

ANKIT ANIMATION

VFX ACADEMY



ANIMATION

♥ B.Tech	10+2
♥ Graduation	10+2
♥ Advance Diploma	10th,10+2,
♥ Diploma	10th,10+2,
♥ M.A.	After Graduation

ARTIFICIAL INTELLIGENCE

♥ B.Tech	10+2
♥ Graduation	10+2
♥ Diploma	10+2
♥ Certificate	10 th

ITI

♥ ITI	10th
-------	------



Experience the Future of Visual Excellence



Artificial Intelligence

A.I. for all students above 8 years.
(Artificial Intelligence) course
coaching is provided every
Saturday & Sunday of the week.

CT

folder
zed



Image editable
Smart object

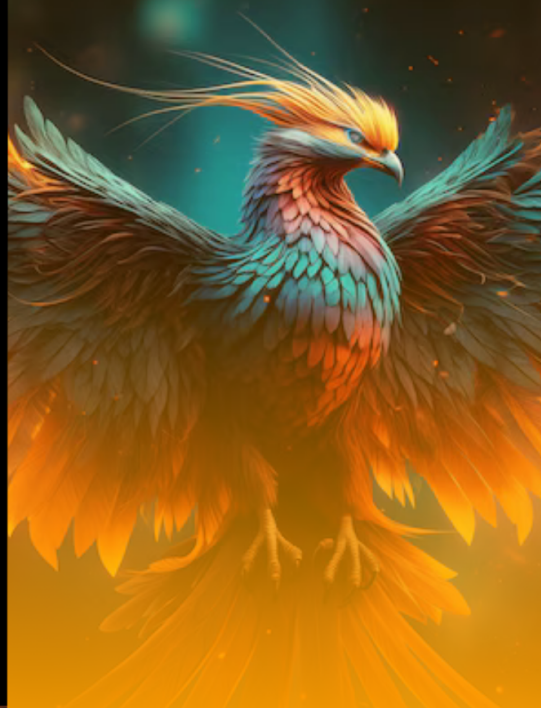


CURRICULUM

VFX (Visual Effects) Master the art of creating cinematic magic by blending live-action footage with computer-generated imagery.

Core Skills

- Rotoscopy & Paint: Removing unwanted objects and isolating characters.
- Chroma Keying: Background removal (Green/Blue screen).
- Compositing: Merging multiple visual layers into one seamless scene.
- Tracking: Matching 3D objects to real camera movements.



VISUAL EFFECTS

Visualize. Create. Mesmerize

KEY SOFTWARE

- Nuke / After Effects
(Compositing)
- Silhouette / Mocha (Roto & Tracking)

CAREER ROLES

VFX Artist, Compositor, Roto-Paint Artist, or Matchmove Artist



CERTIFICATE COURSE IN PHOTOGRAPHY

Objective photography is an impersonal image not influenced by feelings, interpretations or prejudice. To create an unbiased photographic image or documentary Photographers can just point and shoot to create objective pictures, or they can change a picture's properties to make it more subjective. The difference between these two styles is that objective photography tries to show the world as it really is, while subjective photography tries to show the world as the photographer herself sees it. Specific aspects of a picture that can make it objective or subjective are angle, tone, color and intent.

Duration	1 MONTH/36 HOURS
Target Audience	10th/Plus Two/ Degree Students
CAREER PATH	• Fashion Photography • Underwater Photography • Wildlife Photography • Action/sports photography • Event Photography • Landscape Photography • Real Estate and Architecture Photography • Photojournalism • Macro Photography • Travel Photography • Advertising Photography • Medical Photography
Module 1 HISTORY OF PHOTOGRAPHY INTRODUCTION TO DIGITAL PHOTOGRAPHY INTRODUCTION TO THE FUNCTIONALITIES OF A CAMERA INTRODUCTION TO CREATIVE PHOTOGRAPHY WORKING WITH LIGHTS FOR PHOTOGRAPHY SPECIAL TECHNIQUES PRODUCT PHOTOGRAPHY	





