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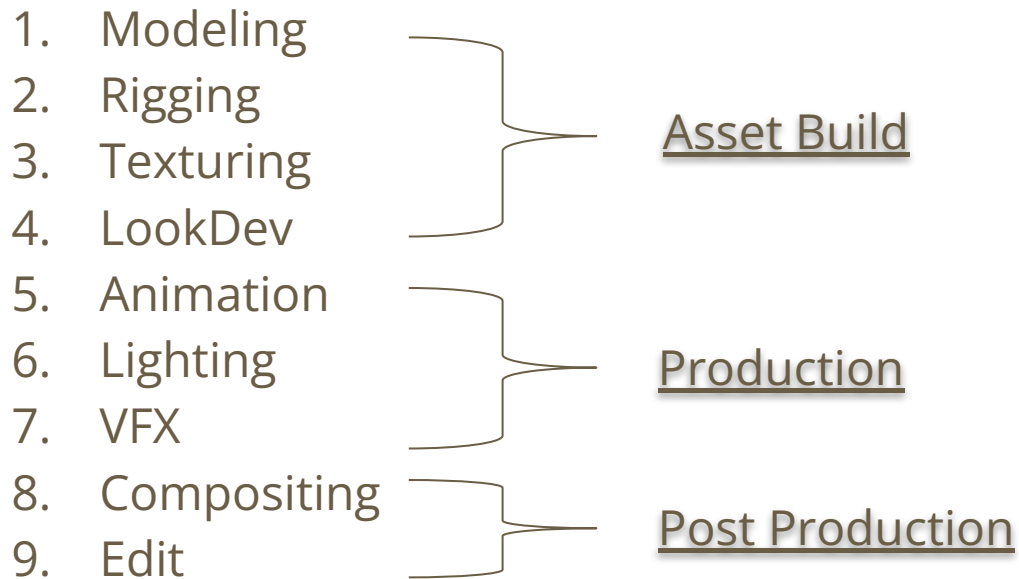
# X Animate Academy

— Animation, Vfx & Gaming Course —  
Guide

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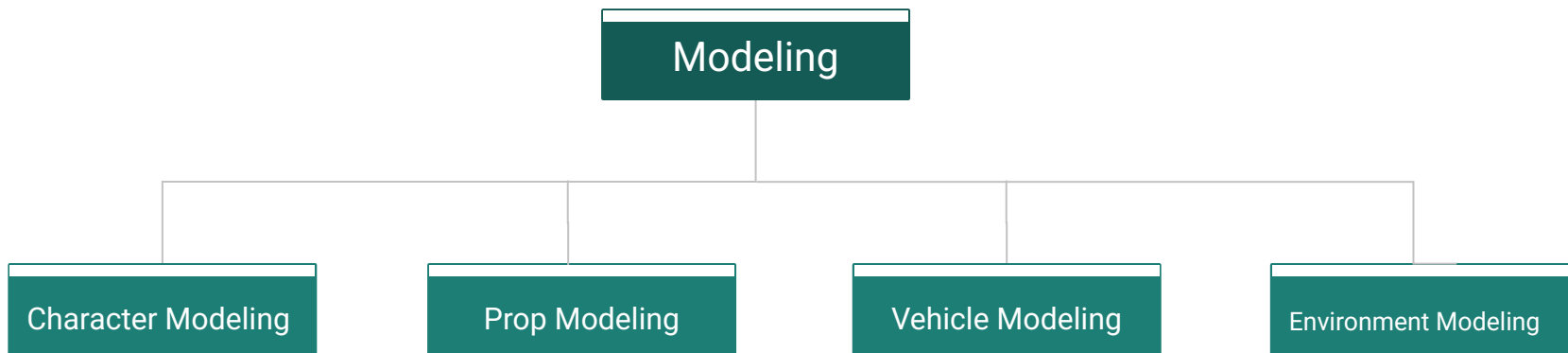
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# Departments :



