SAI PALI
INSTITUTE OF
TECHNOLOGY & MANAGEMENT
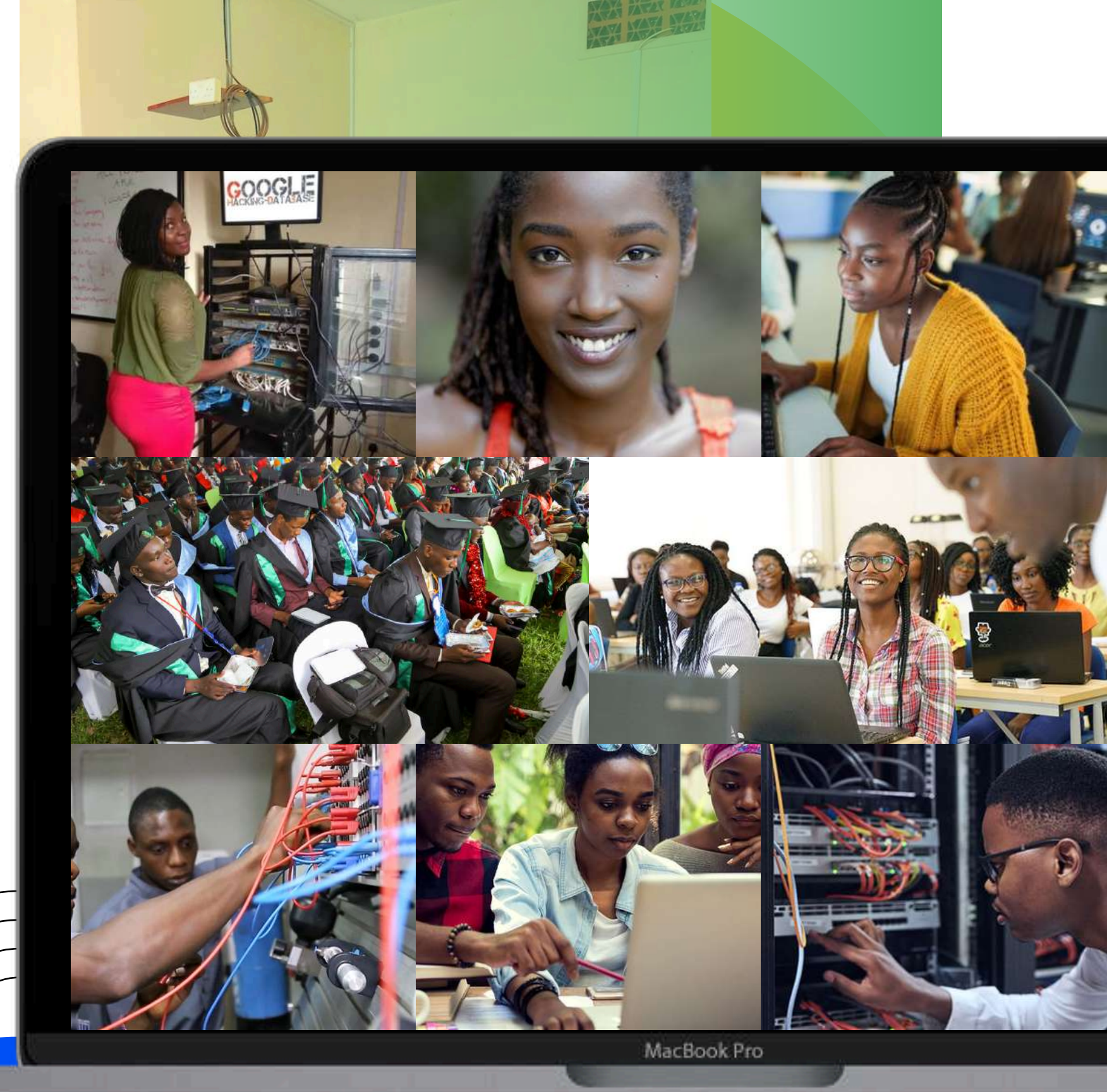(Sai Pali Group)
Applying Knowledge

VFX, Animation & Motion Graphics

CAREER GUIDE 2024

www.saipali.education

Welcome to the family!