MODULE 1

- ADOBE PHOTOSHOP
 - CORELDRAW
 - ADOBE ILLUSTRATOR
- 3 MONTHS/108 HOURS

MODULE 2

- ADOBE PAGEMAKER
 - ADOBE INDESIGN
- 3 MONTHS/108 HOURS

D D I

DIPLOMA IN DIGITAL IMAGING

Through this course user can specialize themselves in the field of graphical outputs like Layouts, Digital photo editing, Graphical designs, Pre press works & Illustrations. This involves the creation of variety brochures, cards, logos, digital photo manipulation and quality effects in print film making and advertisement works.

DURATION	6 MONTHS/216 HOURS
TARGET AUDIENCE	10th/Plus Two/ Degree Students
CAREER PATH	VISUALIZER DIGITAL PAINTER CREATIVE HEAD DESKTOP PUBLISHER GRAPHIC DESIGNER PRE-PRESS SPECIALIST MATTE PAINTING ARTIST PHOTO STUDIO PROFESSIONAL



Print media is changed like everything after the invention of media software. Raster ,vector, lay outing is used in printing publishing industry. This course is enable the user to create all kinds of print media elements like advertisement , books, paper ads layout for magazine and newspaper etc.

DIP

Module 1

Concept of desktop publishing
Introduction to publishing software
Concept of page layouting
Newspaper and magazine layouting
Newspaper and magazine ads
books layout column setting

Duration

3Months / 108hrs

Target Audience

Plus two/ Degree students

Career Path

Visualizer
Digital Painter
Desktop Publisher
Creative director
Pre-Press Specialist
Matte Painting Artist
Photo studio professional



Module 2

Story, Text follow , Text wrap & page numbering
Plug - in for page layouting
Image editing
Vector graphics and Raster graphic
Making Colour designs for offset printing
Designing of cards, brochures ,book covers,flyers
Making ready to print files

Desktop Publishing



D I P L O M A i n V I D E O E D I T I N G



This program is specialized in audio video editing post production works. After completing this course one can work on editing compositing software using edit suites and other advanced equipment's with effective background sounds and music adding dynamic special effects.

Module 1

Concept of editing & Post production
Video compressions
Video settings & Formats
Elements of Editing, Post production & VFX
Linear & non Linear editing
3Months/ 108 Hrs

Module 2

Transitions & Effects
Compositing (2D, 3D)
Special effects
Titling
Rough Cutting
Rendering
3Months/ 108 Hrs



Duration	6Months / 216 hrs
Target Audience	Plus two/ Degree students
Career Path	• Post production specialist • VFX specialist • SFX specialist • 2D compositor • 3D compositor • Editor

DVE

DIPLOMA IN ANIMATION (DA)

One can hold control on animation world by moving perfect hand on animation concepts, principles & software's. This particular course supports every individual as professional in the area of 2D and 3D animation. It stands to be specialized training in Character animation, animation interactive CD making. walk through animation etc.

