

# Animation Standard Course

Specialised Course to Learn Animation at Expert Level

## Mode:

Classroom

## Duration:

12 Months



This course is offered by one of the [best animation institutes in Delhi](#) [1] which provides a highly focused curriculum offering high-end animation training with specialization in 3D Animation, Compositing, Motion Graphics, 3D Modeling, Texturing, Rendering and Video Editing. This **long-term diploma Course in Animation** provides well researched and professionally designed course contents to meet animation industry requirements. This course will train students in creating Pre-Production, 3D Modeling, Animation, Video Editing, and Compositing projects.

## Prerequisites to Join our Animation Standard Course

- Any individual with 10+2 or equivalent is eligible to join this course
- An eye for detail and ability to get into character
- Recommended for creative mind who believe in innovativeness

This short term Animation Standard Course demands highly creative mind and totally innovativeness. Our institute's [faculty](#) [2] have all the required qualities that help the students to become a world class animator. Details of short term animation standard course is given below:

## Semesters and Modules:

The Animation Standard Course is one of the most unique courses which is designed to help you to become a

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production ready professional in the Animation and Visual Effects industry. It is spread over a duration of 12 months and further divided into 2 semesters.

## Semester-1: Visual Grammar, Designing, and Editing

This semester fosters artistic talents and develops creative skills in visual art and design in the students. It will teach you the fundamental principles of graphic design: typography, composition, working with color and shape, foundational skills that are common in all areas of graphic design practices and much more. At the end of this course, students will learn how to explore and investigate visual representation through a range of image-editing techniques.

### Module I: Basics of Art and Image Editing

This module will cover how to enhance your creative skills and learn new design techniques. Students will tackle realistic design briefs and are guided through the design process. There will be strong emphasis on generating a broad variety of ideas, before learning how to carefully refine them into successful design solutions. At the end, students will create beautiful illustrations and do image editing using design application.

#### Key Takeaways:

- Understanding Artistic Visualization
- Basics of Drawing
- Overview of Types of Lines
- Types of Shading and Tracing
- Learning Free Hand Drawing
- Working on Concept Development
- Working with Layouts
- Visual Grammar
- Logo Design
- Landscapes and Cartooning Illustration
- Infographics
- Design Steps: Thumbnail Sketches, Rough Layout, Finished Layout, and Final Layout
- Poster Design, Digital Painting, Matte Painting, Compositing, Image Editing, and Layouting
- Ad Campaign, Portfolio Making etc.

#### What You Will Learn?

- Adobe Photoshop
- Adobe Bridge
- Tests & Projects

### Module II: Visual Grammar and Video Editing (NLE)

It refers to the process of manipulating video footage. It is one of the most crucial elements in the filmmaking and television production process. Students will learn important components of video editing, how to craft stories, evoke emotion and create a seamless rhythm with just the click of a mouse or the stroke of a key. They will also learn how to create slideshows, edit news stories, video montages as well as adding video effects.

#### Key Takeaways:

- Film Appreciation and Analysis
- Overview to Film Making
- Outline to Cinematography
- What are the principles of video editing?

- Concepts of Non-Linear Editing (NLE)
- The Three-Point Edit
- Working with Timeline, Transitions, Keyframing, and Applying Filters
- NLE Compositing, Color Correction, and Color Grading
- Working on Audio and Titling
- Final Review and Project

### What You Will Learn?

- Adobe Premiere pro
- Adobe Media Encoder
- Adobe Bridge
- Tests & Projects

## Semester II – 3D Animation, Visual Effects, and Motion Graphics

This semester will train students on how to develop motion graphics and compositing skills required for enhancing a film, television, and other media products. They will learn the technical skills required to combine motion graphics with other media types such as images and sound for creating projects. They will learn important techniques for 3D animation techniques and visual effects. As a part of the project, students will create a showreel from initial concept to final execution.

### Module I: Motion Graphics and Compositing

This module will impart advanced level concepts for motion graphics and compositing. It will develop students' creative design, technological skills and conceptual knowledge – to meet the needs of an ever-evolving, technically demanding media landscape. At the end of the training students will be able to create alluring and sophisticated motion graphics and compositing as seen in featured films, ad commercials and much more.

