



ANIMATION | VFX | VIDEO EDITING | GRAPHICS

3D Animation Training Institute

**Post-Production | 3D Animation |
Visualization | Conceptualization |
Storyboarding | Character Animation |
VFX Effects | Video Editing | Modelling**



3D Animation | MAYA | VFX | AFTER EFFECTS | Video Editing

**100% Job Assistance
Become a
Certified
3D Animation
Professional**



Adv. 1.5 Year Diploma in 3D Animation & Multimedia

**| 3D-Max | MAYA | Character Animation | Graphics
| Video Editing | Visual Effects | Digital Art | Storyboarding**

EXPLORE THE CREATION OF EXISTING OPPORTUNITIES

***Enjoy each step along the way
that takes you into the unknown
space.***

- **Visualization**
- **Pre-production**
- **Production**
- **Post-production**

**MOST
POPULAR**

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NEW
Syllabus**



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Rs. 15000

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100% JOB

ASSISTANCE

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'AD3DA' COURSE CONTENTS : 10 DIPLOMAS

Module-1 Diploma in SKETCHING

Module-2 VISUALIZATION, SKETCHING & 2D STORY BOARDING

Module-3 Advanced GRAPHICS Diploma Digital ART

Module-4 Diploma in AUTODESK 3D MAX - STUDIO 3D ANIMATION

Module-5 Diploma IN CHARACTER ANIMATION

Module-6 Diploma in Visual FX - Adobe AFTER EFFECTS

Module-7 Diploma in Video Editing - Adobe PREMIERE

Module-8 Diploma in 3D ANIMATION BLENDER

Module-9 MAYA : Rigging, Skinning, Animation & Expressions

Module-10 Diploma in Sound Editing Audition

FINAL PORTFOLIO CREATION & Digital Marketing Skills for Personal Branding

Duration : 1.5 years | Regular | Fast Track Available |

10 Courses
Diplomas

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100% Job Assistance**



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Be a Master VFX, Motion Graphics, 3D ANIMATION AD3AD 1.5 YEAR DIPLOMA



● Where do 3D Animators & Motion Designers work?

Animators and Multimedia designers typically work in Motion picture offices, Computer systems and Software companies and Advertising agencies.

This industry also had a very high percentage (59%) of self-employed workers this year, indicating that remote work arrangements are very possible in this field.

- Video Editing Jobs
- Visual Development Artist jobs.
- 3D ANIMATION Jobs
- Digital Art Director jobs.
- Graphic Illustrator jobs.
- 3D Artist jobs.
- Freelancing jobs.
- Background Artist jobs.
- User Interface Manager jobs.
- Creative Art Director jobs.
- Marketing Graphic Designer jobs.

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Experience in the Training Industry Training Industry since over 30 years

- 100% Practical, Safe & Professional learning environment.
- Certified & Qualified Instructors with Industry Experience.



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Diploma in Graphic Designing DIGITAL ART (In-depth & Advanced)

1. Adobe Photoshop™
2. Adobe Illustrator™
3. Adobe In-Design™
4. CorelDRAW™
5. Adobe Dimension™ - Product & Packaging Designing.
6. PORTFOLIO Creation
7. Social Media Branding (Instagram, YouTube, LinkedIn)
8. Digital Art (Canva™ PRO)
9. Interview Preparation

Advanced
3d Animation
MAYA
Character
VFX After Effects
Video Editing
Sound Engg.
Graphic
Storyboarding



Trained Over 11,877+ Students since 1992



BE AN EXPERT >> CAREER OPTIONS

- Graphic Designer
- Photoshop specialist
- DTP Operator,
- Advertising Designer
- Layout Artist
- Web Image Editor
- Fashion Designer
- Packaging & Product Designer
- Digital Illustration
- Visualizer
- Logo Designer
- Banner Creator
- Social Media Graphic Designer
- Freelancing Graphic Designer
- Graphic Consultant
- Media Researcher



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a **DEMO**
Class



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•100% Practicals •Certified & Qualified Instructors with Industry Experience

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- ✓ 12/18 Months
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 - ✓ 18 % GST Included
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3D ANIMATION | MAYA | VFX | VIDEO EDITING | BLENDER



STORY-BOARDING for Motion Graphics

Learn to Use timeless animation principles to create interesting and dynamic animations. Motion graphics concepts, workflows, & best practices Theory of Motion Animation - to animate text, photos, video, add sound. Concept of 3D models and animations.