DA



Module 1

Introduction To Theory

2 Months/72 Hours

Module 2

2d Animation

2 Months/72 Hours

Module 3

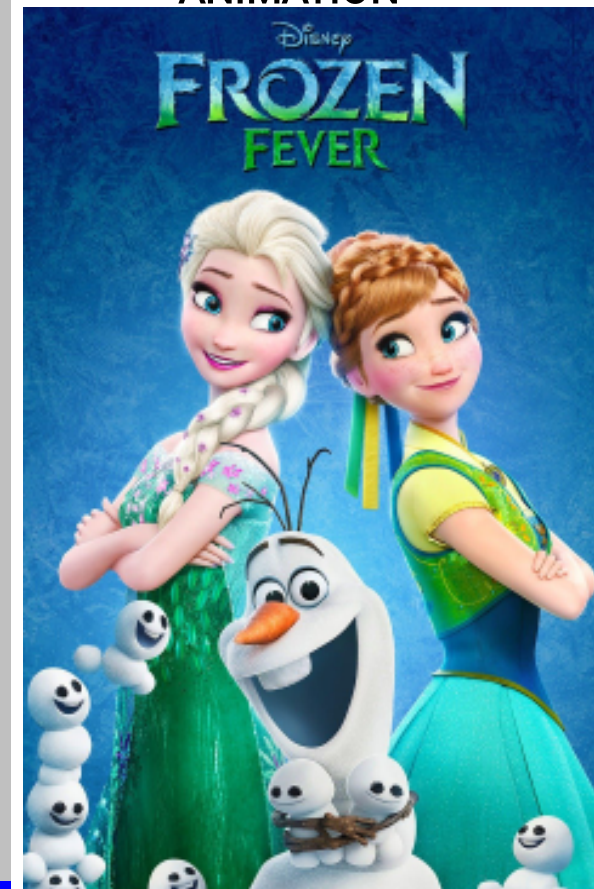
3d Animation

2 Months/72 Hours



DURATION	6 MONTHS/216 HOURS
TARGET AUDIENCE	10th/Plus Two/ Degree Students
CAREER PATH	• 2D Animator • 3D modeler & Animator • Graphics Designers • VFX Artist & Editor • Texturing & Lighting Artist

ANIMATION



MASTER DIPLOMA IN MULTIMEDIA & ANIMATION

Target Audience - 10th / plus two / degree students

Duration - 14th Months/504hrs

Career Path

- Graphics Designers
- VFX Artist & Editor
- 2D Animator
- 3D modeler & Animator

Module-1

Graphics Design

- Concept of Digital Imaging & Color theory.
- Optimization theory & Color separation.
- Designing concept & painting designs.
- Raster & Vector graphics.
- Different types of printing.
- Magazine ads & Layouts.
- Designing of cards, brochures & flyers.
- Offset works & Setting ready to print file.
- Digital photon manipulation.
- Scanning & capturing of images.
- Photo Restoration & Product modeling.
- Higher end designing in ads.

SOFTWARE REQUIREMENTS

- Adobe Photoshop
- Adobe InDesign
- Adobe Illustrator
- CorelDraw
- Adobe Light room



M D M A

Module-2

2D 3D & VFX Production

- Concept of Animation.
- Animation movie making.
- Principle of animation.
- Introduction to Digital Animation.
- Pre-production.
- Production.
- Post Production.

2D Ultimate

- Concept of 2D animation
- Key and In- between
- Character animation.
- 2D animation with software.
- 2D animation movie creation.
- Animation for making.
- Presentations CDs & portfolios.

SOFTWARE REQUIREMENTS

- ADOBE CHARACTER ANIMATOR,
- ADOBE ANIMATE

3D Ultimate

- 3D modeling (organic & inorganic)
- Texturing.
- Lighting, Camera
- Animation
- Scene planning.
- Special effects & Dynamic, Rendering.

Software Requirements

- Autodesk 3ds Max
- Autodesk Maya
- Blender



ANKIT ANIMATION, GRAPHICS & VFX ACADEMY

MASTER DIPLOMA IN ADVANCED DIGITAL ANIMATION (MDDA)