#### Key Takeaways:

- Stereoscopy & Rotoscopy
- Methods of Color Grading
- Chroma Removal, Wire, and Rig Removal
- Overview of 2D & 3D Tracking
- Working with 2D & 3D Compositing
- 2.5D Lighting
- Particle Effects
- Motion Poster
- Making Presentations
- Preparing Commercial AD
- Creating Logo Animation
- 3D Fundamentals and 3D Motion Graphics

### What You Will Learn?

- Adobe After Effects
- Adobe Bridge Encoder
- Adobe Media Encoder
- Mocha
- Tests & Projects

### Module II: 3D Modeling, Texturing, Sculpting, and Rendering

In this module, students will learn best practices, concepts and techniques associated with 3D modelling, rendering

and texturing. They will be working on important tools which will be helpful while working on live projects for developing essential skills for critically evaluate and produce an animated 3D sequence. By the end of this module, they will be able to do Modeling, Texturing, Lighting, and Rendering for some amazing 3D scenes.

**Key Takeaways:**

- In-depth Character Study
- Overview of Reference Model Sheet
- Working on Model Sculpture:
  - Statue sketches and background
- Overview of Outdoor Sketches:
  - Landscape and perspective sketches study
- Creative Sketches:
  - Creative drawing and sketches of body movements
- Imaginary Sketches:
  - Development and creativity of latest concept
  - Visualization of given subject and their sketches for animation
- Discovering Maya Interface
- Introduction to Polygon Modeling
- Overview of NURBS Curve and Surface
- NURBS and Product Modeling
- Interior & Exterior Modeling
- Environment Modeling
- Character Sketching & Modeling
- UV Mapping
- Character UV Texturing
- Shading and Texturing
- Material Assigning
- Lighting
- Working with Lighting & Camera
- Rendering
- Software and Hardware Rendering
- Vector Rendering
- Mental Ray Rendering

**What You Will Learn?**

- Autodesk Maya
- Autodesk Mudbox
- Tests & Projects

**Module III: 3D Animation, Visual effects, and Rendering**

In this module, focus will be on how to create and animate 3D digital objects. Students will learn on adding audio & special effects to animated scenes which will be further utilized for producing mini movies and learn different types of rendering techniques. It will also cover the workflows of Mudbox and Maya to create props or set pieces which are highly detailed and can be easily manipulated in real-time environments They will also get an opportunity to work independently on their projects and produce VFX sequences.

**Key Takeaways:**

- Animation and Drawing History
- Human Anatomy and Character Designing
- Principles of Animation
- Clay Modeling and Animation
- Camera Animation

- Motion Path Animation
- Working with Rigging, Constraints, and Deformers
- Overview of Character Rigging and Animation
- Spline control
- Paint Effects
- Dynamics
- Particle System
- nParticles
- Fluids
- nHair
- nCloth
- Rendering
- Software and Hardware Rendering
- Vector and Mental Ray Rendering

### What You Will Learn?

- Autodesk Maya
- Tests & Projects

### Why ADMEC for Advanced 3D Animation Course?

- experienced trainers with production experience will train you to high levels of expertise in
- 2D, 3D Animation, and VFX
- specialized curriculum reviewed constantly and upgraded as per changing industry trends
- state of the art facilities with high end computers, latest software and pen tablets
- training classrooms equipped with projectors and screens
- latest books of renowned authors in library provides the backbone for a knowledgeable
- environment that enables improved learning
- interview guidance and job placement support

### Career Options:

Students enrolling in short term Animation Standard Course can designate themselves as: Digital Artist, Image Editor, Animator, Rigging Artist, Light and Camera Professional in Maya, Composer, Digital Effects Animator, Modeller, Video Editor, Motion Graphics Artist, Sculpting Artist etc.

### Similar Courses:

- [Animation Master Plus Course \[3\] - 24 months](#)
- [Animation Master Course \[4\] - 18 months](#)
- [Autodesk Maya Master course \[5\] - 4 months](#)
- [All Animation Courses \[6\]](#)

### Related Terms:

- [Long Term Career Courses \[7\]](#)
- [Animation \[8\]](#)
- [Long Term Animation Diploma \[9\]](#)

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### Links

[1] <http://www.admecindia.co.in/animation-courses.html>

[2] <http://www.admecindia.co.in/animation-web-design-instructors.html>

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