

Title of Skill Course: Digital Matte Painter

1. Sector: Media and entertainment
2. Subject: Animation Science
3. Year of implementation: 2022

Course Structure

Skill Level	Theory Hours	Practical Hours	Total Hours	Credits	No. of students in batch
7	20	30	50	3	30

Course Objectives:

1. Students learn & get into the VFX industry as a Matte Painter.
2. Students learn & to create a photo-real artwork in Photoshop.
3. Students to learn how to improve various image grading.
4. A matte painting is a painted representation of a landscape, set, or distant location that allows filmmakers to create the illusion of an environment that is not present at the filming location.
5. Use materials, tools and processes from a variety of media (printmaking, painting, sculpture, ceramic, photography)

Theory Syllabus

Credits (Total Credits 2)	Sub Points	No. of hours
		20
UNIT-I	Introduction & History	(10)
	A Brief History of Matte Painting, Photoshop Workspace, Tools, and Custom Brushes, Composition and Concept, Painting Tools	
UNIT-II	Texturing and Lighting Techniques	(10)
	Perspective Basics, Changing Seasons, Texturing and Color Correction, Lighting Techniques, Final Image	

Reference Books:

1. ZBrush Characters and Creatures : by Kurt Papstein ,Mariano Steiner
2. Beginner's Guide to ZBrush – 3dtotal Publishing
3. ZBrush Digital Sculpting Human Anatomy: Scott Spencer
4. ZBrush Character Sculpting : Rafael Grassetti

Practical Syllabus

Credits (Total Credits 1)	Practical	No. of hours 30
	1) How to Create a Landscape Matte Painting in Adobe Photoshop. 2) Use Photography to Create a Scenic Matte Painting from a Sketch in Photoshop. 3) Create a Snow Covered, Coastal, Mountain Town Matte Painting. 4) Create an Earthshattering Disaster Scene in Photoshop. 5) Create an Underground City in Photoshop. 6) Create Mountains in Photoshop. 7) How to Create a Serene Panorama from Multiple Photographs. 8) How to Create Environment Matte Painting.	

Course Outcomes:

1. Student will understand the history of Matte Painting & also types of of Matte Painting principles.
2. Students will exhibit fundamental knowledge and skills in basic tools in Adobe photoshop.
3. Students will strengthen perceptive types in Adobe photoshop.
4. Use various retouching and repairing techniques to correct images.
5. To create Matte Painting use to various Adobe photoshop tools, brushes tools, Texturing & Lighting Techniques etc.

BOS Sub Committee:

Sr. No.	Name of Member	Designation	Address
1	Mr. Bhambure R.V.	Chairman	YC, Institute of Science, Satara
2	Mrs. Doke P.S.	Member	YC, Institute of Science, Satara
3	Mr. Karale K.S.	Academic Expert	Head of Department Animation Science, Tiranga College of Animation and VFX, Baramati
4	Mr. Omkar Kalaokhe	Industrial Expert	Big Pixel, Karve Nagar, Pune.