# 1.Modeling :

## Sub Topics

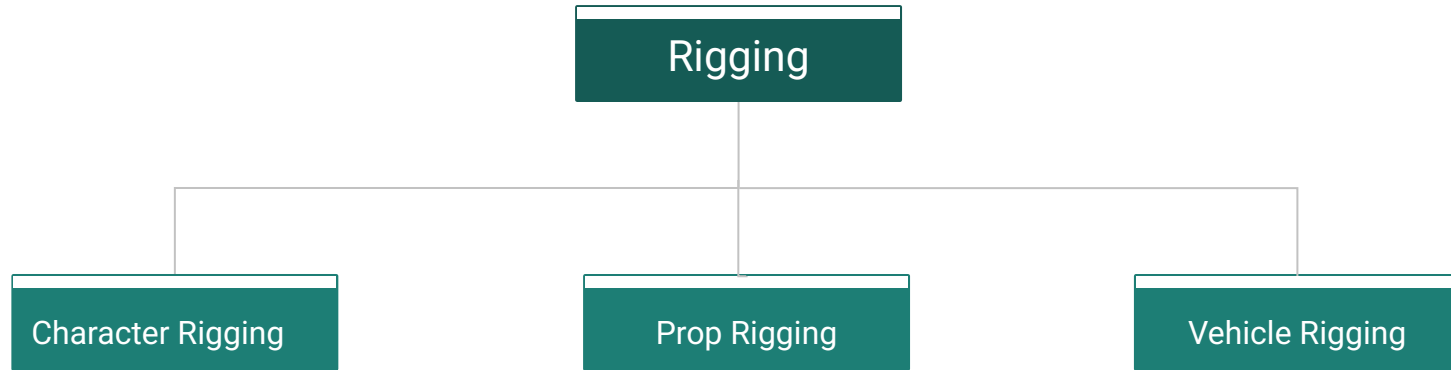


**Topics Cover :** Mesh Looping, Topology Optimization, Procedural Modeling, High-Resolution Sculpting

**Softwares :** Autodesk Maya Or Blender, Z Brush

# 2.Rigging :

## Sub Topics

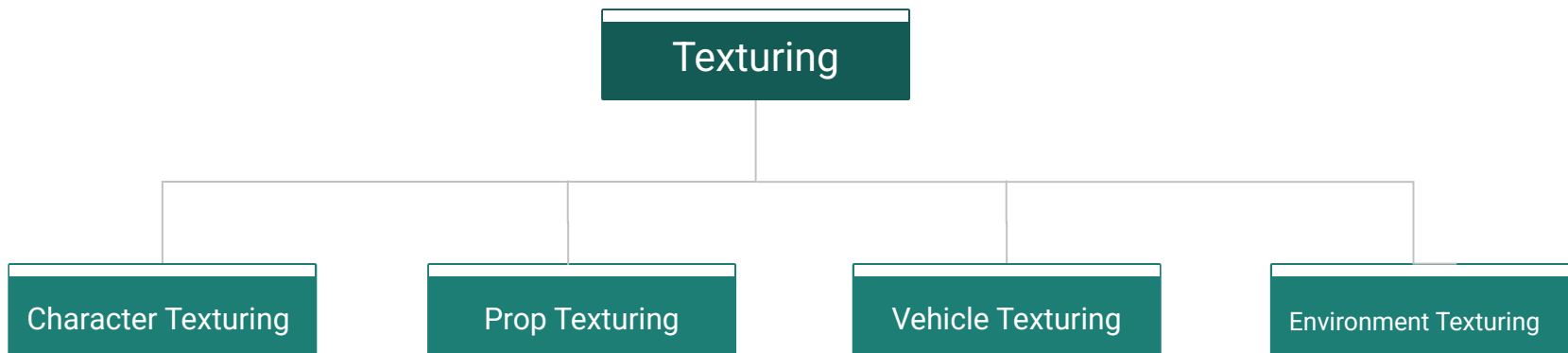


**Topics Cover :** Advanced Skeleton Creation, Facial Rigging, Muscle Systems Simulation, Automation with Scripting

**Softwares :** Autodesk Maya Or Blender

# 3.Texturing :

## Sub Topics

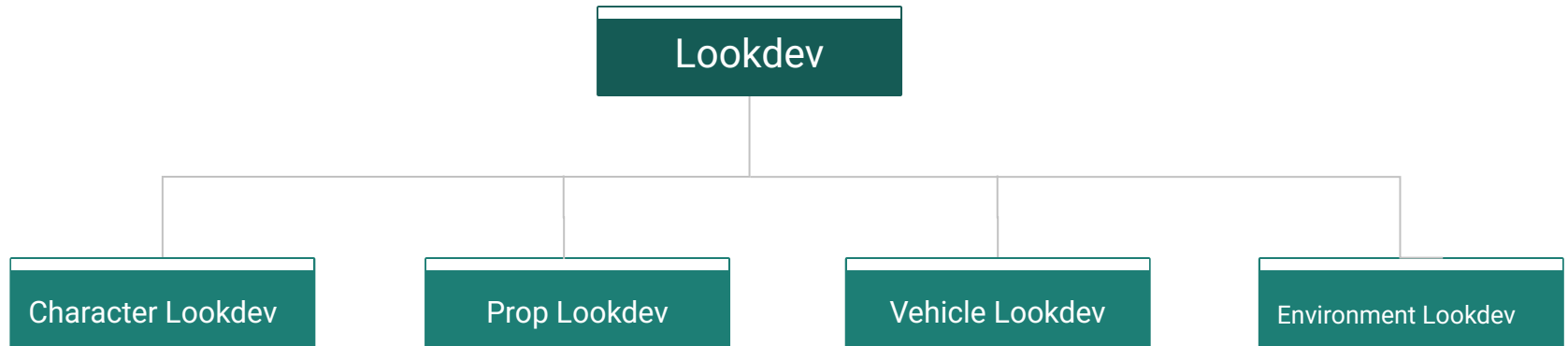


**Topics Cover :** UV Mapping Techniques, Toon style, Semi-Realistic, Photo-Realistic Material Creation and Shading Techniques

