

Course ID - FeeSchCor\_29749

# Master Programme in Graphic & Animation

Duration - 1 YEAR



[www.kitesnet.com](http://www.kitesnet.com)

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# Course Overview

The Graphic Design and Animation course is designed to provide students with a comprehensive understanding of the principles and techniques involved in creating designs and realistic 3D animations. This course aims to develop the essential skills required to create visually appealing and effective designs for various mediums and environments to life through the art of 3D animation. Students will learn industry-standard software and workflows to create visually compelling and engaging animations.

## Features of this program

- Industry-Relevant Curriculum
- Experienced and Qualified Instructors
- Hands-On Training
- Industry Partnerships and Placement Assistance
- NSDC Certification and Recognition
- Industry Networking Opportunities
- Supportive Learning Environment
- Career Guidance and Mentorship



## Fee Structure

**Total Fee -Rs 70,000/-**

**Registration Fee -Rs 15,000/-**

**Monthly Installment - Rs 5,500x10 months**





## Module - 1

# Design Fundamentals

- ▶ Drawings
- ▶ Colour Theory
- ▶ Graphics
- ▶ Design Elements
- ▶ Typography
- ▶ Scanning & colour Correction
- ▶ Printing

## Module - 2

# Photoshop

- ▶ Introduction
- ▶ File Format
- ▶ Marquee Tools
- ▶ Polygonal, Magnetic
- ▶ Magic Wand, Quick Selection
- ▶ Lasso Tool
- ▶ Assignment Selecting The Image Using Various Tools
- ▶ Crop, Slice Tool
- ▶ Eyedropper Tool
- ▶ Ruler Tool, Nate Tool, Count Tool
- ▶ Eyedropper Tool
- ▶ Colour Samper Tool
- ▶ Ruler Tool, Nate Tool, Count Tool
- ▶ Transformation Tools



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- ▶ Colour Samper Tool
- ▶ Ruler Tool, Nate Tool, Count Tool
- ▶ Transformation Tools
- ▶ Colour
- ▶ Foreground And Backfround Colours Pain Bucket, Pattern Fill
- ▶ Assignment - Designing A Wedding Card,
- ▶ Greeting Card & Invitation Card
- ▶ Painting Tools
- ▶ Brush Tool, Pencil Tool
- ▶ Colour Replacement Tool
- ▶ Clone Stamp Tool
- ▶ Pattern Stamp Tool
- ▶ Eraser Tool
- ▶ Background Eraser Tool,magic Eraser
- ▶ Gradient Tool
- ▶ Linear Gradient,radial Gradient



- ▶ Shapes
- ▶ Styles panel
- ▶ Assignment - Design a phone, air Conditioner
- ▶ Image Color Correction
- ▶ Assignment-Creating a Fire effects , image
- ▶ Layer
- ▶ Automate

### Module - 3

## Illustrator

- ▶ Introduction vector graphics
- ▶ Colour modes
- ▶ Document setup
- ▶ Drawing tools
- ▶ Pen tool
- ▶ Text
- ▶ Rounded, Ellipse, Polygon, Star, Flare
- ▶ Rectangle tool
- ▶ Pencil, smooth, pathraser, Blob brush
- ▶ Reflect tool
- ▶ Shear tool, Reshapetool
- ▶ Shape builder tool
- ▶ Sprayer, Shifter, Cruncher, Sizer, Spinner
- ▶ Stainer, Screener, Styler
- ▶ Warp, Twirl, Pucker, Bloat, Scallop, Crystallize,
- ▶ Wrinkle





## Module - 4

# Indesign

- ▶ Desktop publishing, About InDesign, Welcome screen
- ▶ New document options
- ▶ Basic Tools
- ▶ Pen tool
- ▶ Text tool
- ▶ Pencil tool
- ▶ Frame Tools
- ▶ Rectangle tool
- ▶ Editing Tools
- ▶ Free transform tool
- ▶ Assignment-Design a Hand bill, Leaflet, Brochure, using style sheets and text warp
- ▶ Create Foot notes
- ▶ Tables
- ▶ Colours
- ▶ Gradient
- ▶ Handling Photoshop files
- ▶ Transparency effects
- ▶ Object styles
- ▶ Printing
- ▶ Export
- ▶ Assignment-Create book
- ▶ Assignment Preflight the book and Packag



