Media platforms.
- Creating a complete 1-minute movie based on the script.
- Creating a 3D model based on provided references.
- Shading, lighting and rendering the provided scene setup using Arnold Renderer.
- Creating a 3D FX short based on the provided animatics.
- Setting up a human rig for the provided model
- Setting the provided prop for animation.
- Character animation based on the provided reference video from a movie
- "Roto+Cleanup" of the provided footage
- Chroma removal of the provided footage
- Compositing the prepared footage with a provided suitable BG"
- Match moving the provided footage and add CG elements as shown in the reference.

# SOFTWARE

## LEARNT DURING THE PROGRAM

1. Adobe Illustrator
2. Adobe Photoshop
3. Camera RAW
4. Adobe Bridge
5. Adobe InDesign
6. Adobe Premier Pro
7. Adobe Audition
8. Adobe Prelude
9. Adobe After Effects
10. Particle Illusion
11. Motion Factory
12. Autodesk Maya
13. Adobe 3D Equalizer
14. Blender
15. Marmoset Toolbag





# PORTFOLIO

## BUILDING

The program has four Trimesters, and after the completion of every Trimester, every learner will be ready with a specific skill set. The portfolio-building sessions will guide them to earn paid projects right after the completion of their first Trimester.

### 3 MONTHS

CONCEPT  
& DESIGN

### 6 MONTHS

VIDEO  
EDITING &  
MOTION  
DESIGN

### 9 MONTHS

CHARACTER  
DESIGN &  
ANIMATION

### 12 MONTHS

SPECIAL  
EFFECTS &  
VISUAL  
EFFECTS



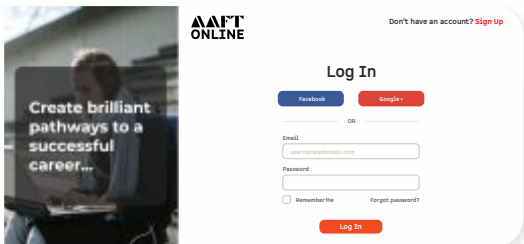
# HOW YOU WILL LEARN

## Seamless & Easy Platform

Our Online platform is easy to use and you can start learning at the click of a few buttons.

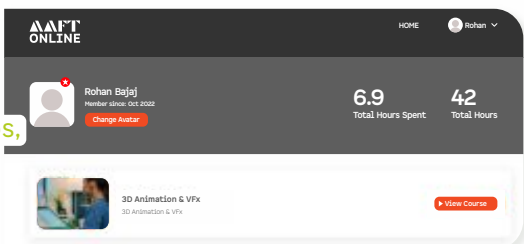
1

Login  
with your  
credentials



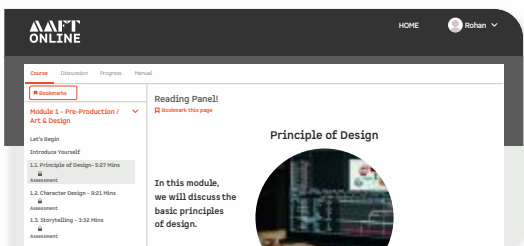
2

Start Learning  
with help of videos,  
live sessions &  
doubt clearing  
support



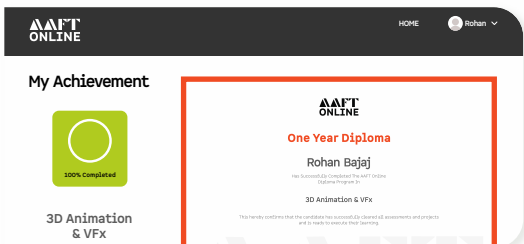
3

Access  
to Program  
Material



4

Get Certified  
upon completion  
of program



# THE INSTRUCTORS



Aparajita Tiwari

Aparajita Tiwari is a graduate from National Institute of Fashion Technology, New Delhi. She has been working as a graphic designer for over 10 years now. She is the founder of One Small Design Studio, a design and communication studio in New Delhi. Graphic designer, content architect and visual storyteller.



Akriti Aggarwal

Akriti is a graphic designer and fashion prints developer, who has acquired extensive knowledge in the field with a post-graduate degree in graphic designing. In the past 11 years, Akriti has worked with many national and international brands and export houses like Shadow and Bone (Netflix), Atith International, Nandini Processors Pvt Ltd.



VVS Prabhakar

Prabhakar is a qualified Robotics Engineer with considerable experience in Animation industry. He has been involved in pre-production, character design, concept art, stop motion animation and other related processes. He is a certified Solidworks professional and has done a lot of product design and machine design as well.