Sai Pali Institute of Technology & Management (SITM) has proved itself since 2013 as the best quality practical education destination with its prime goal on realistic learning and industry-standard competitive abilities in its students. It is the first and the only practical based IT curriculum campus in Uganda, located in the heart of the city Kampala.

The second campus has been opened in 2019 in Entebbe, Kawuku, with its hostel, canteen, and new art-of-state environment. The course outline and curriculum is to accommodate current trends & future needs. It includes Hardware and Networking, Graphics and Web base Applications, Computer Applications, Information Security Systems, and Cloud Computing with practical hands-on, which adds benefits to the social and economic growth of the nation.

Equipped with World Class Facilities and Infrastructure. With the growing demand for industry-ready students, the Sai Pali Institute of Technology & Management (SITM) is committed to becoming one of Africa's leading universities with an acknowledged reputation for excellence in fulfilling the supply of Industry demand.

Get Involved in a Growing Industry

When you choose to pursue a professional course and visual effects and animation, your skills will be an asset for television shows, movies, video games, commercials, online marketing, and more.

According to the Bureau of Labor Statistics, the need for multimedia artists and animators is expected to grow about 10 percent through the year 2026, with a continual demand for talent for high-quality films and video games. That's well above the overall 7 percent projected job growth across industries.

Visual effects/ VFX is also known as Computer-Generated Imagery (CGI). It used a wide variety of digital tools to create, replace or enhance visual content. Some of the best tools used by the industry are Autodesk Maya, 3Ds Max, Mocha, Nuke, Silhouette, and Adobe After Effects. VFX is widely popular because it allows the maker to create difficult or impossible visuals in the real world.

Skills required to study VFX:

·Creativity & Imagination

·Visualization

·Eye for Detail

·Presentation Skills

·Patience

·Originality and Innovativeness

·Familiarity with Software

WHAT IS VFX?

The simulation of movement created by a series of pictures is animation. It is a method of creating an illusion of movement in sequence. Some of the most popular types of animation are 2D, 3D, motion graphics, and stop motion.

Animation is used in Feature films, Web series, Advertisements, Cartoons, Digital videos, etc.

Skills you need to become an animator:
·Creativity and imagination
·Drawing skills
·Patience and attention to detail
·Computer literacy and familiarity with graphics software

WHAT IS ANIMATION?

Why choose this course?

- It takes you through the creative process from idea conception to production, using your technical knowledge and skills to create a body of original work.
- Explore a range of disciplines from computer science to digital design, looking at how they interact with the visual technologies used in areas such as television and film production, video games design, and web-based graphics.
- Enhance your transferable skills in communication, problem-solving, and teamwork.

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Why choose this course?

- The course is designed and regularly reviewed in collaboration with professional visual effects artists and studio directors. This ensures that the content is industry-relevant and includes the latest techniques and innovations.

- Course assignments and projects mimic industry pipelines and standards so your experience is a realistic preparation for a career in visual effects and animation.

Why choose this course?

- We prefer to keep student numbers relatively small in lecture and practical classes, so that you have plenty of opportunities to ask us questions and get individual help, as well as benefit from the ideas and support offered by your classmates.
- We'll encourage you to research, analyse, design and develop visual effects techniques so that you can take an idea from a brief or script scene and find the most time-efficient, cost-effective and visually impressive way to turn that vision into reality.

Disciplines taught in depth and software used are:

Disciplines

Character Design
Modeling (characters and environments)
Matte Painting
Rigging
Texture painting
Real world observation.
Communication skills.

Disciplines

Look Development
Animation Dynamics
Compositing Scripting
Lighting and rendering
Visual Aesthetics.
Drawing.
Sculpture & Anatomy.
Mechanics and Movement.
Passion for Film.
Real world observation.
Communication skills.

