About CRISP

CRISP is established under Indo-German Cooperation agreement as an autonomous organization of the Dept. of Technical Education & Skill Development, Govt. of M.P..

CRISP for providing technical training and consultancy services for Industry Personnel, Government Officers, Faculties, Students & Jobseekers. CRISP is equipped with the state-of-the-art equipment & technology, latest software and qualified, trained & experienced trainers in the relevant fields.

CRISP has its head office in Bhopal and training centres at several national and international locations.

Other training programmes in Multimedia offered at CRISP are :

- Graphic Designing
- Digital Sound Editing
- Web Portal Designing
- Advance Digital Photography
- Digital Cinematography
- Film Editing
- Special Effects
- Short Film Development Project
- Non-Linear Video Editing
- Professional Certification in Film Production

Patron Clients of CRISP

Contact :

Course Co-ordinator
Mr. Kunjesh Shrivastava
Mobile : 9826162992
email : kunjesh@crispindia.com

Course Faculty

Mukesh Kharonia	Amit Bhatnagar
Mobile : 9329696448	Mobile : 9981465330

Manager (Marketing)
Mr. Faisal Jafri
Mobile : 9826334406
email : faisal@crispindia.com

Centre for Research and Industrial Staff Performance

(Established under Indo-German Technical Co-operation)
Opp. Manas Bhawan, Shyamla Hills, Bhopal – 462 002
Phone : **+91 755 2661401, 4223702** Fax : **4220022**

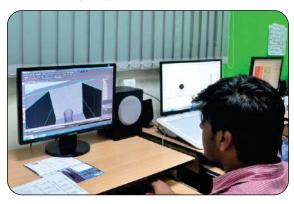www.crispindia.com   TB 512/Issue 04

CRISP
ISO 9001 : 2008

Animation & VFX

...unleashing the full potential of men & machines

ANIMATION & VFX

Introduction of Course

Animation is not only about making cartoons or drawing caricatures but it is the art of creating an illusion of movement and bringing to life everything around.

This course is designed to introduce participants to the Animation & VFX (Visual Effects). It includes all the developmental stages of 2D Animation, VFX & 3D Animation.

Participant will work on various assignments in each module including a "The Short Film Project" which will be the final creative outcome of the each module.

2D animation includes two dimensional motion graphics and interactive presentations.

The **3D Animation** process includes basic 3D modeling, texturing, lighting, rigging, animation, dynamics and rendering.

The **VFX (Visual Effects)** process will include creating & adding effects for real Shoot as well as animation sequences, according to the visual situation and finally, render the film for distribution on DVD, broadcast and podcast formats.

After completion of this training and with an impressive show-reel, our trained participants can find job opportunities in electronic media, film production studios, advertising agencies, online news portals and also work as a multimedia content developer. These trained artists can even establish their own Production House or even work as freelancers.

"You can be one of them - a skilled professional of great demand, in the media industry".

Courses Contents

2D Animation in Adobe Flash
(Duration : 3 Months, Fee : ₹ 12,500)
- Raster graphics and Vector graphics
- Shapes refining and Drawing
- Tracing raster graphic for illustration
- Matte painting, Effects
- Work with proportion & Balance
- Using Timeliness and Layers
- Working with Symbols
- Animation techniques, Simple animation
- Cell animation, Walk Cycle, Run cycle, Jump, Acting
- Basic body mechanics (Pulling/Pushing)
- Creating animations for showing special effects

VFX (Visual Effects)
(Pre-requisite : Knowledge of Photoshop & Film Editing
(Duration : 1½ Months, Fee : ₹ 10,000)
- Interface of software
- Workflow basics, Various panels, Layouts
- Footage, CG media, Solid, Shapes, Audio, Video, Animation
- Animating footage, Layer/Node based editing
- Vector shapes/Masks, Paint tools, Solid /Mattes
- Effects and Presets, Backgrounds, Text, Color corrections, Particles, Croma, Keying
- Composition, Pre-Compositions, 3-D Compositions, Lights, Camera
- Rotoscoping, Wire/Rig removal, Motion tracking

3D Animation in Autodesk Maya
(Duration : 3 Months, Fee : ₹ 15,500)
- MAYA Interface and Setting-up the Project
- **Modeling** - Polygon, NURBS, Subdivision, Approaches to Modeling, Tools and Techniques, Deformers
- **Textures and Shaders-** Define Textures and Shaders, Hypershade, Maya shader, Mental ray shaders, Shading attributes
- **Lighting-** Introduction to CG lighting, Lighting Types, Point lighting, Interior and Exterior lighting
- **3D Camera-** Types and Techniques
- **Rendering -** UI batch render, Batch rendering
- **Animation -** Motion path animation, Deformers, Set driven key animation, Introduction to Joints & IK-FK, Implementation 12 principles of animation
- **Paint Effects-**Pre-Defined mesh and Effects

Timing

2 Hours / Day and 5 Days / Week

Methodology

The programme consists of a mix of :
- Lectures and presentations
- Demonstrations
- Interactive Session
- Hands-on practice
- Project : Developing an Advertising Film

Pre-requisites

The participants should have :
- An inclination towards film and creative art
- Basic knowledge of different media
- Working knowledge of computers

Mode of Payment

Cash or DD in favour of CRISP Society, payable at Bhopal