1. Diploma in Multimedia & Animation

Essentials

Setting your project views/Panels, Hotbox, Viewing Geometry, Channel Box, Layer Box, Attributes Editor, QWERTY Navigation, Working with the Camera, MEL, User Interface, Outliner/Hyper graph, Grouping Parenting, Shelf, Marking Menus.

Modeling

Curve Tools/Snapping, Revolving, History, Duplicating, Working with NURBS, Detaching Surfaces, Grouping/Duplicating, Working with Polygons, Combining Polygons, Sub divisional surfaces, Split Polygon Tool, Lofting, Extruding.

Animation

Lattices, Clusters, Set Driven Keys, Set Driven Key advanced, Joints/IK Handles, Lightning Dynamics, Key framing/Time slider, Attach to path, Secondary Animation, Cycle Curves, Play blasting.

Rendering

Hyper shade, Materials, Apply materials, Making Shade Networks, Combining Ramps, Layered Textures, Introduction to lights, Making Bump Maps, Working with Shadows, UV Mapping, Moving UV's, Seculars Maps, Paint Fx, Render View, camera Settings, Render Globals.

Course Duration	**:**	**6 Months**
Course Fee	**:**	**Rs. 25,000/- Payable in installments*** **
Installment details		
At the time of Admission	**:**	**Rs. 10,000/-**
Within 2 months	**:**	**Rs. 6,000/-**
Within 3 months	**:**	**Rs 5,000/-**
Within 4 months	**:**	**Rs 4,000/-**
Eligibility	**:**	**12th Onwards.**