Karmaveer Bhaurao Patil University, Satara

Syllabus for

Skill Level 7 (Digital Matte Painter)

Under

Faculty of Science and Technology

(As per NEP 2020)

With effect from Academic Year 2024-2025

Title of Skill Course: Digital Matte Painter

1. Sector: Media and entertainment
2. Subject: Animation Science
3. Year of implementation: 2024

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 & to get into the VFX industry as a Matte Painter.
2. Students learn & to create a photo-real artwork in Photoshop.
3. Students should gain a solid understanding of fundamental art principles such as composition, perspective, color theory, lighting, and anatomy.
4. Learning various matte painting techniques, including photo manipulation, digital painting, texture creation, and integration to seamlessly blend elements into a cohesive background.

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	

References:

1. Mattingly, David B. *Digital Matte Painting Handbook*. New York: Wiley, 2011.
2. Bonner, David. *Digital Matte Painting: Techniques, Tutorials & Walk-Throughs*. San Rafael: Design Studio Press, 2010.

Practical Syllabus
Course Objectives:
3. To impart knowledge of digital painting by using Adobe Photoshop and Adobe Illustrator.
4. To achieve proficient technical and aesthetic skills using various tools to generate a broad range of two-dimensional images.
5. To learn basic traditional drawing concepts of basic composition, using shadow and highlight to create the illusion of volume,
6. To use atmospheric and linear perspective to create the illusion of space.

Credits (Total Credits 1)	Practical	No. of hours 30
	1. Create Shoe House Photoshop Manipulation 2. Photoshop Manipulation Adding Light Effects in Photoshop. 3. How to Create a Landscape Matte Painting in Adobe Photoshop. 4. Use Photography to Create a Scenic Matte Painting from a Sketch in Photoshop. 5. Create a Snow Covered, Coastal, Mountain Town Matte Painting. 6. Create an Earthshattering Disaster Scene in Photoshop. 7. Create an Underground City in Photoshop. 8. Create Mountains in Photoshop. 9. How to Create a Serene Panorama from Multiple Photographs. 10. 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. To create Matte Painting use to various Adobe photoshop tools, brushes tools, Texturing & Lighting Techniques etc.

References:
1. Luong, David, and Eric Matyas. *The Digital Matte Painting Handbook*. San Francisco: Sybex, 2011.
2. Liew, Alp. *Beginner's Guide to Digital Painting in Photoshop*. Kansas City: 3DTotal Publishing, 2013.

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.