

School of Art Design and Architecture

AUREA

SHORT COURSE

Animation & VFX Basics

01



SCHOOL OF ART DESIGN
& ARCHITECTURE

Animation & VFX Basics

02

Certificate Short Course

Duration: 2 Months (8 Weeks)

Classes: Friday & Saturday

Time: 2:00 PM – 6:00 PM

Total Contact Hours: 64 Hours

Fee: PKR 25,000 per Month

Software: Blender, Adobe After Effects, Adobe Premiere Pro

Level: Beginner

Date: 26th June – 26th Aug



Course Overview

This course introduces students to the fundamentals of animation, visual effects, motion design, and 3D production workflows using industry-standard tools. Students will learn animation principles, 3D modeling, lighting, rendering, compositing, camera animation, particle systems, and VFX integration.

By the end of the course, students will produce a short-animated sequence and a basic VFX shot suitable for a beginner portfolio.



SCHOOL OF ART DESIGN
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03 COURSE OVERVIEW

Learning Outcomes

Upon successful completion, students will be able to:

1. Understand principles of animation.
2. Navigate Blender's interface and workflow.
3. Create basic 3D models and environments.
4. Apply materials, textures, and lighting.
5. Animate objects and cameras.
6. Understand rendering pipelines.
7. Create simple visual effects.
8. Perform compositing and motion graphics.
9. Export projects for film and social media.
10. Develop a short animation and VFX portfolio piece.



04 COURSE OUTLINE

Weekly Course Schedule

Week	Module	Topics Covered
1	Introduction to Animation & VFX	History of Animation, Film Production Pipeline, Animation Careers, Blender Interface
2	Fundamentals of 3D Design	Navigation, Object Manipulation, Basic Modeling Techniques
3	Materials & Texturing	Shaders, Materials, UV Mapping, Texture Application
4	Lighting & Cameras	Three-Point Lighting, Cinematic Cameras, Scene Composition
5	Principles of Animation	Keyframes, Timing, Spacing, Motion Paths, Camera Animation
6	VFX Fundamentals	Compositing, Green Screen, Tracking, Motion Graphics
7	Particles & Simulations	Smoke, Fire, Particles, Physics Simulations
8	Final Project Production	Rendering, Editing, Presentation and Portfolio Development



Week	Module	Session 1	Session 2	Assignment / Deliverable
Week 1	Introduction to Animation & VFX	Course Orientation, Animation Industry Overview, Careers in Animation & VFX, Production Pipeline	Introduction to Blender, Interface Navigation, Workspace Setup, Project Organization	Create and save first Blender scene
Week 2	3D Modeling Fundamentals	Understanding 3D Space, Objects and Transformations, Edit Mode Basics	Polygon Modeling, Creating Simple Props, Modifiers Introduction	Model a simple desk setup
Week 3	Materials & Texturing	Material Nodes, Surface Properties, Color Theory for Digital Artists	UV Mapping, Texture Painting, PBR Workflow	Texture a modeled object realistically
Week 4	Lighting & Cinematography	Types of Lights, Three Point Lighting, Mood and Atmosphere	Virtual Cameras, Composition Rules, Camera Movement	Create a cinematic still image
Week 5	Animation Principles	12 Principles of Animation, Timing & Spacing, Squash and Stretch	Keyframe Animation, Graph Editor, Camera Animation	Create a bouncing ball animation
Week 6	Introduction to VFX	What is VFX, Film VFX Workflow, Green Screen Concepts	Blender Compositor, Motion Tracking, Basic Compositing	Insert a 3D object into a live-action shot
Week 7	Simulations & Effects	Particle Systems, Fire Simulation, Smoke Effects	Rigid Body Physics, Cloth Simulation, Environmental Effects	Create a simple explosion or smoke scene

Week 8	Final Project & Portfolio	Rendering Settings, Eevee vs Cycles, Export Formats	Project Presentation, Portfolio Development, Industry Guidance	Create a final animated sequence, VFX shot, and portfolio renders
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Final Project Requirements

Project Component	Description
Animated Sequence	Create a 15–30 second animation demonstrating modeling, lighting, and animation skills
VFX Composited Shot	Integrate a 3D object into live-action footage using compositing techniques
Portfolio Renders	Produce high-quality rendered images suitable for portfolio presentation
Presentation	Present workflow, challenges, and final output to instructors and peers



Software Covered

Software	Purpose
Blender	3D Modeling, Animation, Rendering, Compositing
Adobe After Effects	Motion Graphics & Visual Effects
Adobe Premiere Pro	Video Editing
Mixamo	Character Animation
Poly Haven Assets	Environment Creation

Assessment Structure

Assessment	Weightage
Weekly Exercises	20%
Assignments	30%
Attendance & Participation	10%
Final Project	40%



Registration Link:

https://docs.google.com/forms/d/1uo5uyEC2eIjODeA1Z1Luv2NUs39NcdxxSa_hysPdmYQ/edit

Fee Payment Information

Students may submit their course fee online through the following bank account:

Account Title: AUREA EDUCATION (PRIVATE) LIMITED

Bank: BANK OF PUNJAB

Branch: DHA Phase V Branch

Account Number: 6020428939900019

IBAN:PK56BPUN6020428939900019

Important Note: Only 15 seats per course are available.

After making the payment, please share the payment receipt or screenshot via WhatsApp at +92 334 2225555 for confirmation.

Alternatively, fee may be deposited directly at the AUREA campus on or before 20th June.

Classes will commence on 26th June. An official admission and course confirmation letter will be issued to all enrolled students prior to the commencement of classes.