● Process of storyboarding:

In the film industry, storyboards are used to plan out an entire movie, shot by shot, before filming begins. The storyboard for Scene One opens with a sketch of what the first shot, or camera angle, will look like. The next shot, from a different angle, is shown in the next image on the storyboard - you will learn to understand these concepts.

● Storyboard Essentials:

Storyboards are essential because they help studios define the parameters of the story within the required resources and time. And that's the best way to guarantee a smooth production process. If the animated video is complicated, it will take a lot of time and a larger budget to produce - you will learn to understand these concepts.



Animated Storyboard

An animatic is an animated storyboard—a slideshow of images depicting movement. To create an animatic, make a rough draft animation, usually with sound effects or music, giving filmmakers an idea of what the final animation or live-action sequence will look like.

Elements of Shoots:

Each shot of a storyboard captures several key elements: subject, background, camera shot, and the camera's movement.

Within a shot is the subject, the central character or object of a frame, and the foreground and background of a shot.

Digital Storyboard:

Storyboards are visual representations that aid in the the creation process of digital storytelling. Storyboards layout images in sequential order to create the the flow of the production. You will also learn the technical aspects and explanations of design



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1.5 Year



Why Should you Learn from Softpro?

YOU get an ISO CERTIFIED Certification

1. 30 Years Experience (Estbl. 1992 Softpro Academy)
2. 100% Practicals in Classroom with Assignments
3. You Create & Work on 75+ Live Projects.
4. Learn from Professionals & Experts
5. Faculties have REAL Life Experience
6. Small Batches leads to Personal Attention
7. Simple & Easy to Understand Course Material
8. You have Recorded Lectures - Lifetime Access
9. Highly Experienced & Industry Expert Faculty.
10. Friendly, Supportive, Patient & Qualified Faculty.
11. Easy Installment Facility.
12. 100% Job Assistance

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3D MAX Animation Module

3ds Max training course

This course provides the foundational skills for using 3ds Max. You learn how to use **AutoDesk 3ds Max's tools for creating architectural Modeling and Animations**. This 3ds Max training class includes detailed coverage of the interface and proper workflow for setting up 3ds Max projects.

Students will learn:

Introduction to 3ds Max

- 3D in **PRODUCTION** workflow
- 3D process overview: **Understanding Modeling, Materials, Animation, And Rendering**
- 3ds Max interface overview
- Creating objects
- 3D objects from 2D/ 3D shape
- Transforms: position, rotation, and scale
- Managing objects: layers, hide, and isolate
- Introduction to materials
- Adding **Lights and Cameras**
- **Rendering**
- More complex objects: Modifiers
- Introduction to polygon **MODELING**: Vertex, Edge, Poly Sub-objects
- More complex materials: UVW coordinates
- **MAPS AND MATERIALS**
- Texture unwrapping and painting
- Introduction to animation
- **KEYFRAME ANIMATION**
- Animating lights and cameras
- **RENDERING animation sequences**
- Editing and compositing **animation footage**



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Benefits of this course

Small classes, limited to 5-7 students.

100% hands-on training. Every student gets their own computer to follow along.

Most affordable 3D ANIMATION class. #1 ANIMATION class in Mumbai.

Learn tricks that will separate you from the average ANIMATION PROFESSIONAL user.

Conveniently located in City centre near PRIME station. Expert Autodesk Certified Instructor with more than 10 years of experience using and teaching 3D MAX & MAYA.

