

# AD3D EDGE NEO



POWERED BY

**CAREERX & CREATORX**

COURSE DURATION: 650 HRS  
WITH CAREERX

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This comprehensive program is designed to shape versatile creators for the fast-growing AVGC (Animation, VFX, Gaming, and Comics) industry and the expanding creator economy. It blends visual storytelling, digital content creation, generative AI, 3D world-building, cinematic production, and real-time experiences into one creative journey.

## CAREER OPTIONS

- 3D Artist • Character Animator • Lighting Artist
- Motion Graphics Designer • Pre-Visualization Artist
- Game Asset / Environment Artist • Unreal Engine Artist
- Technical Animator • Real-Time Cinematics Artist
- AI Content Creator • Generative AI Visual Artist
- AI Motion Capture Specialist • Product Visualization Artist
- Digital Campaign Designer • Social Media Video Creator
- Blender Generalist • Hybrid 3D + AI Artist
- Independent 3D Filmmaker • Freelance 3D & AI Artist

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## COURSE CONTENT

### TERM I

- Fundamentals of Visual Design • Introduction to Digital Content
- Digital Design • Gen AI for Digital Creators - Imagery
- Basics of Film Making • Layout & Animatics
- The Art of Video Storytelling • Audio Crafting Essentials
- Basics of Compositing • Gen AI for Digital Creators - Video & Audio

### SOFTWARE\*\* COVERED

- Photoshop • Storyboarder • Premiere • Audition • After Effects
- ChatGPT • Deepseek • Leonardo AI • Midjourney • Sora
- Gen Ai Video generation tools- (Higgsfield/Runway ML\*\*\*)
- ElevenLabs • Suno AI • Comfy UI • Firefly • Canva AI Tools

### TERM II

- Introduction to 3D World • Blender - Modeling
- Blender - Texturing • Blender - Lighting
- Blender - Rigging • Blender - Animation
- Blender - Dynamics & FX

### SOFTWARE\*\* COVERED

- Blender

### TERM III

- 3D Modeling • PBR Texturing • Advanced CG Lighting
- Prop & Character Setup • Lighting & Rendering in Arnold
- 3D Animation • Particles, Dynamics & Advanced Effects with Bifrost

### SOFTWARE\*\* COVERED

- Maya • Substance 3D Painter

### TERM IV

- Cloth Simulation and FX • Hair Grooming
- Virtual Cinematography • Photogrammetry Workflow
- Real-Time PBR Texturing • Visual Design for Games
- Realtime 3D • Specialization

### SOFTWARE\*\* COVERED

- Marvelous Designer • Substance 3D Stager • Substance 3D Sampler
- Quixel Mixer • Unreal Engine

\*\*\* In the Era of Gen AI, AI keeps evolving, as such the tools covered are subject to upgrades and replacements



# ELECTIVE SPECIALISATION WITH AD3D EDGE NEO

Why settle for one-size-fits-all when you can specialise? With AD3D EDGE PLUS, you get the power to level up your expertise in the area that excites you the most. Choose any 1 from three dynamic specialisations and stand out in the industry.

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## MODELING & TEXTURING

### COURSE CONTENT

- Art & Technical Aesthetics • Inorganic Modeling
- Stylised Character • Realistic Character
- Low Poly Character for Games • Digital Sculpting

### SOFTWARE\*\* COVERED

- Maya • ZBrush • Substance 3D Designer

## LIGHTING

### COURSE CONTENT

- Fundamentals of CG Lighting • Design & Colour Theory
- CG Lighting & Use of Shaders • Lighting Environments
- Advanced Shaders • Production Tips & Tricks

### SOFTWARE\*\* COVERED

- Maya • Redshift • Katana

## ANIMATION

### COURSE CONTENT

- Animation Foundation
- Character Animation & Body Dynamics
- Basic Performance Animation
- Advanced Performance Animation

### SOFTWARE\*\* COVERED

- Maya • Motion Builder

## SEMESTER I:

- Storytelling: Multi-platform narratives for Film, Games, and XR
- Art Direction: Visual impact via mood, color, and composition
- World Building: Narrative-driven environment design
- Studio Pipeline: Professional workflows, timelines, and approvals
- GenAI Power: AI-driven ideation, storyboarding, and previz

## SEMESTER II:

- 3D Pipeline: Mastering departmental workflows and deadlines
- Asset Workflow: Creating production-ready assets without errors
- Scene Optimization: Using proxies, LODs, and instancing for performance
- LookDev & Lighting: Cinematic lighting using practical references
- Animation: Transforming storyboards into shots with clear body mechanics

## SEMESTER III:

- Studio Workflow: Execute professional workflows from modeling to final texturing
- Asset Optimization: Build optimized, production-ready assets with clean topology
- VFX Integration: Master CG-to-plate matching through lighting and LookDev
- Performance Driven Animation: Create story-driven performances with precise body mechanics
- GenAI Integration: Leverage GenAI for rapid ideation and production optimization

## SEMESTER IV:

- Character FX: Solving hair, fur, and cloth simulation issues
- Real-Time Worlds: Building optimized, game-ready environments
- Unreal Cinematics: Mastering real-time lighting and mood
- GenAI LookDev: Enhancing visual development via GenAI
- Studio Portfolio: Finalizing professional-grade showcases



Eligible post completion of CareerX

## MODULE I: Freelance Fundamentals & Gig Economy

- Explore creative career pathways
- Identify strengths and niche
- Build job-ready portfolios
- Learn pricing and client skills
- Practice professional ethics

## MODULE II: Studio Setup & Project Management

- Set up a production-ready workspace
- Adopt the production workflow
- Master project management basics
- Work effectively in teams
- Develop a deadline-driven mindset

## MODULE III: Project Pitch & Client Readiness

- Decode creative briefs with ease
- Pitch creative projects with clarity
- Confident presentation across pitches
- Professional feedback management
- Master portfolio presentation strategies

## MODULE IV: Personal Brand & Network Building

- Build a strong professional identity
- Use online platforms strategically
- Professional network building
- Plan long-term career growth
- Master remote and hybrid teamwork

## MODULE V: Entrepreneurship & Creator Mindset

- Navigate the creator economy ecosystem
- Adopt a value-driven creative and business mindset
- Explore monetization and revenue frameworks
- Safeguard intellectual property and creative assets
- Manage finances for long-term sustainability