## Module - 4

# CorelDRAW

- ▶ Introduction about graphics , Terminal objectives
- ▶ Document setup
- ▶ Assignment- Setting a guideline for try fold brochure
- ▶ Curve tools
- ▶ Colour palettes
- ▶ Shape tool
- ▶ Assignment-Design a logo for a company
- ▶ Crop
- ▶ Smart fill, Smart drawing
- ▶ Object Tools
- ▶ Basic Shapes
- ▶ Assignment - Design label with UPS
- ▶ Assignment - Design label with UPS
- ▶ Assignment -Design a factory outlet banner
- ▶ Interactive fill tools
- ▶ Interactive fill tools
- ▶ Export, Print, Publish to web
- ▶ Design a new year greeting card cover
- ▶ Design a shopping Bag
- ▶ Design a Calender for paint company
- ▶ Design a wrapper for book





## Module - 5

# Flash

- ▶ About Flash
- ▶ File Formats
- ▶ Drawing Tools
- ▶ Selection Tools
- ▶ Stage Settings
- ▶ Timeline, Property Panel, Scenes
- ▶ Rulers, Grids, Guides & Snap Settings
- ▶ Rectangle, Oval & Polystar Primitive Tool
- ▶ Pencil, Line, Pen, Brush, Eraser, Spray Brush
- ▶ Selection, Lasso Selection, Direct Selection
- ▶ Text Tools
- ▶ Transformation Tools
- ▶ Colours
- ▶ Assignment
- ▶ Group
- ▶ Bitmap
- ▶ Animation
- ▶ Types of Animation
- ▶ Static, Dynamic, Input
- ▶ Scale, Rotate, & Skew Tool
- ▶ Gradient Transformation Tool
- ▶ Fill Colour, Stroke Colour
- ▶ Symbols
- ▶ Assignments
- ▶ Layers





# Dreamweaver

- ▶ About Dreamweaver
- ▶ Web applications, Web structure
- ▶ Workflow in Dreamweaver
- ▶ User interface, About views
- ▶ Browser preferences, Text
- ▶ Formatting using HTML styles
- ▶ About tags
- ▶ Tag inspector, Code view
- ▶ About paths
- ▶ Document-relative path
- ▶ Relative path, Absolute path
- ▶ Images, Image editing
- ▶ Edit Preferences- Editors
- ▶ Assignment
- ▶ Prepare content for your site and format it
- ▶ Prepare images and make rollovers
- ▶ Tables, Table properties-Table size, Headers
- ▶ Insert, delete rows/columns
- ▶ Split and merge cells
- ▶ Cascading style sheets, CSS styles
- ▶ Types of styles
- ▶ Rule definition-category wise
- ▶ CSS styles
- ▶ Text, Paragraph, Image
- ▶ Assignment



## Module - 7

# Soundforge

- ▶ Sound theory in human life
- ▶ Different formats of sound files
- ▶ Interface and optimizing the file
- ▶ Creating new data window
- ▶ Editing audio files
- ▶ Navigation tools
- ▶ Changing attributes and formats
- ▶ Using markers
- ▶ Regions and the playlist
- ▶ Recording, Extracting, Burning, Editing, Repairing
- ▶ Synthesizing audio, Processing audio, Sampling audio
- ▶ Working with effects
- ▶ Acoustics and hammering the audio
- ▶ Looping
- ▶ Working with video files
- ▶ Customizing Soundforge
- ▶ SMPTE time code





## 3D Animation- maya

- ▶ Maya interface
- ▶ Status line, Shelf, Time slider
- ▶ Range slider, Command line, Helpline
- ▶ Tool bar, Attribute editor, Tool settings
- ▶ Channel box/Layer editor
- ▶ Menu sets
- ▶ Project pipeline in 3D movies
- ▶ Idea/Concept, Script, Storyboard
- ▶ 2D/3D Animatics, Production stage
- ▶ Post-production with final output
- ▶ Starting a Maya project
- ▶ Creating the object, transforming the object
- ▶ Outliner, Orthographic and perspective views
- ▶ Snap and align tool, Measure tool
- ▶ Layer concept, Attribute editor, Channel box
- ▶ Introduction to Nurbs and Polygons
- ▶ Advantage of Nurbs and Polygons
- ▶ Components of Nurbs and Polygons
- ▶ Creating different types of curves, Creating surfaces
- ▶ Revolve, Loft, Planar, Extrude, Birail, Bevel, Bevel plus
- ▶ Introduction to Materials, Lights and Camera
- ▶ Project-Create props in your storyboard
- ▶ Advanced Maya
- ▶ Polygon modelling
- ▶ Editing polygon



