



**SPECIALIZATION**

**Duration: 10 Months**

**MASTERS IN 3D**

**Course Covers:**

- Advance Modeling Techniques
- Organic/Inorganic Modeling
- Assets Design
- 3D Camera Projection
- Digital Sculpting
- Match moving
- CameraTracking

**Software to Learn:**

- Maya
- Mudbox
- PF Track

SCHOOL  
OF  
MEDIA & DESIGN  
Animation | VFX | Multimedia | Gaming