



NjoyArts

Think . Create . Innovate

Join Today **Professional** Course

Xtreme

VFX



Become A
Professional
VFX ARTIST



WHATSAPP NOW

R-54, 2nd Floor,
Opposite Metro Pillar 45,
Main Vikas Marg, Shakarpur,
Delhi 110092

+91-981 181 9184

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Swift Video Editing

MODULE 1 - ADOBE ILLUSTRATOR

Illustrator Overview & Walkthrough
Shapes, Strokes, Colors & Line Drawings
Arranging, Ordering, Groups & Transform
Guides, Grids, Tools & Drawing Constructions
Gradients, Patterns, Symbols, Blends & Transparency
Filters, Effects, Appearances, Type & Image Tracing
Packaging Illustrator Files & Export Assets

MODULE 2 - ADOBE PHOTOSHOP

Photoshop Documentation, Navigation & Interface
Selections, Layers, Color, Gradients & Brushes
Digital Image : Repair, Retouch & Enhancing
Blend Modes, Transformation & Adjustment Layer
Burn, Dodge, Blur, Sharpen & Masking
Camera-Raw, Effects & Filters
GIF Animation, Video Editing & 3D Design

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MODULE 1 - ADOBE AFTER EFFECTS ESSENTIALS

Interface, Features & Tools Walkthrough
Composition with Illustrator and Photoshop
Understanding Workflow Pre-Comp & Layers
Timeline Control, Transition, Effects & Filters
Animating with Layers & Text Type Tools
Color Correction & Color Grading Concepts
Color Keying & Rotoscoping Techniques

MODULE 2 - MOTION GRAPHICS ESSENTIALS

Working with Shape Layers & Transform
KeyFrame & Graph Editor Animations
Advance Text Animation and Paths
Adjustment Layers, Null, Lights & Cameras
Managing 3D & Camera Features
2D & 3D Camera Tracking & Cinema 4D
Working with Expression Programming

MODULE 3 - VFX PROJECTS: START TO FINISH

Start to Finish: Sky Replacement
Start to Finish: Animating Logos
Start to Finish: 3D Compositing
Start to Finish: Animating Scenery
Start to Finish: 3D Room & Light Streaks
Start to Finish: Fire & Smoke Effects
Start to Finish: War Sequences



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MODULE 1 - DAVINCI RESOLVE STUDIO ESSENTIALS

Overview Timeline: Cut Page & Edit Page
Adding, Inserting, Moving Clips with Clipping Tools
Timeline Workflow: Editing Tools & Techniques
Speed Effect, Transitions, Transform & Motion
Working with Title Text Design & Animation
Adding, Inserting & Editing Audio in FairLight
Managing Audio Effects & VST'i Plugins

MODULE 2 - DAVINCI RESOLVE STUDIO ADVANCED

ResolveFX: Apply, Customise & Animate
Color Correction with Primary Wheels
Color Grading with LUT's: Create & Apply
Keying with Qualifiers: HSL, RGB, Luma & 3D
True 3D with Fusion: Import & Render FBX
Camera Tracking: Add or Remove Elements
Spline Animation, 3D Particles & Effects

MODULE 3 - INTRODUCTION TO NUKE COMPOSITING

Transition from After Effects to NUKE
Understanding Nodes over Layers
Working with Nodes: Color Correction & Splitting
Photorealistic Compositing: Fire Effect
Advance Compositing: Working with Passes
Creating 3D Environment & 3D Tracking
Rotoscoping & Rotopainting Moving Objects



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Swift Pro VFX



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MODULE 1 - RED GIANT COMPLETE: TRAPCODE SUITE

- Design Advance Organic Particle System
- Generating Particle Grids & Objects
- Creating 3D Terrains & Wireframes
- Advance Audio driven Motion Graphics
- Animate 3D Shapes, Lights & Ray Effects
- Advanced Clone & Offset Animation
- Generating Infinite 3D Backgrounds

MODULE 2 - RED GIANT COMPLETE: MAGIC BULLET SUITE

- Powerful Looks & Color Correction
- Advance Video Noise Reduction
- Pro Film Grade Color Correction
- Cosmetic Clean-up Enhancements
- True Cinematic Color Grading
- Working with LUT's for Film Looks
- Pro Gradient, Textures & Film Grains

MODULE 3 - RED GIANT COMPLETE: UNIVERSE & VFX SUITE

- Seamless Compositing, Keying & Tracking
- Spot Cloning, Lens Distortion & Optical Glow
- Chromatic Displacements & 3D Lens Flairs
- Advance Shadow & Reflection Controls
- Glitch, Camera Shake, VHS & Holograms
- MultiTone, RetroGrade, TypeCast & ArrayGun
- Line, Long Shadow, Hud Component



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Swift Pro Particles

MODULE 1 - DYNAMIC SIMULATION WITH REALFLOW

Understanding Particle System's & Forces
Particles Simulation & Viscous Liquid
Working with Splines & Noise, Compositing
Dyverso System: Creating a Waterfall
Advance Sand & Snow Simulation
Hybrido Simulation: Creating Whirlpool
Diving into Water & City Flood Simulation

MODULE 2 - UNDERSTANDING HOUDINI ESSENTIALS

Understanding Houdini Interface & Basics
Modeling concepts: Organic Modelling
Working With Lighting: Point, Spot & Area
Understand RBD Objects & Constraints
Advance Wall Destruction Simulation
Pin & Hinge Constraint Animation
Introduction to Clamp Nodes in VOPs

MODULE 3 - ADVANCE HOUDINI VFX SIMULATION

Understanding Vellum: Simulation & Constraints
Simulating Cloth, Hair, Grains & Soft Body
Introduction to Pyro Solver & Voxels
Creating Particle Emitter & Forces
Fire & Smoke Emitter: Creating Candle Effect
Houdini Project: Creating Ocean
Houdini Project: Create Explosion



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