This course is designed for STUDENTS & Professionals who are seeking to learn 3D tools for creating renderings, whether for Movie Studio, Architectural, Game design, or Animation. **No previous experience with 3D is needed.** (Photoshop Knowledge is a must)

FREE Trial Class

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Character Animation Module

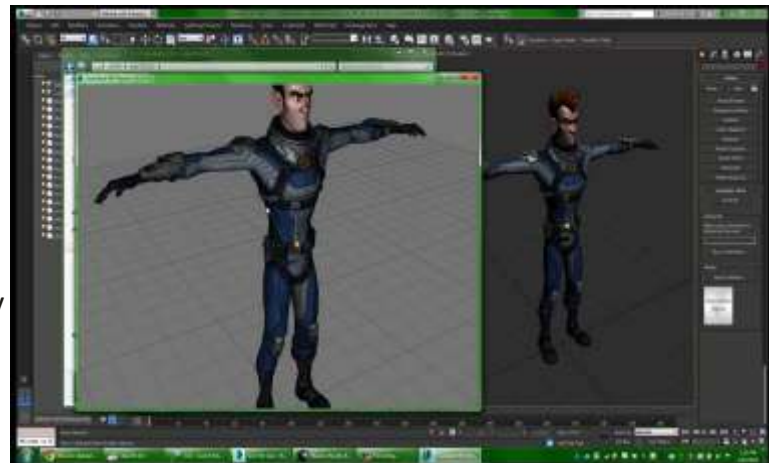
Character Animation Fundamentals in 3ds Max demonstrates the basic principles of character animation that help bring simple 3D characters to life. Starting with an overview of the character rig, the course provides guidelines for creating strong poses and explains how to animate from pose to pose in an organized fashion.

The course also covers locomotion—animating realistic gestures, walks, and runs; explores the basics of facial expressions and culminates with an animated scene built entirely from scratch.

Students will learn:

Topics include:

- Posing digital characters
- Creating stock poses,
- Understanding forces,
- Character Motion, Secondary
- Key framing initial poses
- Animating Weight Shifts
- Pose-to-pose Transitions
- Animating walks and runs
- Adding personality to a walk
- Animating facial movement: Blinks, Head Turns,
- Mouth Movement, **Animating an entire scene**



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Authorized Software

FREQUENTLY ASKED QUESTIONS -

What materials does the course comes with?

The courses will come with a great textbook, which is yours to keep.

How big are your classes?

All classes are of 5 to 11 students.



It is a **Classroom Course** held at our Mumbai location.

Why is the tuition much lower than other schools?

Our tuition is much lower than other training providers because we have optimized our business processes to ensure quality training at a reasonable price. As a smaller school with lower overhead we are able to provide a great class and better value to our students. We believe that education should be affordable and reach out to all students.

What are your instructors like?

We only hire the best instructors. Our instructors are all 3D MAX Certified Instructors with over 10 years of experience using and teaching 3D Animation & Maya.

Why should I choose your training over other Providers?

Choosing a training provider can be tough choice.

We all claim to offer the best value, in terms of price, features & training. The Technical Institute of Softpro offers the lowest price, one of the best rate. As a Mumbai licensed school and Accredited business we can honestly say what we offer is the truth and you can verify it.



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"Be an Expert in Motion Graphics, Video Editing Compositing, VFX, Post PRODUCTION"



ADOBE PREMIERE PRO Students WORK on skills such as starting a project, making cuts, post-production workflow, sound design, media management, basic effects, and other advanced concepts.

VIDEO EDITING Adobe Premiere

Editors hold one of the most critical roles in the film making industry. Filmmakers rely on an editor's storytelling and digital editing skills to shape the narrative of their story in post production and to polish their films.

Editors are not solely limited to the film industry; they work in many areas of media, including news, ads, documentaries, television, and web series.



- Premiere Pro - Software Essentials
- Creating a Montage (Theory)
- How to efficiently log footage, project, Editing
- Audio/Implement audio and perform audio mixing
- How to correctly export your project with the appropriate settings
- Intermediate Sound/Advanced audio mixing techniques
- Creative Storytelling/Be a better storyteller.



Adobe Premiere Pro Training Class - Introduction: Course Topics

Understanding digital video: foundations for Premiere Pro editing

Understanding Video Settings



Input & output formats
Dimensions, Framerate & Pixel aspect ratio
Online and social media video standards
Understanding Timecode
Learning the Premiere Pro interface

Understanding The Default Workspaces

Switching and resetting Premiere Pro workspaces
Working with Premiere Pro panels
Application tools, Setting preferences
Using the PROJECT PANEL
Understanding media management & creating and organizing bins
Using the media browser panel,
Previewing clips: hover scrub vs source monitor, Transcoding video



The Cuts-only Editing Methodology: Continuity Editing

A Roll vs. B Roll, Cut-ins and cut-aways; cutting on action
Working with multiple video tracks,
Trimming clips in the Premiere Pro source monitor
Making insert and overwrite edits, Using the timeline editing tools



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MOST
POPULAR



AFTER EFFECTS CLASSES will get you started using After Effects powerful tools for creating a wide range of Visual and Audio effects. Our classes are led by Experienced Motion Graphics Professionals who have background with Broadcast, Film, and Online Media Production.

Certified VFX: AFTER EFFECTS

- Design Theory
- Animating
- Titles
- Compositing
- 2D Animation
- 3D Animation
- Keyframing
- Effects
- Green screen
- Visual Effects Workflow
- Chroma Keying in After Effects
- Motion Tracking
- Motion Stabilization with After Effects
- 3D Camera Tracking
- Time Remapping Video
- Screen and Critique



After Effects Training Class - Course Modules

Digital Video basics in Adobe After Effects
Analog versus digital, Frame rate and resolution, Defining motion Graphics
Using the After Effects Interface, Understanding the After Effects panel system
Media Management, Importing media files, Importing Photoshop and Illustrator files
Previewing footage, Previewing stills and video, Previewing audio
Trimming a video clip, Using the **Interpret Footage** dialog box
Looping an audio or video file, Using Layers in Adobe After Effects
Layer basics, Layer options, Creating a layer solid, Understanding the layer switches
Time stretch and frame blending, Nesting compositions/layers using precomps
Using keyframes in Adobe After Effects, Animation of layer properties using keyframes
Using layer parenting to ease repetition, **Understanding motion paths**
Working with layer blending, Controlling the speed of animations
Using text in Adobe After Effects, Creating text, Character palette, Paragraph palette
Animating text with keyframes, Animating text using presets, Using Bridge with After Effects
Masking and alpha channels in Adobe After Effects
Masking, Animating masks, Working with alpha channels, Track matte,
Using Effects in Adobe After Effects, Animating effects...and much more.



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Advance VFX: AFTER EFFECTS



ADVANCED AFTER EFFECTS

We believe in a hands-on approach that allows students to gain experience in After Effects, while training them as storytellers as well. We find that the best approach to students gaining experience is for them to create and work on their own projects.

During the course students will finish 4 projects that become more challenging as the course progresses.

- Character Animation
- Animation Presets
- Effects
- ROTOSCOPY
- COLOR CORRECTION
- 3D MOTION WITH CROMA
- MATTE COMPOSITING
- FINAL EFFECT



● 3D Capabilities of AFTER EFFECTS

3D layers, 3D Transform properties

Animating 3D layers, Lights

Rendering from a composition

Creating render templates,

Exporting a project file

Visual Effects Workflow

Chroma Keying in After Effects

Motion Tracking, Motion Stabilization

3D Camera Tracking, Time Remapping Video

USING AFTER EFFECTS CLONING TOOLS

● ROTOSCOPING VIDEO FOOTAGE

CREATING ENVIRONMENTAL EFFECTS

Fog, Smoke, Mist, Wind

Precipitation. Fire, Heat Distortion

Explosive Effects

● **ADVANCED AFTER EFFECTS**

● **RENDER QUEUE USAGE**



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● **Final Project Submission**

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BEST
VALUE

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3D Animation | MAYA | Module

MAYA is a **high-end 3D software** that is used heavily throughout the **entertainment industry**. It allows 3D artists to create the elaborate computer-generated environments and **stunning digital characters** seen in today's **blockbuster films** and AAA game titles.

This Course is designed to build a strong foundation for working with the major areas of this extremely robust application. While various industries and studios use Maya for slightly different purposes, the core tools and work flows remain the same, and the collection of courses in this path are designed to help you build those core skills.

MAYA Training Class - Course Topics

- Basic Modeling
- Model Detailing
- Model Finishing and Delivery
- Laying out Uvs
- Materials and Textures
- Rigging for Animation
- Animation in Maya
- Dynamics in Maya
- Lighting and Rendering

Detailing the Drone Body

Modeling the Support Structure
 Building the Motors
 Detailing the Bottom of the Drone
 Modeling: Camera Assembly Base
 Materials, Textures, and Rendering



UV Mapping Workflows in Maya

Working with Shading Network Connections

Using Textures with Shading Networks
 Solving Unique Shading Problems

Rigging in Maya

Course Overview

Well Begun is Half Done: **Planning and Rigging Basics**

- Creating the Spine and Controls
- Creating the Rig: Legs, Feet, and Shoulders
- Creating the Rig: Arms and Hands
- Skinning, Painting Weights
-

Animation Fundamentals

MAYA ANIMATION

- Playback Controls and Time Slider
- Animation Preferences
- Basic of Keyframes and Animation
- Understanding the Graph Editor
- Using the Time Editor
- Visualize Tools
- Create Animation That Follows a Path
- Learn MASH Animation Toolset
- Previewing Animations in Real-time



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AD3DA

**| 3D-Max | MAYA | Character Animation |
| Video Editing | Visual Effects | Digital Art |**

Advanced | 3D MAYA | Module



Advanced 3D MAYA Course Contents

In this section, you'll have the opportunity to explore the more advanced concepts of creating dynamic particle simulations and realistic lighting effects for your Maya scenes.

Maya Particle

Introduction to nParticles

- Working with Point Particles
- Working with Ball Particles
- Working with Cloud Particles
- Working with Liquid Particles
- Creating an Energy Blast Effect Using Maya nParticles
- Creating an Energy Blast Effect Using Maya nParticles



Male Model, Female Model, Transformer, Animal with Anatomy

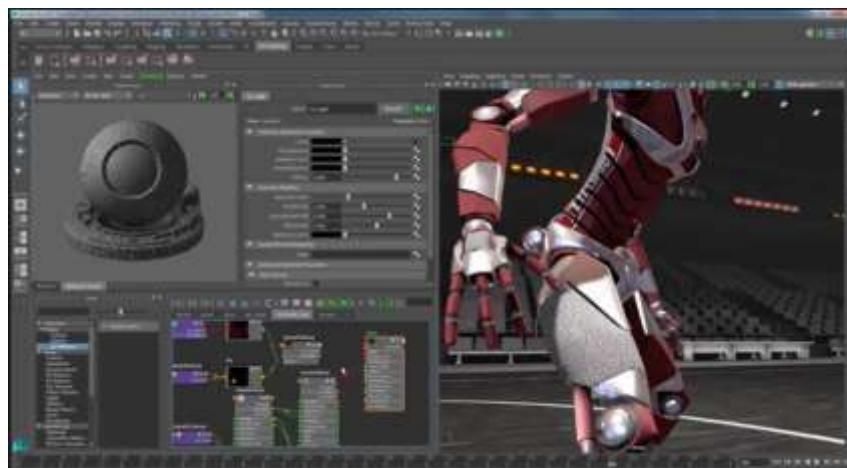
Arnold for Maya

- Arnold Basics
- Using a Linear Workflow
- Lighting Basics
- Using Specialized Lights
- Using Arnold Materials
- Texturing
- Rendering Effects
- Render Output



What you will learn in Advanced MAYA Level

- Advanced Maya Interface
- Maya's Modeling Tools
- Animation Workflows
- UV Mapping
- Rigging Characters and Objects
- Hard-surface Modeling
- Dynamics
- Lighting and Rendering
- Shading Networks





BLENDER

3D ANIMATION : with BLENDER

SOFTWARE YOU LEARN
BLENDER™



This course is in the process of being completely remastered in Blender. Blender is a fantastic platform which enables you to make AAA-quality models which can be exported to any game engine, 3D printer, or other software.

What Can I do with Blender

- Create assets for video games.
- Make unique 3D printed gifts.
- Design your dream house, car, etc
- Express yourself through 3D artwork.
- Learn how to create 3D Models and Assets for games using Blender,

The Course is Project-based, so you will applying new skills immediately to real 3D models. You'll be amazed what you can achieve!

● BLENDER COURSE CONTENTS:

Rendering and Animation Basic Concepts

Learn Blender Interface & Screen, Working with Viewports

Creating and Editing Objects - Meshes, Tool Shelf.

- **Blender Render Engines**, Materials and Textures

Setting Up a World

- **Lighting and Cameras**: Camera Settings and Options

Using Nodes for Depth-of-Field, Green Screen (Chroma Key), and More

Lighting Types and Settings : Indirect Lighting

- **Render Settings: Rendering Movies and Images**

Ray-Tracing (mirror, transparency, shadows)

- **Lighting and Shadows**: Reflection (mirror) and Refraction (transparency)

Animation Essentials: Key-framing and Auto Key-framing, Graph Editor, Dope Sheet

- **Animating Materials, Lamps and World Settings** (and more)

Blender 3D Text Settings, **NURBS and Meta Shape Basics**

Particle Systems and , Working With Constraints: Following Paths and Curves

- **Armatures (bones and skeletons)**

Creating Fabric and Fluid Effects with Interactions

Realistic Object Interactions in Real-Time and Animations

Creating Springs, Screws, Gears and other Add-On Shapes

- **Video Motion Tracking**, Setting Up the Tracking Scene

Using Masks and Materials : Texture Mapping

Video Sequence Editor : Producing a Movie From Individual Clips and Images

- **Adding an Audio Track** ● **Exporting Models**



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Web Design | Video Editing | Visual Effects | Digital Art | Sketching

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Original Fees : ~~Rs. 2,70,990~~



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1,53,990
All Inclusive
Limited Time Offer



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MAYA
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Storyboarding

AD3DA
10 Diplomas
Rs. ~~2,70,990~~
ORIGINAL FEES
Limited Time Offer

Why only **Rs. 1,53,990** for ALL 10 Diplomas?

1. We OWN our training premises ! We don't pay rent.

We don't have to include the rent cost in your fees !!!



2. We are NOT a franchisee.

We don't need to pay franchisee fees to anyone.

So, We don't have to include franchisee fee cost in your fees !!!

3. No unnecessary theory classes.

Only necessary theory, 90% Practicals and more practicals.

Thus, saving your precious time going through mind numbing theory classes.



- ✓ 100% Practicals
- ✓ Work on Projects
- ✓ Case Studies
- ✓ Job ASSISTANCE

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Voted #1 Course

5.0
RATING



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Opp. STARCITY (MOVIE TIME) Cinema,

7 Min Walk from MATUNGA (West) Station,

12 Min from Dadar W Stn. Mumbai-400016. 9833900110 / 9833900330

GOOGLE MAP LINK DADAR/Matunga

<https://maps.app.goo.gl/nA4VmAbahyBoHNRt6>



ANDHERI WEST CENTRE ADDRESS

ANDHERI WEST ADDRESS:

PEARL PLAZA, 7th Floor, Office No.704,

Masjid Gali, 1 Minute from Station.

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NEXT to new Mc-Donald. Call 9324347326

GOOGLE MAP LINK ANDHERI

<https://goo.gl/maps/vKqqSvJ6zFKcPEKX7>



Advanced

Graphic Design

3d Animation

Motion Graphics

Visual Effects

Video Editing

Sound Engg.

Sketching



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Projects**



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Daily / Alternate Batch,
Weekend, Sunday,
FAST TRACK Available

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