Softwares

Adobe Creative Suite
Illustrator
InDesign
Photoshop
Maya Autodesk.
Autodesk 3DS Mask.
Adobe After Effects.
Adobe Creative Cloud.
3ds Max (3D Studio Max)

Softwares

Blender.
Autodesk Maya
Autodesk Motion Builder
Adobe Fireworks
Adobe Flash Professional
Adobe After Effects
Adobe Premiere Pro
Final Cut Pro
Sound Fodge Blender
Zbrush
Cinema 4D

SAI PALI
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course syllabus

Semester 1, year 1

Basic Computer Skills
Design & Communication Process
Print & Advertising Graphics Laboratory
Basic Art
Fundamentals of Preproduction
Digital Film Making laboratory

Semester 2, year 1

Communication Skills
Screen Play
3D Modelling & Animation
Digital Compositing Lab
Project (Demo Reel)
2D Animation & Principles of Animation

Semester 3, year 2

Animation Rigging Laboratory
Character Animation laboratory
Texturing & Shading Laboratory
Essentials of Execution & Post Production
Digital Photography
Computer Programming Laboratory

Semester 4, year 2

Television Graphics & Animation
Special Effects in feature film Lab
Animation Dynamics Lab
Project Demo Reel 1
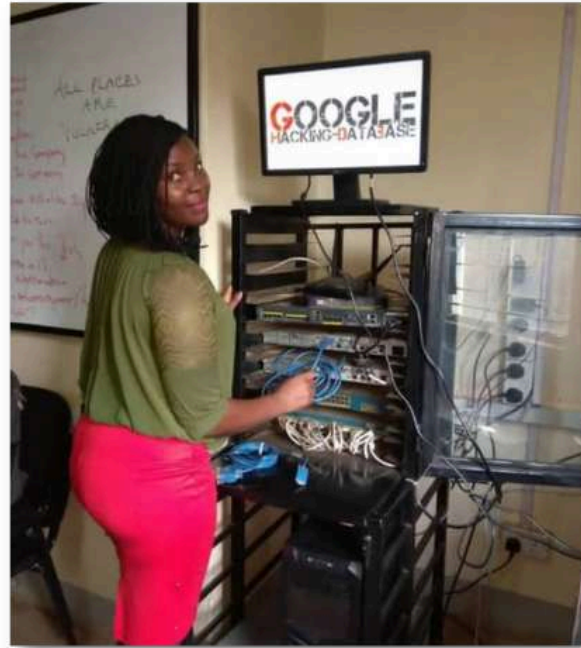Project Demo Reel 2
Web Designing Technologies

JOB OPPORTUNITIES

- ILLUSTRATOR
- GRAPHIC DESIGNER
- DESIGN SPECIALIST
- STORYBOARD ARTIST
- AUDIO EDITOR
- VIDEO EDITOR
- 3D ANIMATOR
- RIGGING ARTIST
- CHARACTER ANIMATOR
- TEXTURING ARTIST
- LIGHTING ARTIST
- RENDERING ARTIST
- COMPOSITOR
- VISUALIZER
- VFX ARTIST
- ROTO & PAINT ARTIST
- MATCHMOVE ARTIST
- TRACKING ARTIST

- 3D MODELER
- VFX DESIGNER
- 3D ASSET ARTIST
- MATCHMOVING ARTIST
- VFX COMPOSITOR
- ANIMATION FILM
- PRODUCTION STUDIOS
- TELEVISION CHANNELS
- TELEVISION PRODUCTION HOUSE
- AD PRODUCTION HOUSES
- GAMING COMPANIES
- VFX COMPOSITOR
- ROTO ARTIST
- MATTE PAINTER
- PRE-COMP ARTIST
- TRACKING ARTIST
- VFX ARTIST