Ashish Ahuja

Ashish is an education industry professional with over 16 years of experience in Animation, Graphics, VFX Media & Entertainment Technologies in various roles as Creative Professional, Education Management, Product Development, Trainings & Content Development.

RECENT

# EXPERT SESSIONS

## RAMESH Meer

CEO, The Fx Factory



**50 years of experience.** His filmology includes projects like **Amar Akbar Anthony, Razia Sultan, Hum Dil De Chuke Sanam & more**



## GURU Vaidya

Solution Consulting Manager, Adobe



Has spent **15 years** providing post-production technical consultation to 3D animation & visual effects studios & worked on several feature films, commercials & corporate videos.



RECENT

# EXPERT SESSIONS

## MEHUL Hirani

Co-Founder, V Sync



Has been in the animation industry for the past **25 years**. Has worked with well-known brands like **BBC, Apple TV, Netflix, Lionsgate** and **Sony Pictures**

## CHETAN Bhagat

Author, Columnist & Youtuber



An Indian author, columnist and youtuber, he was included in **Time magazine's list of World's 100 Most Influential People** in 2010

# WHO SHOULD ENROLL

Freshers from any Stream

Animation Enthusiasts

Aspiring Animators

Aspiring VFX Artists

Filmmakers

Video Editors

Digital Filmmaking  
Enthusiasts





# CAREER OPPORTUNITIES

Multimedia Specialist

Compositing Artist

Rotoscoping Artist

Motion Graphic Designer

FX technical director

VFX artist

3D Animator

3D Creative Designer

AV Editor

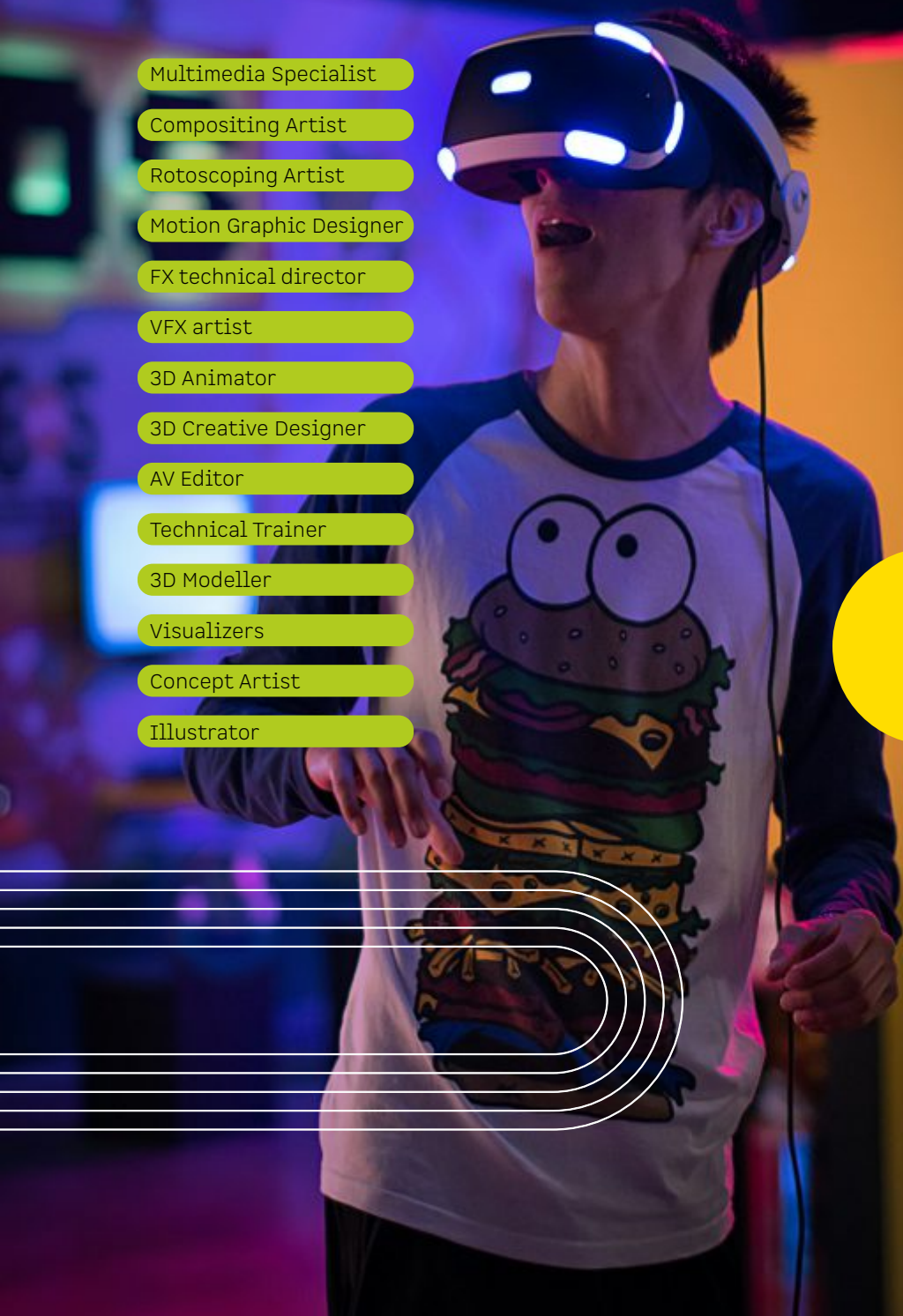
Technical Trainer

3D Modeller

Visualizers

Concept Artist

Illustrator



# RECENT PLACEMENTS



**Nishant P. Singh**

Production Asst.

DNEG

**DNEG**



**Rishabh Gupta**

Motion Graphic Artist

9x Media

**9x  
MEDIA**



**Mandeep**

3D Modeling & Texturing Artist

Liv Furnish

**LIVE FURNISH**



**Sarthak Agarwal**

Consultant

To The New

**TO  
THE  
NEW**



**Naman**

Graphic Designer

Digiware



# RECENT PLACEMENTS



**Anubhav Gagat**

3d Artist

Techinterio



**Lakshay**

Unity Developer

Neo Marche



**Ujjawal**

Graphic Designer

IGFA



**Karuna Chauhan**

Graphic Designer

FOV Studio



**Anshul Srivastav**

Video Editor

Equity Rush



# STUDENT TESTIMONIALS



I am an artistic person and the passion to learn designing and animation dragged me to one of the finest institute in Creative Design, AAFT Online. I am a working professional and a new mom too, so AAFT Online helped me to pursue the learning smoothly.