## 3D Animation- maya



- ▶ Motion capture animation
- ▶ 12 animation principles
- ▶ 2D ball bouncing with the help of lightbox
- ▶ Create ball bouncing animation with the help of non-linear deforms
- ▶ Animation time slider and playback preference
- ▶ Bend, Squash, Twist
- ▶ Graph editor, Dope sheet
- ▶ Walk cycle, run cycle and jump
- ▶ Set key, Set breakdown and Hold current key
- ▶ Set driven key, Set transform key
- ▶ Create clip, Create pose, Ghost selected
- ▶ Unghost selected, Unghost all, Create motion trail
- ▶ Create animation snapshot
- ▶ Create animated sweep
- ▶ Motion path, Turntable, Scene time wrap
- ▶ Set time code, Blend shape, Lattice, Wrap
- ▶ Cluster, Soft modification, Non-linear
- ▶ Sculpt deformer, Jiggle deformer, Jiggle disk cache
- ▶ Jiggle disk cache attribute, Wire tool
- ▶ Wire drop locator, Wrinkle tool, Point on curve
- ▶ Character rigging setup with script for stretch and squash
- ▶ Project - Complete the character and object animation as per your storyboard
- ▶ Particles
- ▶ Project





# Movie Editing and Compositing

- ▶ About after effects
- ▶ Setting preferences
- ▶ Setting up a project and planning
- ▶ Overview of all the windows
- ▶ Using the tools in the tool palate
- ▶ Working with thye vector vs bitmap images
- ▶ Creating compositions
- ▶ Importing and using images from Photoshop
- ▶ including layers and alpha channels
- ▶ Importing and interpreting video clips
- ▶ Importing external □nes as compositions
- ▶ Understanding keyframes
- ▶ Mixing footage from di□erent sources
- ▶ Pre-composing; nesting compostions to create complex animations
- ▶ Using the puppet tool
- ▶ Using clip notes
- ▶ Layers and masks
- ▶ Layer properties
- ▶ Working with layers in time and space
- ▶ Adjustment layers
- ▶ Animation layer properties over time
- ▶ Understanding layer masking
- ▶ Multiple masks and their parameters
- ▶ Mask animations
- ▶ Combines masks

# Movie Editing and Compositing



- ▶ Color correction
- ▶ Time remapping
- ▶ 3d compositing
- ▶ 3D compositing- manipulation layers in 3D space,
- ▶ animating lights and cameras
- ▶ Parenting - animationg layers hierarchically and
- ▶ sinchronising their motion
- ▶ Expressions - creating live relationships between layer properties
- ▶ Animation presets
- ▶ Text
- ▶ Backgrounds
- ▶ Simulations
- ▶ Transitions
- ▶ Playback
- ▶ The ram playback engine and its parameters
- ▶ Previewing your work
- ▶ Using markers
- ▶ Fine- tuning animations by manually and numerically
- ▶ altering keyframe parameters
- ▶ Understanding Rendering architecture in aftere□ects
- ▶ Understanding and applying □lters and e□ects
- ▶ Controlling speed, acceleration and deceleration along a motion path
- ▶ Output
- ▶ Safe zones, frame rates and compression
- ▶ Export and output options



# CAREER OPPORTUNITIES

## **Graphic Design**

news paper designer  
visualizer  
graphic designer  
advertisement designer  
magazine designer  
user interface designer  
lay out designer  
illustrator  
image editing airtist  
story board artist

## **Web Dession**

2d animator  
userinterface designer  
cbt developer  
lay out designer  
web master  
e learning developer  
presentation designer

## **3d Modeling And Animation**

3d animator  
3d modeler  
game designer  
character designer  
lighting and texturing artist  
vfx artist

Layout and bg artist  
titling artist  
set designer  
art director  
product visualiser

## **Post Production**

media editor  
movie editor  
compositing artist  
sound editor