**Softwares :** Autodesk Maya Or Blender, Adobe Photoshop, Adobe Substance Painter

# 4.Lookdev :

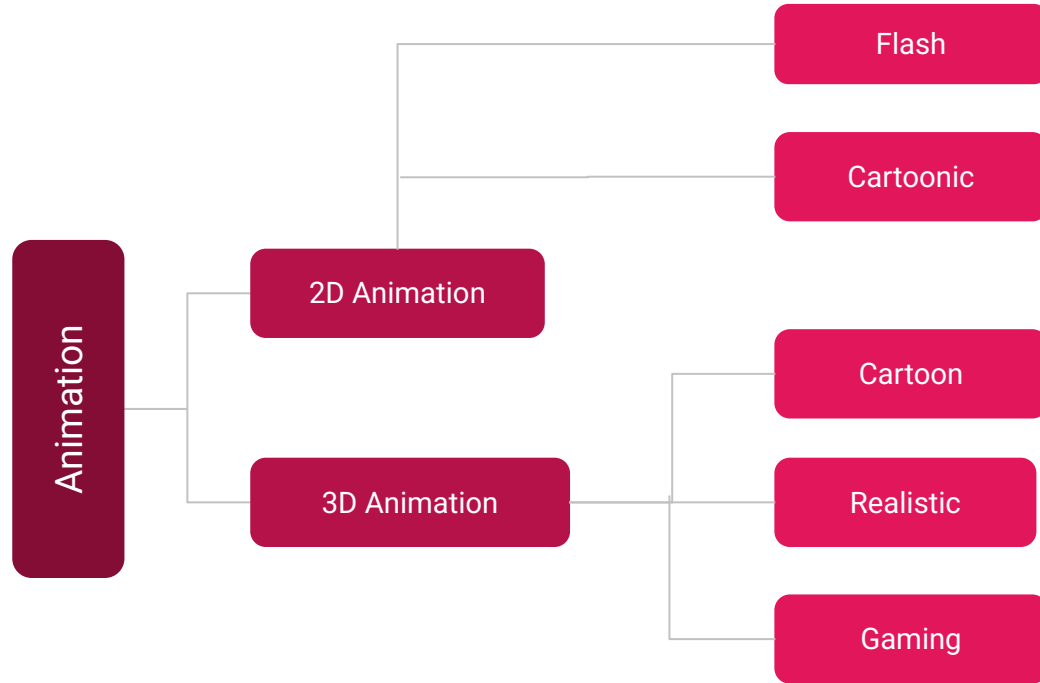
## Sub Topics



**Topics Cover :** Material Shader Creation, Different Kind Of Lighting Tecniques

**Softwares :** Autodesk Maya Or Blender , Adobe Photoshop, Adobe Substance Painter

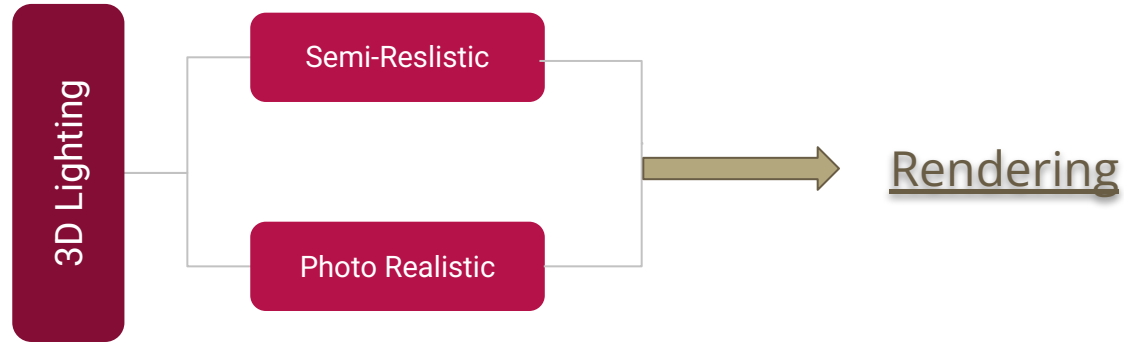
# 5. Animation



**Topics Cover :** Character Performance, Physics-Based Animation, Procedural Animation, Motion Capture Integration

**Softwares :** Autodesk Maya Or Blender

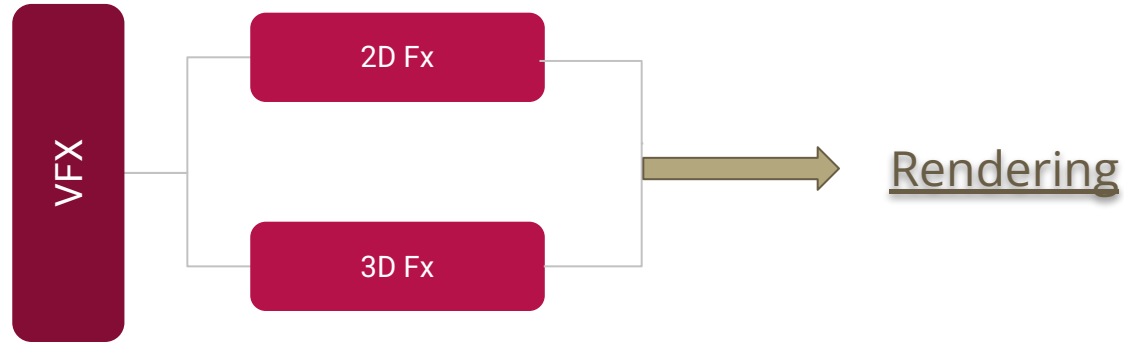
# 6. Lighting



**Topics Cover :** HDR Lighting, Global Illumination Techniques, Physically Based Rendering (PBR), Render Optimization, Render Settings

**Softwares :** Autodesk Maya Or Blender

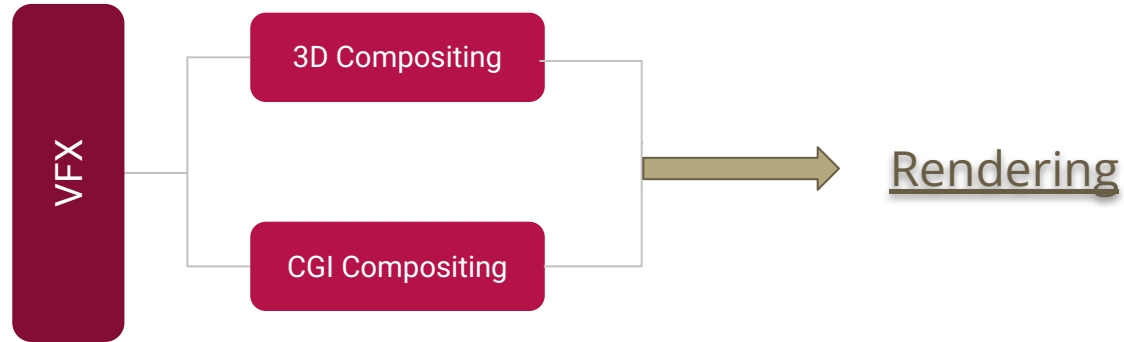
# 6. VFX



**Topics Cover :** Particle Systems, Fluid Dynamics, Cloth and Hair Simulation, Destruction Dynamics  
Render Optimization, Render Settings

**Softwares :** Autodesk Maya Or Blender

# 7. Compositing



**Topics Cover :** Advanced Node-Based Compositing, Color Grading, Rotoscoping Techniques, Green Screen Keying, Render Settings

**Softwares :** Foundry Nuke Or Blackmagic Fusion

# 8. Editing

**Topics Cover :** Continuity Editing, Non-Linear Editing (NLE), Cutting on Action, Montage, J and L Cuts, Color Correction and Grading, Sound Design, Pacing and Rhythm, Visual Storytelling

**Softwares :** Adobe Premiere Pro Or DaVinci Resolve