3D Generalist

People Develop Countries... We Develop P.E.O.P.L.E.

2024–2025

Program Admission Arrangement

Who May Apply?

- Graduates of:
    - "All graduates from all colleges of higher education - starting from a grade of 'Pass' and above."

Prerequisites

"We highly recommend that candidates review the following courses prior to applying for admission to our program."
"The courses cover multiple points in the specialization areas of 3D Art tracks."

- **Pixar in a Box**
- **Autodesk Maya 101 Tutorials :**
- **Free Autodesk Maya Course | 3D Modeling Essentials:**
- **Introduction to 3D modeling in Maya:**
- **GET STARTED WITH ZBRUSH**
- **ITI values :**

Selection Process

- **Phase 1: IQ, English and Technical MCQ Assessment.**
- **Phase 2 : Technical Interview**
  Those applicants would be discussing with the interviewing panel their pre-work -"Before You Apply"- in a one-to-one interview
- **Phase 3: Interpersonal Skills Interview**
  Those how pass phase 3 will be promoted to this interview

Delivery Approach

- 50 % face to face Learning| 50 % Online
- Common Hardware
- Common Software

Students' Deliverables

- Each student must deliver at lest ONE **freelancing** job and an international **certficate** based on his track

3D Generalist

1 Programs Offered

☑ **Professional Training Program:**
- 3D Environment artist
- Hard Surface Modeler
- 3D Character Artist
- 3D Look Development artist
- Lighting Artist
- Texturing Artist
- Character FX Artist

☑ **Intensive Code Camps:**
- 3D Character Artist

☑ **Undergrads Summer Camps**

☑ **Online Services (MaharaTech, ITI Tech Leap**

2 Industry/Academy Stakeholders

- Autodesk
- Mercury visual solutions
- Trend VFX
- Squids VFX
- The Crew
- Concave art production

3 Targeted Outcome

- **Employability**

  - Mercury visual solutions
  - Trend VFX
  - Squids VFX
  - The Crew
  - Concave art production
  - Aroma Graphics
  - Umbrella studio
  - Monkeys | Visual Effects
  - and Animation
  - Gemini studio
  - Clear pictures
  - Blue Monk

4 Certifications

- Autodesk Maya Certified User
- Autodesk Maya Certified Professional

5 Graduates Job Profiles

3D Environment Artist:
A 3D environment artist is responsible for creating digital environments and backgrounds for various media and film productions. They design and create immersive settings, including landscapes, buildings, and props, to provide a realistic and engaging backdrop for the story. Environment artists pay attention to lighting, composition, and detail to bring the environment to life.

Hard Surface Modeler:
A 3D modeler specializes in creating digital models of objects, characters, or environments. They focus on accurately translating 2D concepts or real-world references into three-dimensional representations. 3D modelers use their artistic skills to shape, sculpt, and add detail to the models, ensuring they meet the project requirements.

3D Character Artist:
A 3D character artist specializes in creating detailed and realistic characters. They bring characters to life by sculpting their forms, adding textures and colors, and rigging them for animation. Character artists have a strong understanding of anatomy, proportions, and artistic techniques to create visually appealing and expressive characters.

3D Look Development Artist:
Artist: A look development artist is responsible for establishing the visual style and appearance of assets, characters, or environments. They work on defining the materials, textures, shading, and lighting to achieve a specific look and feel. Look development artists play a crucial role in creating the desired atmosphere and mood for the project.

Lighting Artist:
The Lighting Artist creates the lighting for a pre-rendered 3D.They enhance characters and environments while maintaining a consistent visual style.

Texturing Artist:
Texture artists specialize in creating the textures of 3D models. They require a biological understanding of skin in humans and animals, as well as a knowledge of textiles, geographic elements, architectural finishes, landscapes, etc.

Character FX Artist:
A character FX artist focuses on creating dynamic effects and simulations related to characters. They work on effects such as hair, fur, cloth, or dynamic simulations to enhance the realism and movement of characters. Character FX artists collaborate with other team members to ensure that the effects integrate seamlessly into the overall visual presentation.

3D Generalist

972 Hours

Program Content Structure

Film Making Fundamentals

- Cinematography: Composition Theory
- Cinematography: Color Theory and Light
- storyboard fundamentals
- Script Writing
- Sound editing and mixing
- Film language and Directing
- Video Editing

Life Skills Courses

- Communication Essentials for Professionals
- High Impact Presentations
- "Progressive Teamwork and Leadership Skills(Workshop)"
- "Professional Demeanor(Workshop)"
- "Best Practices For Remote Working(Workshop)"
- Job Seeking Skills
- Freelancing For Digital Arts
- Introduction to Generative AI and Prompt Engineering (Workshop)

3D General Fundamentals

- CG Introduction
- Introduction to Maya
- 3D Portfolio Making
- Rigging fundamentals

Character FX

- characters Grooming
- Characters clothes creation

Art Essentials

- Art History
- Sketching
- Digital painting
- Character Design for 3D Production
- Environment Design for 3D Production
- anatomy illustration

Hard Surface Modeling and Environment Creation

- Hard Surface Modeling
- UV Essentials
- procedural modeling
- Environment Creation techniques
- Matte Painting Essentials for 3D Production

Look Development

- Lighting Fundamentals
- Texturing Fundamentals for 3D Generalist
- Shading Fundamentals
- "Rendering Fundamentals "
- Look Development Techniques
- Compositing Fundamentals
- advanced texturing techniques
- Unreal Essentials

3D Character creation

- Digital Sculpting
- Stylized character sculpting
- Advanced characters sculpting
- Animals and creatures sculpting
- Human Anatomy sculpting

Pie chart:
- Film Making Fundamentals...
- Life Skills Courses...
- 3D General Fundamentals 10%
- Character FX 5%
- Art Essentials 14%
- Hard Surface Modeling and Environment...
- Look Development Fundamentals 23%
- 3D Character creation 15%