Certificate in
Non Linear Video Editing with 3D Animation

ONLINE LEARNING

NEW RAIN
MULTIMEDIA INSTITUTE

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New rain multimedia institute is one of the best online multimedia course provider in Sri Lanka. We have created a very friendly virtual learning environment with the latest technologies. Whether you are new to the creative industry or looking to improve your skills, we have the right online course for you. Well-qualified, experienced certified instructors train the participants with easy-to-use step-by-step training material in the most optimized period of time. We are so sure about the quality of our certification because we are conducting online courses join with the Sri Lanka Tertiary & Vocational Education Commission, Sri Lankavocational training authority, Nenasala campus & Asian education institute & etc.

We do not stop there. New rain expanded online education in the fields of ICT & Computing, Business Management, Hospitality Management, Engineering, Personal & Professional Development, Language Training and Corporate Training.

Non Linear Video Editing
with 3D Animation

Welcome

Course overview

Course Outcomes / Course Activities and Design

Course content

How is the course delivered?

Course assessment

Resourse Persons

Course hours & credits

Welcome

The Multimedia Industry Evolving faster than ever before...

The Multimedia industry consists of film, print, radio, and television. These segments include movies, TV shows, radio shows, news, music, newspapers, magazines, and books. Our programs deliver the frame-work and tools needed to meet the challenges of the industry.

Transform your career with some of Sri Lanka's leading Industry experts & programs grounded in the realities of modern Technologies.

Course Overview

Who is this course for?

This programme is specially designed for students who have the ultimate intention of becoming creative video editors or 3d animation artist through enhancing their creativity & skills. Candidates should possess basic IT knowledge & skills to grasp the edges of each unit available in the relevant course content.

Also, the programme is open for people with past work experience, mature learners may present a more varied profile of achievement that is likely to include extensive work experience (paid and/or unpaid) and/or achievement of a range of professional qualifications in their work sector.

What can you expect?

You can gain industry-level knowledge, experience & the newest techniques Through Our industry experts.

you will be exposed to the latest methods, techniques and tools for improving your Skill.

What will you learn?

This programme offers students the opportunity to explore an extensive multimedia education. Students will be taught the way to integrate the theoretical, creative, conceptual, and technical aspects of video editing and 3d animation with modern technology. It helps students to develop a range of interactive media production skills, including motion graphics, and sound editing.

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Course Outcomes

Upon successful completion the student will be able to:

01 Plan, design, and create digital video projects incorporating animations and audio elements.

02 Create & Develop digital 3d contents

03 Edit and compress video for use in various delivery modes of digital media using standard digital video editing software.

04 Evaluate digital video projects, identify items for improvement, and implement changes

Course Activities and Design

Course material will be presented in a lecture format. This course is designed to maximize learning through the use of strategies such as

outcome based instruction, collaborative learning, contextual application and performance based assessment. Lecture material will consist of discussion, diagrams, multimedia, and other educationally editing practices. Other activities will include hands-on utilization of editing software. Demonstration and handout materials will be provided.

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Course Content

The Professional Diploma course focuses on the Develop Video content & 3D Digital contents & Web elements,

Content : Theory & Practicals

Introduction to Liner Video Editing & Non-linear Video Editing
Camera Angles & Camera Movements
Introduce Editing Theory

Adobe Premiere Pro
Introduce Software Workspace
Introduce Tools & software fundamentals
Apply Effects & Transitions
Multi camera editing
Creating Titles
Working with Dynamic links
Output Process (Exporting & Rendering)

Adobe after effect
Introduce Software Workspace
Introduce Tools & software fundamentals
Creating Keyframe Animations
Apply video effects & transitions
Using Masks 03 06
Tracking motions & Cameras
Apply Green Screen effects
Output Process (Exporting & Rendering)

3Ds Max
IIntroduce Software Workspace 02 01
Introduce Tools & software fundamentals 01 04 06
Create 3D Shapes 01 03 12
Apply modifiers 03
Apply Materials & Maps 03 06
Apply Lighting & Camera 03 06
Creating 3D Models 01 04 12
Creating 3D Animation 03 06
V-ray Rendering

Practical /Assignment :
Develop and finalize teledrama using raw footages

Teaching-Learning activities :
Illustrated talk
Demonstrations
Individual practices

Assessment :
Formative Assessment + Summative Assessment

Using Software:
Adobe premiere, Adobe After effects, 3Ds Max & Adobe media encoder.