Target -
Audience

10th / plus two/ degree students

Career Path-

- Graphics Designers
- VFX Artist & Editor
- 2D Animator
- 3D modeler & Animator

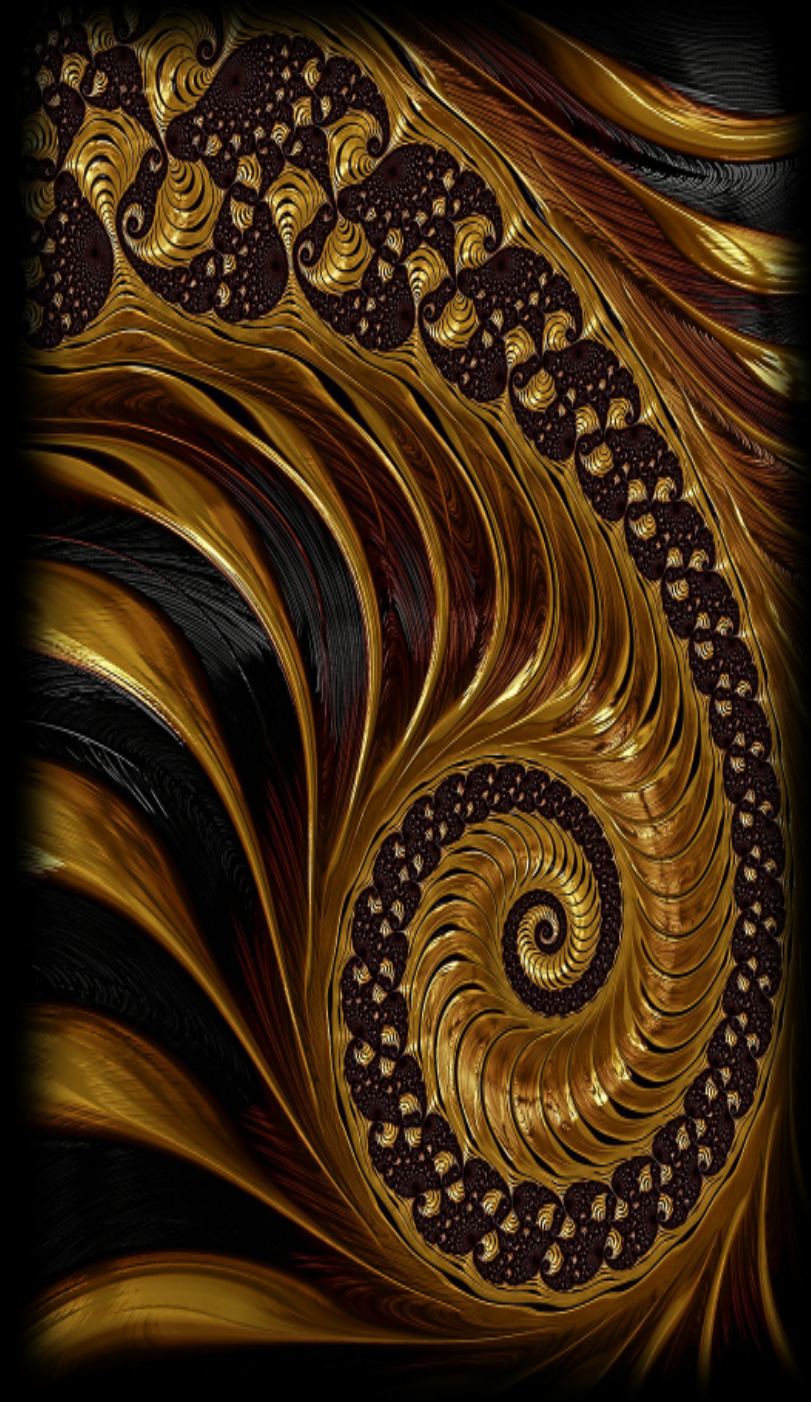
Module-1

Graphics Design

- CONCEPT OF DIGITAL IMAGING & COLOR THEORY.
- OPTIMIZATION THEORY & COLOR SEPARATION.
- DESIGNING CONCEPT & PAINTING DESIGNS.
- RASTER & VECTOR GRAPHICS.
- DIFFERENT TYPES OF PRINTING.
- MAGAZINE ADS & LAYOUTS.
- DESIGNING OF CARDS, BROCHURES & FLYERS.
- OFFSET WORKS & SETTING READY TO PRINT FILE.
- DIGITAL PHOTON MANIPULATION.
- SCANNING & CAPTURING OF IMAGES.
- PHOTO RESTORATION & PRODUCT MODELING.
- HIGHER END DESIGNING IN ADS.

