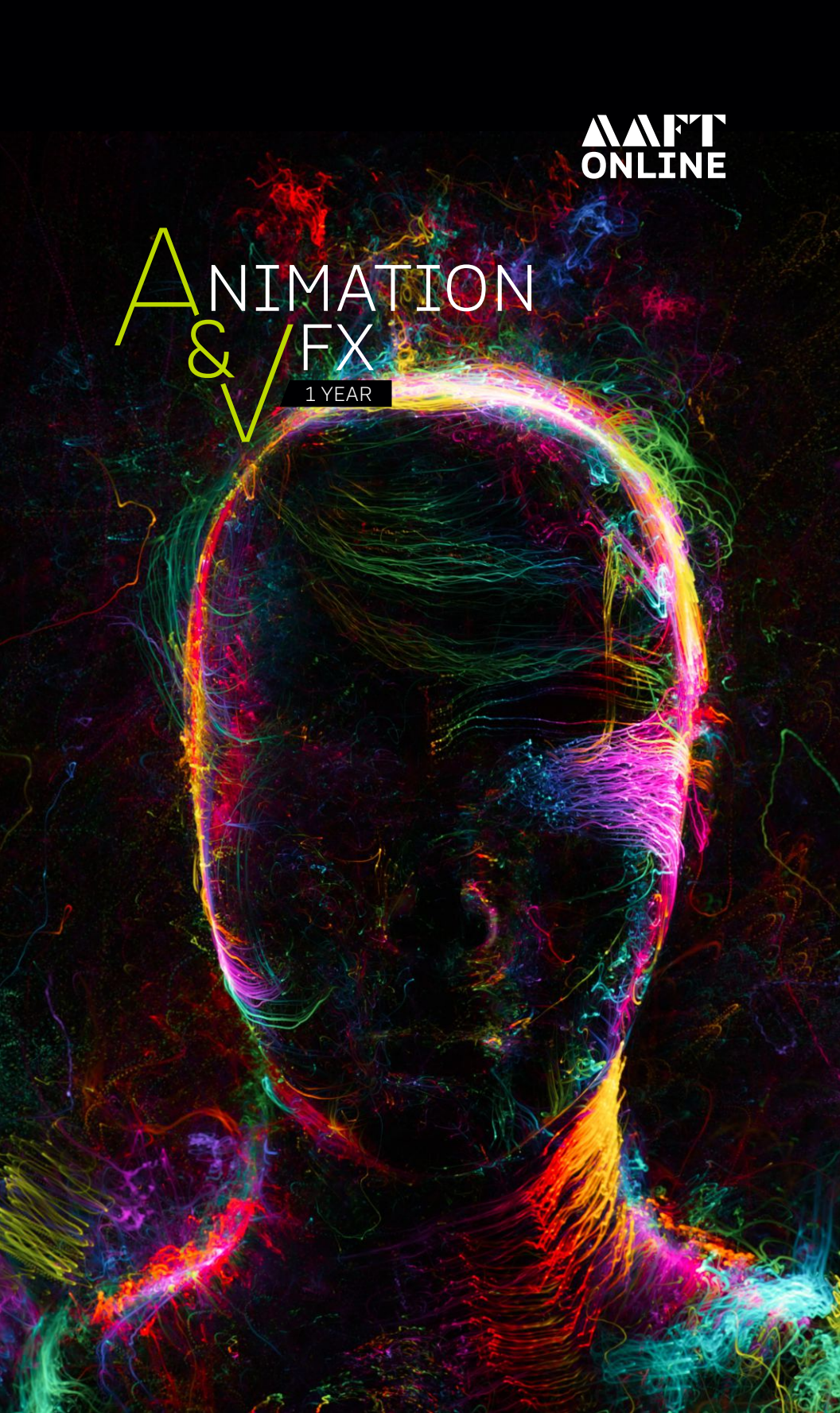


**AFT**  
**ONLINE**

# ANIMATION & VFX

1 YEAR



# ABOUT

## AAFT ONLINE

An EdTech  
venture  
which aims to  
**change  
the way**  
**creative arts**  
is **learnt** and  
**taught**  
**globally**



Online Learning has established itself as the next big thing, expanding the ambit of education by inculcating new technologies and innovation. AAFT Online is an EdTech venture which aims to change the way creative arts is learnt and taught globally. It is initiated by the founders of AAFT who are also the founders of Noida Film City- a 100 acres film and TV production hub in North India employing nearly 17,000 professionals since 1988.