Course
Delivery

Supporting your online learning journey...

The Certificate In Non Linear Video Editing With 3d Animation Is Available To Study Online Via The New Rain Multimedia Institute's Dynamic Online Learning Environment.

How we can guide you through your online learning journey:

Access HD video lectures with accompanying downloadable course material.

Discussion forums, to interact with fellow students and a tutor with an expertise in multimedia skills and practices.

Access resources to help you with your studies including self-directed practical exercises and recommended reading.

The LMS can be accessed 24/7 through your desktop or mobile device.

Your Programme Manager is available to support you during your study and assist with any administrative related queries you may have.

Outcome Assessment Strategies

Assessment is designed to indicate achievement of the course outcome and performance tasks. The instructor will outline the methods used to assess student progress and the criteria for assigning a grade at the beginning of the course. Assessment will be based upon a combination of in-class participation, attendance, examinations, and quality of the multi-media project(s). Determination of problem solving skills, team work, and communication skills may also be included.

Resource persons who deliver the program

Asoka Jayasekara
B.Tec Film and Television Production Technology
Senior Cameraman
SRI LANKA RUPAVAHINI (TV) CORPORATION.

Malinda Hidellaarachchi
B.Tec Film and Television Production Technology
Chief Editor
Asia Broadcasting PVT LTD " Hiru TV "

Madhawa Goonetileke
B.Des (Hons)
Partner -Magic Morpheus Design Studio.
Executive Producer -Formula of Creative.

Chaminda Jayawardana
BTEC in Film and TV Production Technology (UN)
Executive Graphic and Animation artist @ MTV - Sirasa TV
VFX Supervisor / Lecturer

SUPUN RAJARATHNA
Professional Bachelor of Visual Communication
NDTTE, NVQ 05 of ICT
Instructor of VTA, Instructor of NAITA,
Former Design Executive in HAYLEY'S (Pvt.) Ltd

Course Hours

No	Content	Hours		
		Theory	**Practical**	**Assignments**
1.	Introduction to Liner Video Editing & Non-linear Video Editing	01		01
2.	Camera Angles & Camera Movements	02		02
3.	Introduce Editing Theory	03		02
4.	**Adobe premiere**			
5.	Introduce Software Workspace	01	02	02
6.	Introduce Tools & software fundamentals	01	05	06
7.	Apply Effects & Transitions		04	06
8.	Multi camera editing		03	06
9.	Creating Titles		03	03
10.	Working with Dynamic links		02	03
11.	Output Process (Exporting & Rendering)	01	02	04
12.				
13.	**Adobe after effects**			
14.	Introduce Software Workspace	02		01
15.	Introduce Tools & software fundamentals	01	05	06
16.	Creating Keyframe Animations	01	05	12
17.	Apply video effects & transitions		03	06
18.	Using Masks		03	06
19.	Tracking motions & Cameras	01	03	06
20.	Apply Green Screen effects		03	06
21.	Output Process (Exporting & Rendering)	01	02	04
22.				
23.	**3D's Max**			
24.	Introduce Software Workspace	02		01
25.	Introduce Tools & software fundamentals	01	04	06
26.	Create 3D Shapes	01	03	12
27.	Apply modifiers		03	
28.	Apply Materials & Maps		03	06
29.	Apply Lighting & Camera		03	06
30.	Creating 3D Models	01	04	12
31.	Creating 3D Animation		03	06
32.	V-ray Rendering		02	04
33.				
34.	**Total Hours of Theory, practical & Assignments**	225		
35.	**Self-studies with video Tutorials & extra Notes through the LMS**	50		
36.	**Project works**	75		
37.	**Total Hours**	350		

Entry requirements

Basic Knowledge of should possess basic IT knowledge & skills to grasp the edges of each unit available in the relevant course content.

Duration

30 Weeks / 1 days per week / 3 Lecture hours per day / Total lecture hours 90.

Fast track

15 Weeks / 2 days per week / 3 Lecture hours per day / Total lecture hours 90.

For more information or to register for a course please contact us

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