***Course Outline***

***Holistic Graphic Animation***

***Course Description***

This course, **Holistic Graphic Animation** is designed for students with little or no background in **Animation Business**. It provides an introductory idea of the key skills required to develop **Animation Skills**. Our goal is to make students understand the current dynamics of the industry and how to copes up with the challenges out there, their key **features**, and their **contexts.**

***Goals of the Course***

The major objective of this course is to help students to develop and polishes the designing skills.

***Learning Outcomes***

Panash has pioneered the training and development with key courses focused at making the marketing more creative and that is why students love to join in. Each course is designed in a manner that is more practical in nature and targeted at creating key skills. ​

1. From our course you will have a definitive knowledge about creation as well as the execution of the idea that you may have for news.

2. In a short span you will have the knowledge of equivalent to a 6 months course because our course is more related to reporting and journalism and focused at execution of idea.

3. Our trainers have the knowledge of more than 15 years making them the perfect choice for a trainer of this course.

4. Step by Step trainings are as per the details of industry.

5. This course is more practical in nature and focused at sharpening the skill set. This course is to guide your way, it’s you that has to work toward the goal that you have.

***Number of Weeks:***

Number of Months **= 3**

Classes = **30+**

Per Class = **120 Min**

The content of the course is divided on weekly basis and the content of each week will be followed by the training for practical developments.

***Course Content***

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| **Introduction** |
| Introduction |
| What Is Your Motivation |
| How This Course Is Different |
| What Will Be Taught In The Course |
| What Is The Market Important of This Course |
| ​ |
| **Week 1 to 4** |
| Adobe Premier​ |
| ​ |
| Introduction To Video Editing |
| Video/Audio Cut & Join |
| Motion Panel |
| Audio Setting |
| Audio Mixing |
| Transitions |
| Rendering |
|   |
| **Week 5 to 8** |
| ​Adobe Effect​ |
| ​ |
| Introduction To Effects |
| Interface & Menus |
| Shape layers |
| Animation  |
| Masking |
| Nesting  |
| Lighting |
|   |
| **Week 9 & 10** |
| 3D Studio Max |
| ​ |
| Introduction to 3D Max |
| Architectural Modeling |
| Mental-Ray Engine |
| Modifiers |
| Animations |
| **Week  11 & 12** |
|  |
| Sound Forge |
| ​ |
| Work-space |
| Extracting Audio |
| Creating Audio Loops |
| Rendering |