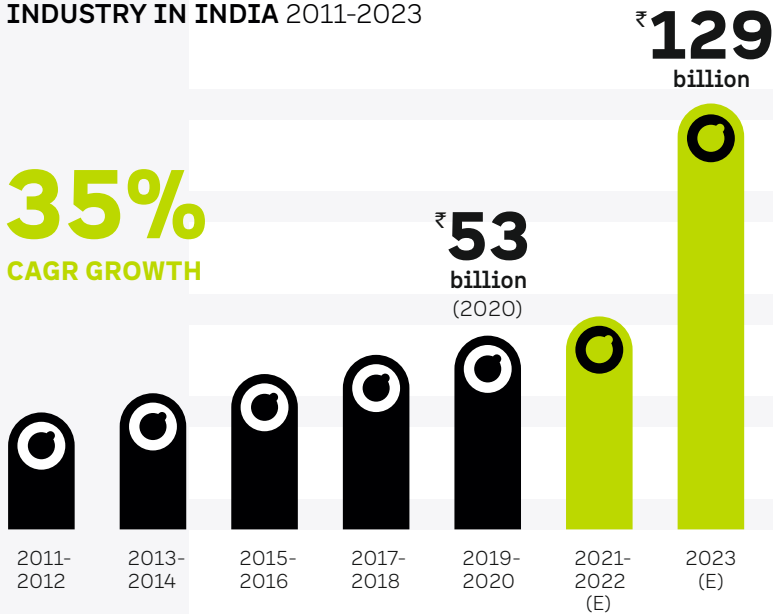
The founders and promoters of the venture are the world record holders in media education, founders of India's first Creative Arts University, Movie Studios Entrepreneurs, Film makers and Educationists. It is backed up by a vast professional team of experienced academics and achievers from varied domains of creative arts.

AAFT Online has been established as India's first dedicated and biggest EdTech venture in the Creative Arts and Skill Development to reach maximum creative individuals and foster professional training in it. It currently offers over 25 courses in the field of Cinema, Journalism, Advertising, Fashion/ Lifestyle, PR, Music and Photography; and shall keep on adding new and in-demand courses to the list as and when feasible.

# 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.

# CHAIRMAN'S MESSAGE

**Dr. SANDEEP MARWAH**



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.

# ACHIEVEMENTS



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



Bestowed  
upon  
**120 Awards** in  
Education



Over  
**30 Years** in  
Education



Trained  
Over **20,000+**  
Students

# 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

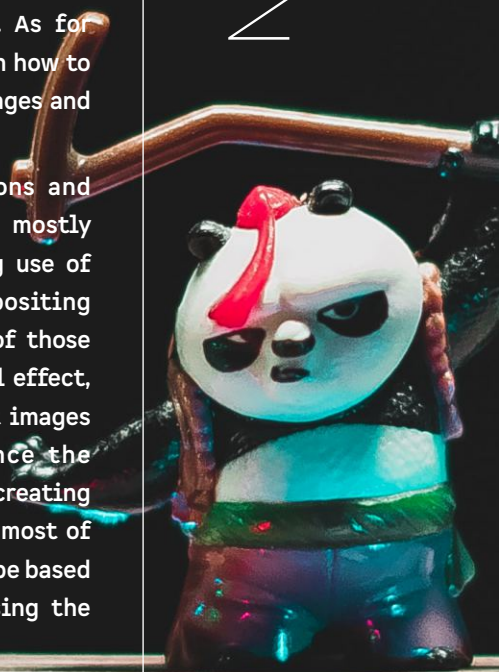
## OVERVIEW

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

# ANIMATION & VFX





WHAT YOU WILL  
LEARN



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# 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

### **Introduction**

- 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

Design a Pattern drawing and landscape drawing.

Creating Presentations on a story board character.

Create a Short Story board using a script.

Digitally design a Stop-Motion animation.

Create a Vector artwork Logo/Characters using Adobe Illustrator

Design Leaflets / Menu cards / Invitation Design using Adobe Photoshop

Create a Magazine cover Page using Adobe Photoshop.

Design a Poster for an event in Adobe Photoshop.

Create a multi-page book using InDesign

Create a Teaser/Promo for a Film in Adobe Premiere

Create a Audio & Video presentation of a Product using Adobe Premiere.

Create a Motion Graphic for Logo of a Company in Adobe After-Effects.

Design a Text Animation in Adobe After-Effects.

Design a 3D Character including its Look and Development in Maya.

Design a 3D Asset/Product with its shading and Lighting in a Video presentation.

Create a fluid simulation or RBD (Rigid body Simulation) in Maya


Design a 3D Motion graphic clip.

Create a ball bounce Animation in Maya.

Rig a Character and animate its walk cycle.

Design a Story-board and create a Vfx shot with using chroma shoot and CG integration (MAYA/Blender).





Animation is not  
the art of drawings  
that move  
but the  
art of movements  
that are drawn



# WHO SHOULD ENROLL

Freshers from any Stream

AnimationEnthusiasts

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



# CERTIFICATE

## OF COMPLETION



### 1 Year Diploma

**Neha Garg**

Has Successfully Completed The AAFT Online  
Diploma Course In

**Animation & 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

# COURSE HIGHLIGHTS

Blended Learning

Live Classes with Industry Professionals  
and Faculty

Recorded Lectures

1 Year Program

Hands-on Practical Projects

Mentoring and Handholding with  
Industry Stalwarts

Discussion Room

A potent Networking Platform

Downloadable Content like E-Workbooks

Scientifically Designed Assessments  
and Assignments

Placement Assistance



# 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

#### FEE STRUCTURE

**Rs 1,50,000** (All Inclusive)

Candidates can pay through Debit Card, Credit Card, Net Banking, Cheque/DD.

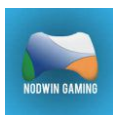
**Financial Aid** - Avail Education Loans at 0% interest rate from our corporate financial partners.

# OUR RECRUITERS





# OUR RECRUITERS





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[admissionseaaftonline.com](mailto:admissionseaaftonline.com)

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