



<b>Courses in Dynamics</b>		
<b>RealFlow</b>	<b>Softwares</b>	<b>2 monthsTerm 1</b>
Introduction to RealFlow		
Working with Fluids		
Key Concepts:		
Emitters and Daemons		
Mesh Creation		
Rigid and Soft Bodies		
Scripting and Automation		
RealWave Simulations		
Hybrido Simulations		
Interaction with 3D Software		
Advanced Fluid Techniques	Realflow	<b>Term 1</b>
Special Effects with Particles		
Using Nodes and Graphs		
RealFlow's Multi-Physics Capabilities		
RealFlow and Render Engines		
Optimization Techniques		
RealFlow for Visual Effects (VFX)		
Advanced RealWave Techniques		
Project-Based Learning		
Troubleshooting and Debugging		
Final Project Review and Q&A		
<b>Cinema 4d</b>	<b>Softwares</b>	<b>2 monthsTerm 1</b>
Introduction to Cinema 4D		
Modeling Basics		

Advanced Modeling Techniques		
Texturing and Materials		
Lighting and Shadows		
Camera Techniques		
Animation Basics		
Advanced Animation Techniques		
Character Rigging		
Character Animation	<b>Cinema 4d &amp; After effects</b>	<b>Term 2</b>
Dynamics and Simulations		
Mograph Techniques		
: Rendering Basics		
Advanced Rendering Techniques		
Compositing in After Effects		
Scripting and Expressions		
Team Render and Network Rendering		
Workflow and Project Management		
Troubleshooting and Optimization		
Final Project Review and Q&A		
<b>Houdini</b>	<b>Softwares</b>	<b>1 months</b>
Introduction to Houdini		
Understanding Nodes and Networks		
Modeling Basics		
Procedural Modeling		
Introduction to Animation	Houdini	<b>Term 3</b>
Dynamics and Simulations		
Shading and Texturing		
Lighting and Rendering		
Compositing Basics		
Project Workshop		