Software Requirements

- Adobe Photoshop
- Adobe InDesign
- Adobe illustrator
- CorelDraw
- Adobe Light room



Module- 2

2D 3D & VFX Production

- CONCEPT OF ANIMATION.
- ANIMATION MOVIE MAKING.
- PRINCIPLE OF ANIMATION.
- INTRODUCTION TO DIGITAL ANIMATION.
- PRE-PRODUCTION.
- PRODUCTION.
- POST PRODUCTION.

2D Ultimate

- CONCEPT OF 2D ANIMATION
- KEY AND IN- BETWEENS
- CHARACTER ANIMATION.
- 2D ANIMATION WITH SOFTWARE.
- 2D ANIMATION MOVIE CREATION.
- ANIMATION FOR MAKING.
- PRESENTATIONS CDs & PORTFOLIOS.
- SOFTWARE REQUIREMENTS.
- ADOBE CHARACTER ANIMATOR.
- ADOBE ANIMATE.

Software Requirements

- Adobe Character Animator
- Adobe Animate

3D Ultimate

- 3D MODELING (ORGANIC & INORGANIC)
- TEXTURING.
- LIGHTING, CAMERA
- ANIMATION
- SCENE PLANNING.
- SPECIAL EFFECTS & DYNAMIC, RENDERING.

Software Requirements

- Autodesk 3ds Max
- Autodesk Maya
- Blender

VFX Ultimate

- PRE- VISUALISATION.
- INTRODUCTION TO NUKE.
- ROTOSCOPY USING SILHOUETTE.
- WIRE REMOVAL, COLOUR CORRECTION.
- GREEN/ BLUE SCREEN.
- MATCHMOVING & CAMERA TRACKING.
- MATTE PAINTING, CROWDSIMULATION.
- WORKING WITH ARNOLD RENDERER.

