



VFX course

Visual effects are often integral to a movie's story and appeal. Although most visual effects work is completed during post-production, it usually must be carefully planned and choreographed in pre-production and production. Visual effects primarily executed in Post-Production, with the use of multiple tools and technologies such as graphic design, modeling, animation and similar software, while special effects such as explosions and car chases are made on set. A visual effects supervisor is usually involved with the production from an early stage to work closely with production and the film's director design, guide and lead the teams required to achieve the desired effects.

Category

- Matte paintings and stills: digital or traditional paintings or photographs which serve as background plates for keyed or rotoscoped elements.
- Live-action effects: keying actors or models through bluescreening and greenscreening.
- Digital animation: modeling, computer graphics lighting, texturing, rigging, animating, and rendering computer-generated 3D characters, particle effects, digital sets, backgrounds.
- **Digital effects** (commonly shortened to **digital FX** or **FX**) are the various processes by which imagery is created and/or manipulated with or from photographic assets. Digital effects often involve the integration of still photography and computer generated imagery (CGI) in order to create environments which look realistic, but would be dangerous, costly, or simply impossible to capture in camera. FX is usually associated with the still photography world in contrast to visual effects which is associated with motion film production.

Types:

VFX can be categorized into:

1. Modeling
2. Matte painting
3. Animation
4. Lighting
5. Texture

6. Rigging
7. Simulation Fx
8. Compositing

The course contents:

1. The concept art :

How to understand the ARTS, CAMERA, LIGHTS and THE ELEMENTS.

2. Modeling :

Basics of modeling hard and soft surfaces and CHARACTERS using 3D MAX
AND ZBRUSH



3. Materials And Shading :

How to apply the lights and materials into the objects and the characters using
PHOTOSHOP and VRAY



4. Rigging :

Basics to make a Bones rigging, biped rigging And CAT rigging into the characters with skin

5. Morphing :

Make a facial morph target to the characters

6. Animation :

Basics of the animation to hard objects and characters

7. Hair and Clothes

Basics of applying the hair and fur to the characters and How to make clothes

8. Particles :

Basics of PARTICLE FLOW, REAFLOW and KRAKATOA



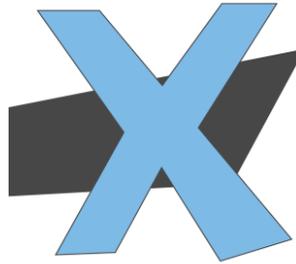
9. Rendering And Compositing:

How to render your video with the elements and compose them using After Effect to export your move as real as possible



10. Camera tracking :

Basics of camera tracking using PFTRACK and import it to 3DMAX And AFTER EFFECT



Programming :- 1- 3Ds Max
2-Adobe After Effect
3- Adobe Photoshop

Course Hours:- 88 Hour

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