

ADOBE AFTER EFFECTS

COURSE INFO

[2 - 5 DAYS / 10 HOURS]

Introduction to Adobe After Effects

The Basics | After Effects Workspace | Creating Compositions and Arranging Layers | Basic keyframes and Effects | Keyframe Interpolation | The Graph Editor | Preview

Getting Started With Animation | Animation with Multiple Layers | Introduction to Adobe Bridge | Working with Text Layers | Customising Presets | Previewing a range of frames | Animator Groups | Working with Illustrator | Using style effects | Creating Custom Shapes | Pre-composing

Layer Masking In After Effects | Creating masks and working with Mask Modes | Track Mattes | Chroma Keying | The Roto Brush Tool

ABOUT

Adobe After Effects is a digital visual effects, motion graphics, and compositing application developed by Adobe Inc.; it is used for animation and in the post-production process of film making, video games and television production.

+ - 1 International exams - additional in price



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PRICE: R13 900 / \$850 / €720 / £700

Full Payment before commencement

ADOBE PREMIERE PRO

COURSE INFO

[5 - 10 DAYS / 20 HOURS]

Adobe Premiere Pro

Getting Started | Introduction to Premiere Pro | Premiere Pro Interface and Workflow | Project Setting Overview | Creating a new project | Introduction to Video Editing

Video Rendering And Playback | Render and Real Time Playback | Video and Audio Display Format Settings | Scratch Disk | Bit Depth Working With Media Files | The Media Browser | Importing Assets | The Project Panel Overview | Previewing Footage Items | Organising Media Files | Working with the Project Panel | Interpreting Footage | Playback Resolution | Safe Margins | Essential Playback Controls

Video Editing Essentials | The Source Monitor | In and Out Points | Working with Sub-clips | The Timeline Panel | Working with Sequences | Target Tracks | Essential Editing Terms | Working with Still Images | The Program Monitor | Working with Markers | Linking and Unlinking Clips

Transitions And Advanced Editing Techniques | What are transitions? | How to apply a transition to a clip? | Working with Video transitions | Modifying transitions | Applying transition to multiple clips | Working with Audio Transitions | Three-Point and Four-Point Edits | Adjusting the clip's Speed | Advanced Editing Tools

Working With Effects, Keyframes And Multi-Camera Sequences | The Motion Effect | Adjusting Transform Properties | Keyframe Interpolation | Introduction to 3D space | Multi-camera Editing Working With Video Effects | Browsing Effects | Applying Effects | Keyframing Effects | Adjustment Layers
Colour Correction And Grading | The Colour Correction workspace | Colour Correction overview

Compositing Techniques And Working With Text | Working with Alpha channel | Compositing Techniques | Keying Green screen | Working with Mattes | Working with Text

Exporting | Managing Projects | Exporting Options

PRICE: R18 900 / \$1000 / €920 / £900

Full Payment before commencement

ABOUT

Adobe Premiere Pro is a timeline-based non-linear video editing application developed by Adobe Inc. and distributed through the Adobe Creative Cloud licensing program. Initially released in 2003, it succeeded Adobe Premiere, which was first introduced in 1991.

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INTRO TO MAYA

COURSE INFO

[5 - 10 DAYS / 20 HOURS]

Introduction to Maya: Animation

Modeling Approaches

Modeling Best Practice

Preparation for Materials

Materials

Lighting & Rendering

Rigging

Animation

FX (Effects)

Motion Graphics



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ABOUT

Students are introduced to the Maya interface and philosophy, as well as 3D modeling, texturing, lighting, rendering, and animation. Lectures cover the application of these tools in the VFX, game, and animation industries. Students will work on multiple projects throughout the course.

+ - 1 International exams -
additional in price



PRICE: R15 900 / \$1000 / €920 / £900

Full Payment before commencement

ADVANCED MAYA

COURSE INFO

[5 - 10 DAYS / 20 HOURS]

Advanced Maya: Animation

Advanced-level training is available in most aspects of Maya, including:

- Modelling
- UV mapping
- Texturing
- Lighting
- Camera movement
- Rigging.

PRICE: R18 900 / \$1200 / €1100 / £1100

Full Payment before commencement

Prerequisite: Intro to Maya



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ABOUT

Autodesk Maya, commonly shortened to just Maya, is a 3D computer graphics application that runs on Windows, macOS, and Linux, originally developed by Alias and currently owned and developed by Autodesk. It is used to create assets for interactive 3D applications, animated films, TV series, and visual effects.

+ -1 International exams -
additional in price



3D ANIMATION MASTER WITH MAYA

COURSE INFO

[2 MONTHS / 40 HOURS]

Intro to advanced Maya: 3D Animation

- Modeling Approaches
- Modeling Best Practice
- Preparation for Materials
- Materials Lighting &
- Rendering Rigging
- Animation FX (Effects)
- Motion Graphics

- Modelling
- UV mapping
- Texturing
- Lighting
- Camera movement
- Rigging.



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+ -1 International exams -
additional in price



PRICE: R28 800 / \$1500 / €1200 / £1100

Payment plan: [R14 400 per 20 hours]: 2 payments

BLENDER: 3D MODELING FUNDAMENTALS

COURSE INFO

[2 - 5 DAYS/10HOURS]

Introduction to Blender

Introduction Blender in Depth

- Processes and components used in Blender
- Blender operators, property, and the info window

Python Overview

- Syntax and structure
- Bpy library

Preparing the Development Environment

- Installing and configuring Blender
- Setting up the console window
- Importing the bpy library

Python Scripts in Blender

- Creating a simple script
- Using a template
- Running scripts automatically

Blender Interfaces

- Drawing elements
- Using templates
- Working with existing panels
- Creating a menu structure
- Building a panel layout

Customize Add-Ons

- Implementing an add-on framework
- Building an operator framework
- Applying re-do last properties
- Publishing add-on
- Using an extra operator

PRICE: R13 900 / \$900 / €850/ £850

Full Payment before commencement



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ABOUT

Blender is a free and open-source 3D computer graphics software tool set that runs on Windows, MacOS, BSD, Haiku, and Linux. It is used for creating animated films, visual effects, art, 3D-printed models, motion graphics, interactive 3D applications, virtual reality, and, formerly, video games.

+1 International exams -
additional in price

blender



ADVANCED BLENDER: PYTHON SCRIPTING

COURSE INFO

[1 MONTH / 20 HOURS]

Advanced Blender

Introduction Blender in Depth

- Processes and components used in Blender
- Blender operators, property, and the info window

Python Overview

- Syntax and structure
- Bpy library

Preparing the Development Environment

- Installing and configuring Blender
- Setting up the console window
- Importing the bpy library

Python Scripts in Blender

- Creating a simple script
- Using a template
- Running scripts automatically

Blender Interfaces

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