

## Detailed Syllabus:

### KLiC 3D Lighting & Texturing Artist

- Watching 3D movies
- Entering into CGI industry
- Beginning with CGI
- Taking a career path in 3D industry
- Freelancing ,Selling 3D Content
- Getting started with 3D software
- Working with Blender
- Situation first model
- What is Lighting
- How to use spot lamp to create table lamp lighting
- How to apply atmospheric lighting to Desert scene
- How to use point lamp to create lightball with pillars
- How to use area light to create TV unit light setup
- What are advantages of cycles render in lighting
- How to use Global illumination colour bleeding light bouncing
- How to use Light Path Node to create realistic glass
- How to use Blackbody Node for color temperature
- How to use emission shader to create neon light
- How to illuminate a brick room using primitives with emitting light
- How to light interior room using IES light
- How to create IES lighting manually
- How to use studio light for presenting a organic monster model
- How to enhance Pool table using HDRI lighting
- How to add realism to a scene using Gobo light
- How to use Normal Map in lighting
- How to bake AO maps for indoor room
- How to add Bloom Effect to an image using composite nodes
- How to enhance dessert scene by using Sun flare
- How to use spot lamp as light shafts from the Tree
- How to use camera and emission to create bokeh effect
- How to add caustics for under water scene
- How to enhance a Corridor scene by adding fog
- How to create day lighting for indoor scene
- How to light indoor scene in game engine
- How to create night lighting for indoor scene
- How to create night lighting for Desert scene
- Begin with 3D Texturing: a new Texturing artist takes references
- How to create Earth / Globe
- How to create Colgate Box
- How to create Match box
- How to Create different types of Maps
- How to create Sword
- How to create Stone

- How to create Monster
- How to Apply Shaders to Primitive
- How to Texture on Sphere Objects in cycle render
- How to create Wooden chair
- How to create Bulb
- How to create Glass and Milk Texture
- How to create Gold
- How to create Bronze
- How to create Anisotropic Utensils
- How to create Tea Cup (Ceramic Shading)
- How to create Subsurface Scattering
- How to use Projection Painting
- Other than CG Lighting artist in brief
- The Story of CGI