Software Requirements

- ARNOLD
- Simulation
- V-Ray
- Adobe After Effects
- Nuke

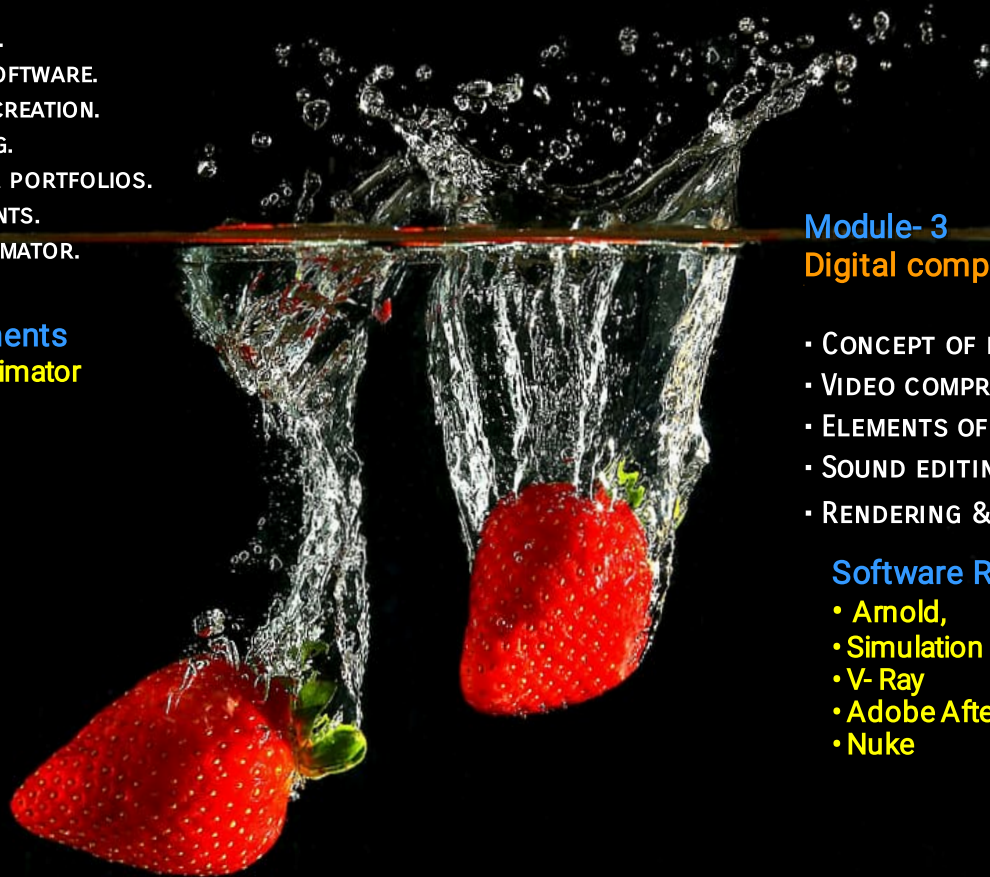
Module- 3

Digital composition & Editing (Post- Production)

- CONCEPT OF EDITING & POST PRODUCTION.
- VIDEO COMPRESSIONS, VIDEO SETTINGS & FORMATS.
- ELEMENTS OF EDITING, LINEAR & NON- LINEAR EDITING.
- SOUND EDITING, DUBBING, MIXING.
- RENDERING & ENCODING, TITLING WITH EDIT SUITE.

Software Requirements

- Arnold,
- Simulation
- V- Ray
- Adobe After Effects
- Nuke



ARCHITECTURAL visualisation expert

ARCHITECTURE
SIMPLE TEXT
There are many variations of passages of Lorem ipsum available.



MODELLING (IN ORGANIC, ARCHITECTURAL, LOW POLYGON & HIGH POLYGON), TEXTURING, LIGHTING, CAMERA, ANIMATION.
RENDERING, ADVANCED LIGHTING, ARCHITECTURAL VISUALISATION,
BUILDING WALK THROUGH, 3D SCENE PLANNING, MAKING VIDEO, SOUND
EDITING AND MIXING.

Duration

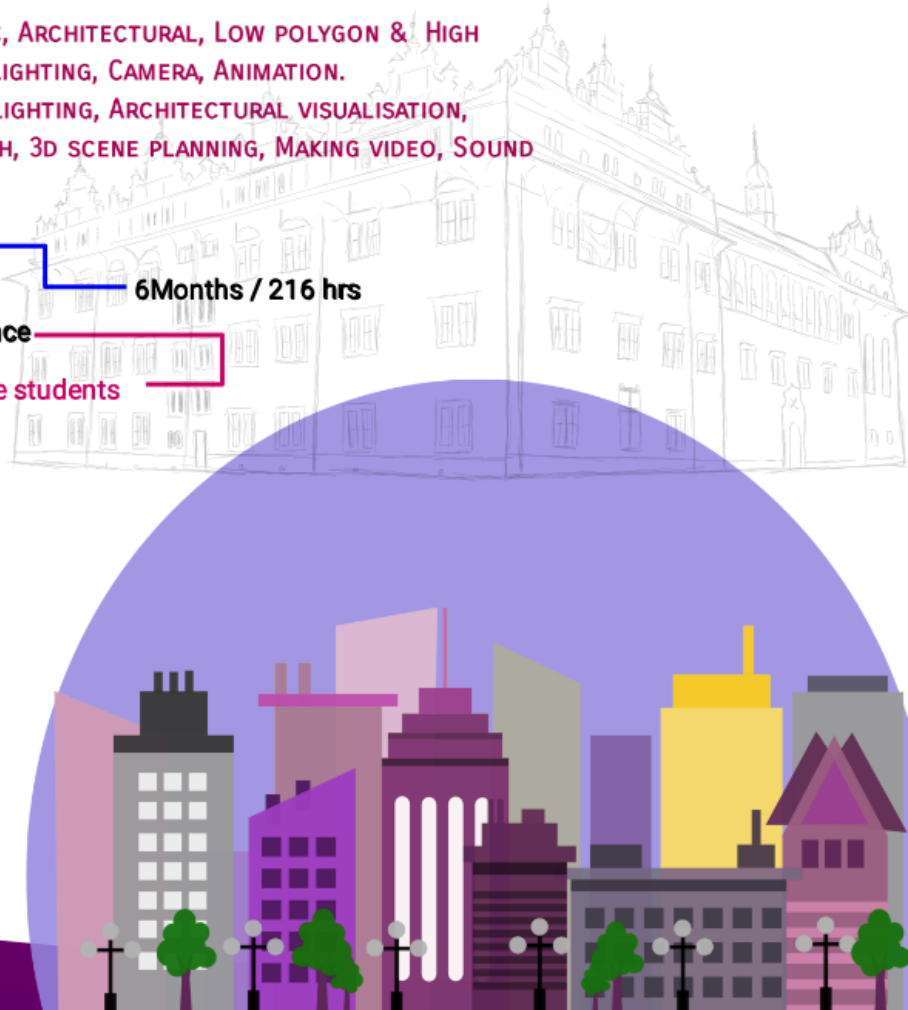
6Months / 216 hrs

Target Audience

Plus two/ Degree students

SOFTWARE REQUIREMENTS

- ADOBE PHOTOSHOP
- 3D S MAX
- V-RAY
- ADOBE PREMIERE PRO
- ADOBE AUDITION
- ADVANCED LIGHTING AND RENDERING TOOLS



PROFESSIONAL DIPLOMA IN GRAPHICS AND WEB DESIGNING

PROFESSIONAL HICS AND WEB DESIGNING FOCUSES ON BUILDING THE DESIGNING AND DEVELOPMENT SKILLS THAT A GRAPHIC DESIGNER AN DESIGNER MUST POSSESS FOR WORKING IN AN ENVIRONMENT, WHICH INCLUDES LOGOS, WEB SITE WE INTERLACES, SKETCHES FOR FONT FYPEFACES, PRINT, ANIMATED CHARACTERS, ADVERTISEMENTS FIVERS, MOVIE CREDITS, NEWSPAPER HEADLINES, AND DESIGNS FOR BEXTLES THE TECHNOLOGY AND AVAILABILITY OF SMART COMPUTING DEVICES IN THE HANDS, THE NEED OF CREATING MORE INTERACTING STRATON IS NG AGS WIL VANIOUS GRAPHIC TOOLS, WEB TOOLS AND APPLICATIONS. THIS DIALOMA COURSE CURRICULUM MEETS ALL THESE REQUIREMENTS AND PREPARES THE ART ABREAST.

DURATION	6 MONTHS/216 HOURS
TARGET STUDENTS	Plus Two/ Degree Students
CAREER PATH	• Graphic Designer • Web Graphic designer • Presentation Designer • Digital Retouching artist • Digital artist • Digital Post-production artist • Digital Painter • Matte Painter • Pre-press specialist • Desktop Publisher • Web Animator



Module 1

Concepts of Design | Color Theory | Raster and Vector graphics Printing Technology | Studio techniques | Pre-press works Webpage designing (static and dynamic) | HTML Coding Cascading sheet style | Working with web animation and Action-script.

6 MONTHS/216 HOURS

Module-2

New media

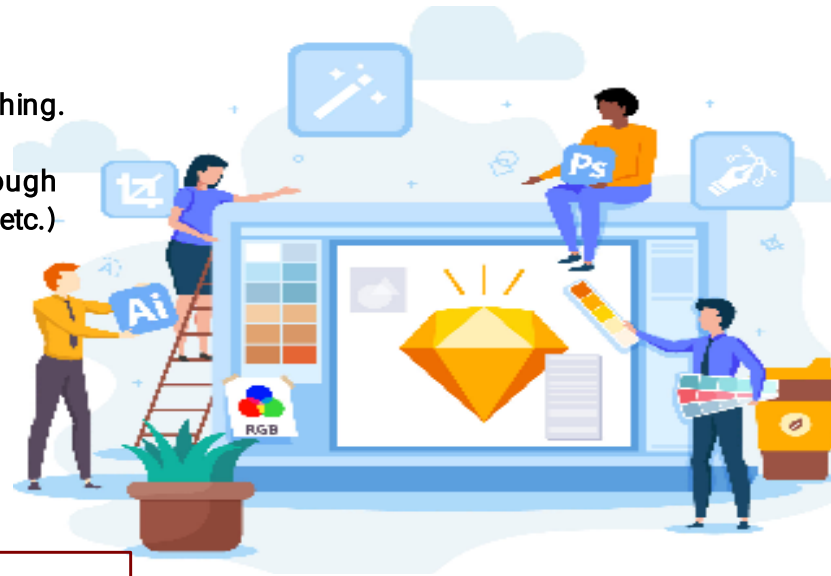
- Fundamental of Web programming.
- Multimedia authoring.
- Interactive/ smart classrooms.
- Visual interactive presentations & E publishing.
- Interactive content creation.
- Understanding business & Marketing through new media.(such as E-Commerce, samne etc.)
- Social Media.
- Network basics.
- Functionality of websites.

Software Requirements

- Adobe Animate.

MNMW

MASTER IN NEW MEDIA & WEB TECHNOLOGY



Module 1

Web designing and animation

- Network basics.
- Functionality of websites,
- Color concepts.
- Concepts onscreen designing work.
- Webpage designing (static & Dynamics).
- Working with graphics and images.
- Working with animations & video.
- Cascading style sheets.
- Inserting media elements (sound, movie).
- 2D Animation.
- Web banner advertisements.
- Sound editing and processing.

Software Requirements

- Adobe Photoshop

Module 3

Web development & Programming

- Content writing.
- HTML, coding.
- Action script Fundamentals.
- Web Programming.
- Streaming video & Audio.
- Web hosting and maintenance.
- Server side Programming.

Software Requirements

- Adobe dreamweaver.
- HTML 5
- CSS 3
- Responsive Web design with bootstrap.
- Java script, j Query and j Query UI

DURATION	10 MONTHS/ 360 HRS
TARGET AUDIENCE	10TH/PLUS TWO/ DEGREE STUDENTS
CAREER PATH	



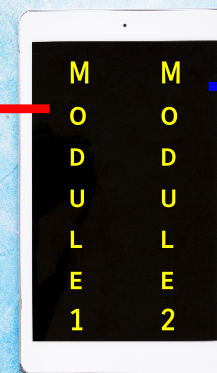
MARKETING



DIGITAL MARKETING



Duration	6 months/ 216hrs
Target Audience	Plus two/ degree students
Career Path	Content writer Digital marketing analyst Digital marketing specialist/expert Digital marketing teamlead Digital marketing strategist



Adobe Photoshop
 Adobe illustrator
 HTML
 Wordpress
 4months/144hrs

THE OBJECTIVE OF THE COURSE IS TO HELP STUDENTS TO UNDERSTAND DIGITAL MARKETING METHODS. THE AIM OF THE COURSE IS TO PROVIDE PARTICIPANTS WITH A RICH SET OF DIGITAL SKILLS TO DEVICE, PLAN AND IMPLEMENT AN ENGAGING AND SUCCESSFUL DIGITAL STRATEGY THAT DELIVERS ON AND SUPPORTS BUSINESS OBJECTIVE.

Digital marketing overview
 Email marketing
 2months/72hrs



www.ankitanimation.in

ANKIT ANIMATION & VFX ACADEMY (COLLEGE)

📍 Nimtouri- Tamluk- Purba Medinipur - 721649 - WB

✉ ankitanimation2022@gmail.com

📘 [ankitanimation&VFXacademy](#)

📺 [AnkitAnimation-u1o](#)

CALL US +91 9907770362 / +91 7908531995

