

Basic Art

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

MAYA

- MAYA Interface
- Modeling
- Texturing
- Lighting
- Rigging
- Animation

Architectural 3Ds MAX

- MAX interface
- Set/ Prop/Vehicle models
- Blueprint alignment
- Interior /Exterior modeling
- Texturing
- Lighting
- Camera Parameters
- Rendering Techniques

Graphic & Web Design

- Principles of Design
- Color Theory
- Composition & Layout
- Typography
- Logo Design (Corporate Identity)
- Broucher, posters, Flyers Design
- Web template Design
- Banner ads
- Interactive Presentation

Special FX & Editing

- Titling Effects
- Text Effects
- Color Correction
- Film Editing
- Transitions
- Sound Editing
- Portfolio Creation

Career Opportunities : Graphic Artist • Graphic Designer • Visualizer • Web Designer • Flash Artist • Interface Designer
Layout & Background Artsit • Animator • Web Deisgner • Modeller • Texturing Artist
Titling Artist • FX Artist • 3DS Max Architectural Visualizer • Editor....