PRACTICAL INTERNATIONAL CURRICULUM
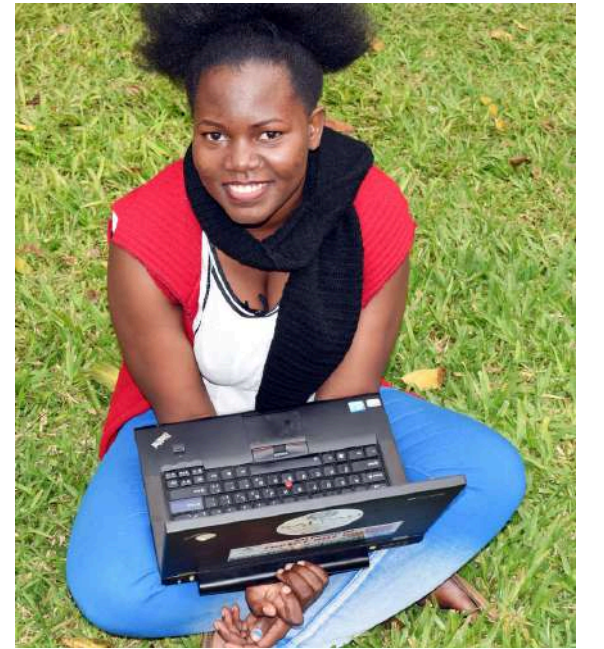
MULTIPLE JOBS OPPORTUTNITIES

PASSIONATE AND SELF-DRIVEN CLASSMATES

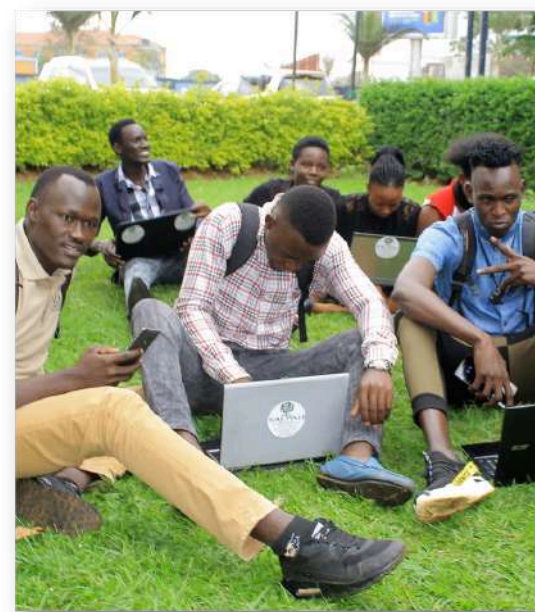**READY MADE FOR A JOB MARKET**

INDUSTRIAL TRAININGS

GET POWERFUL & USEFUL SKILLS

HIGH-LEVEL TRANSFERABLE SKILLS.

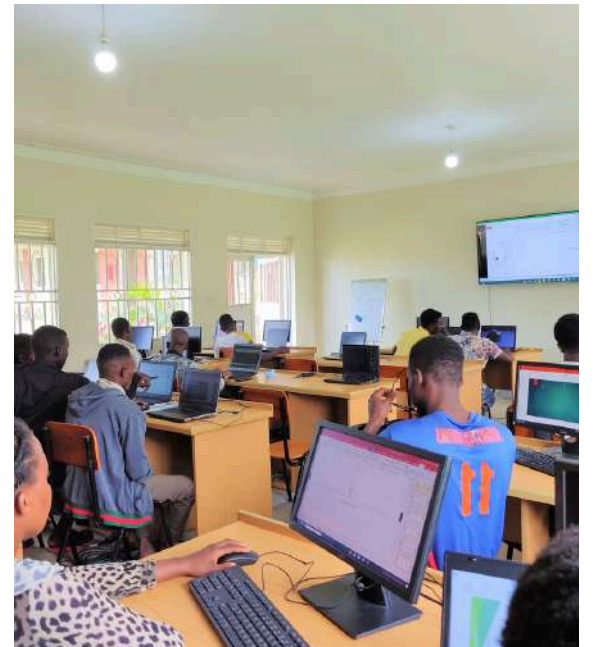**ICT GIVES YOU POSSIBILITY TO CHANGE THE WORLD**

FRIENDSHIP FOR LIFE

EXTRACURRICULAR ACTIVITIES

AN EXPERT IN YOUR FIELD

IN DEPTH, HANDS-ON PRACTICAL TRAINING