

### Pre- Production

#### Basic Art

- Basic Shapes & Objects
- Shading techniques
- Light Theory
- Color Theory
- Still Life
- Objects Composition
- Perspective

#### Art for Animation

- Anatomy-Human/Animal
- Gestures/ Poses/ Line of Action
- Character Design/Model Sheets
- Story boarding
- principles of Animation
- 2D Animation basics

### Production

#### MAYA

- MAYA Interface
- Inorganic Modeling
- Organic Modeling
- Texturing
- Lighting
- Camera Parameters
- Rigging
- Animation

### Post-Production

#### MAYA

- Dynamics & VFX
- Compositing
- Editing
- Final Project

Career Opportunities : Character Designer • Storyboard & Concept Artist • Layout & Background Artist • 3D Modeler  
Texture Artist • Rigging Artist • Lighting Artist • Rendering Artist • Production Co-ordinator  
Animation Film Producer • Independent Film Maker

Softwares:

