



## VISUAL EFFECTS PRODUCTION

<b>Format</b>	Full-time Mon-Fri 10am-5pm
<b>Duration</b>	12 Weeks
<b>Software</b>	Maya, Photoshop, ZBrush, Nuke, HDR Shop

### Maya Core

<b>Week 1</b>	<b>Introduction to the User Interface</b> Introduction to 3D Space and the GUI Introduction to NURBS, Polygonal and Shell Modeling Introduction to Rendering
<b>Week 2</b>	<b>Introduction to Lighting and Rendering</b> Light Properties Defining Shadows, Highlights and Specularity Diffuse Interreflection and Global Illumination Shaderglow and Fog Render Layers Compositing in Photoshop
<b>Week 3</b>	<b>Animation Basics</b> Animation Hierarchies Deformation Joints Hierarchies and Constraints Cameras, Rendering and Path Animation
<b>Week 4</b>	<b>NURBS Modeling</b> NURBS Curves and Surfaces Intersecting, Filletting and Trimming Surfaces Advanced Curve Networks NURBS UV Co-Ordinates
<b>Week 5</b>	<b>Polygon Modeling and UV's</b> Functional Geometry and Tools Detailing and Normals UV / Real World
<b>Week 6</b>	<b>Introduction to Texture Mapping</b> Bit Depths and Image Formats Introduction to Photoshop Material Attributes The Connection Editor Basic Bump and Displacement Maps Layered Shaders 2D Projections 3D Textures and Paint Camera Projections

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## Visual Effects

- Week 7**      **History of Visual Effects and Camera Tracking**  
Introduction and History of the Industry  
Camera Tracking
- Week 8**      **Advanced Lighting**  
Color Theory 3 Point Lighting  
Simulating Daylight and Shadows  
Image Based lighting  
Generation of HDRI Maps  
Matching Live Action
- Week 9**      **Advanced Texturing**  
Overview of Production Pipelines  
Maya Rendering Utility Nodes  
Mental Ray Rendering Utility Nodes  
Generating Normal and Displacement Maps
- Week 10**     **Compositing and Rendering**  
Camera Staging and Composition  
Renderers and Algorithms  
Rendering Passes  
Introduction to Linux
- Week 11**     **Introduction to FX**  
Overview of Dynamics with Rigid Body  
Introduction to Particles  
Expressions  
Introduction to Fields
- Week 12**     **Project Week**

We take great care in ensuring that our courses stay up to date and relevant with what is happening in the industry. With the fast-paced development in industry we sometimes have to update the content of our courses at short notice, this breakdown is therefore subject to change at anytime.