All the softwares such as Adobe illustrator, Photoshop, Premier Pro, Aftereffects etc, were very well taught by the experts in live sessions as well as in offline videos.

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**Palak Golchha**

**2<sup>nd</sup> Batch - May 2022**

Earlier I perceived myself as a creative person, but AAFT Online was an eye-opener for me which drives me to the various dimensions of design and imagination digitally as well as in real.

As Online learning saves my time and money of commutation and I can attain much more skills in that time. I learned so many things like - Absolute ways of making good animation and Graphics

The experts helped me so much with my queries and technical doubts also guided me for developing my portfolio and helped me further for getting my current job.



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**Ritik Kumar**

**2<sup>nd</sup> Batch - May 2022**

# AFT ONLINE IN THE MEDIA



THE TIMES OF INDIA



<https://timesofindia.indiatimes.com/blogs/voices/edtech-trends-to-keep-an-eye-on-in-2022/>

INDIA  
**Forbes**



<https://www.forbesindia.com/article/budget-2022/budget-2022-education-gets-a-digital-push/73339/1>

THE FINANCIAL EXPRESS



<https://www.financialexpress.com/education-2/aft-group-launches-its-start-up-venture-aft-online-/2591229/lite/>

# AFT ONLINE IN THE MEDIA

## Higher<sup>®</sup> Education Digest



<https://www.highereducationdigest.com/check-out-these-amazing-tech-careers-in-visual-design/>

## techgraph!



<https://techgraph.co/budget/budget-2022-23-technology-saas-ai-ml-sector-reactions/>

## CEO Insights



<https://www.ceoinsightsindia.com/startups/how-the-evolution-of-edtech-is-driving-the-job-market-across-domains-nwid-9141.html>



# CERTIFICATE OF COMPLETION



## 1 Year Diploma

**Neha Garg**

Has Successfully Completed The AAFT Online  
Diploma Course In

### 3D Animation & Visual Effects (VFX)

This hereby confirms that the candidate has successfully cleared all assessments and projects  
and is ready to execute their learning.

**PROF. ALBEENA ABBAS**  
Academics Director, AAFT Online



**Dr. SANDEEP MARWAH**  
Chairman, AAFT Online

# ADMISSION

## DETAILS

### DIPLOMA IN **ANIMATION & VFX**

#### **ELIGIBILITY**

Every Candidate with 12<sup>th</sup> grade from a recognised board is eligible for the program.

#### **SELECTION PROCESS**

**STEP 1:** Fill up the Application Form

**STEP 2:** Admissions Team would review your application

**STEP 3:** Interview round with Director Admissions

#### **Financial Aid**

Avail Education Loans at  
0% interest rate from our corporate financial partners.

