

Module 1- Introduction to Paint in Silhouette (3 weeks)

- >> Understand the fundamentals of node based software and paint in silhouette
- >> Introduction to node based software, Interface and navigation
- >> Creating first project and different parameters, import and export
- >> Introduction to wire or object removal
- >> Create the Clean plate
- >> Paint node and its attributes & Sequence Paint

Module 2 – Tracking (3 Weeks)

- >> Learn the process of tracking and how to integrate with paint
- >> Introduction to tracking
- >> Tracking node and its attributes
- >> Planner tracking, mocha tracking, point tracker
- >> Paint with tracking

Module 3 – Introduction to Paint in Nuke (3 Weeks)

- >> Understand the fundamentals of node based software and paint in Nuke
- >> Introduction to Nuke, Interface and navigation
- >> Creating first comp
- >> Introduction to paint node
- >> Shuffle node & denoise
- >> Creating clean plate

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Module 4 – Advanced paint (3 weeks)

- >> Learn the process of rig removal and advance paint techniques.
- >> Introduction to tracker node & different types of tracking
- >> Grid warp, Patch method & Smart vector
- >> Grading
- >> Camera projection & motion blur
- >> Precomp & Regrain

Live – Project – (4 weeks)

- >> Work on live project