QualityThought®
Transforming Dreams! Redefining Future!

SINCE 2010

AI-Powered
MULTIMEDIA

Video Editing
With-AI

- Photoshop
- Premiere pro
- Aftereffects
- Davinci Resolve

Multimedia
With Generative-AI

- Photoshop
- illustrator
- Premiere pro
- Aftereffects
- Davinci Resolve
- Autodesk Maya
- Substance Painter
- Maroset
- Silhouette
- Nuke

10 Certificates
20+ Job Profile Titles

Our Programs

- Training
- Online Oriented Program
- Offline Oriented Program

For More Details
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GRAPHIC DESIGN

Photoshop illustrator coreldraw

Curriculum Topics

Photoshop

Module 1:Introduction & Basics
Module 2:Selection Tools & Masking
Module 3:Layers & Blending
Module 4: Image Editing & Retouching
Module 5: Working with Text & Typography
Module 6: Brushes, Painting & Creative Effects
Module 7: Color & Corrections
Module 8: Advanced Compositing
Module 9: Digital Design Projects
Module 10: Exporting & Output

Illustrator & CorelDRAW

Module 1: Fundamentals of Vector Design
Module 2: Workspace & Tool
Module 3: Shapes & Drawing Tools
Module 4: Pen Tool & Path Editing
Module 5: Color & Fills
Module 6: Strokes, Brushes & Effects
Module 7: Text & Typography
Module 8: Layers, Groups & Symbols
Module 9: Advanced Techniques
Module 10: Pattern & Texture Design
Module 11: Creative Projects
Module 12: Exporting & Printing

AI Tools

1. MidJourney – AI image & concept art creation.
2. Adobe Firefly – Generative fill & AI tools in Photoshop.
3. Canva AI – AI design suggestions, text-to-image.
4. Runway Gen-2 – Text-to-video & video editing with AI.
5. Remove.bg

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VIDEO EDITING

Premiere Pro

Aftereffects

davinci resolve

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Curriculum Topics

Premiere Pro

Module 1 – Introduction to Editing
- Premiere Pro interface & workspace
- Importing & organizing media
- Understanding sequences & timelines
- Basic cuts & trims

Module 2 – Video Editing Fundamentals
- Adding transitions & effects
- Titles & captions
- Motion controls (scale, position, rotation)
- Speed ramping (slow motion & time remapping)

Module 3 – Audio Editing
- Syncing audio & video
- Audio mixing (voice, music, effects)
- Noise reduction
- Essential Sound panel

Module 4 – Color & Effects
- Lumetri color correction & grading
- Using LUTs
- Keyframing for animations
- Basic green screen (Ultra Key)

Module 5 – Professional Workflow
- Multi-camera editing
- Proxy workflow for high-res editing
- Dynamic link with After Effects
- Export settings for YouTube, broadcast, film.

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Curriculum Topics

Aftereffects

Module 1 – Getting Started
- After Effects interface & workspace
- Composition settings
- Timeline & keyframes
- Importing Photoshop/Premiere projects

Module 2 – Animation Basics
- Transform properties
- Text animation presets
- Shape layers & masks
- Working with the graph editor

Module 3 – Motion Graphics
- Logo animation
- Lower thirds & infographics
- Social media motion graphics
- Animating icons & transitions

Module 4 – Compositing & VFX
- Chroma keying (green screen)
- Motion tracking (2D & 3D camera tracking)
- Rotoscoping
- Adding special effects (fire, smoke, particles)

Module 5 – Advanced Workflow
- Expressions for automation
- 3D layers, lights & cameras
- Using plugins (Element 3D, Trapcode, Saber)
- Rendering & exporting

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Curriculum Topics

DaVinci Resolve

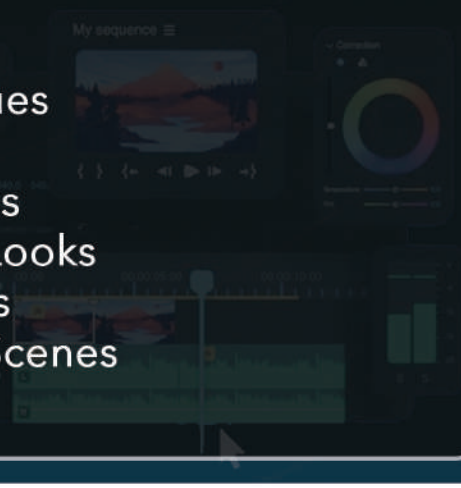
Module 1 –What is Color Correction vs. Color Grading
- Understanding Color Science in DaVinci Resolve
- Interface Overview of the Color Page
- Workflow: From Camera Raw to Final Look

Module 2 – Primary Color Correction
- Lift, Gamma, Gain & Offset Controls
- Contrast, Pivot, Saturation, and Temperature
- Balancing White and Black Points
- Color Wheels, Bars, and Curves Overview

Module 3 – Secondary Color Correction
- Qualifiers (Hue, Saturation, Luminance Selections)
- Power Windows & Masks
- Tracking Masks for Moving Subjects
- Sky & Skin Tone Isolation
- Selective Color Adjustments

Module 4 – LUTs & Look Development
- Scopes & Monitoring
- Curves & Advanced Tools
- Working with Nodes

Module 5 – Creative Grading Techniques
- Day-for-Night Grading
- Warm vs. Cool Mood Tones
- High-Contrast Cinematic Looks
- Film Grain & Bloom Effects
- Look Consistency Across Scenes



Curriculum Topics

Ai-Tools

All-in-One AI Video Editors

Runway ML – Text-to-video, background removal, motion tracking, and style transfer.
Pika Labs – Text-to-video generation and AI animation creation.
OpusClip – Automatically converts long videos into viral short clips with captions.
Veed.io – Online AI editor for subtitles, auto cuts, templates, and social media videos.
Kapwing – AI-powered editing, templates, and text-based editing for creators.
Wondershare Filmora AI – Smart cutout, scene detection, and AI audio cleanup.
Descript – Edit video by editing the transcript (perfect for podcasts & YouTubers).

AI Tools for Enhancement & Upscaling

Topaz Video Enhance AI – Upscales low-resolution videos and boosts frame rate.
HitPaw Video Enhancer – Restores old or blurry videos using AI models.
DaVinci (Neural Engine) – Auto color balance, smart reframing, and face refinement.
ColorLab.ai – AI color grading and style matching for film looks.

AI Tools for Audio, Voice & Music

Adobe Podcast / Enhance Speech – Makes your voice sound studio-quality.
ElevenLabs – Realistic AI voice generation.
Murf.ai / Lovo.ai – Text-to-speech tools for video narration.
AIVA / Soundraw / Beatoven.ai – Create AI-generated background music.
Krisp.ai – Removes background noise from recorded audio.

AI Workflow Integration Tools

Auto-Editor (Open Source) – Auto cuts silences & trims footage.
ChatGPT + Runway / Pika – Script writing + AI video generation.
Notion + Descript – Manage project + auto-edit videos from transcripts.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3D ANIMATION

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Curriculum Topics

Maya

Module 1 –Introduction to 3D & Maya Interface
- What is 3D? Understanding modeling, texturing, lighting, rendering, animation
- Maya interface overview (menus, shelves, panels)
- Understanding scene units & preferences

Module 2 – Basic 3D Concepts
- Polygon vs NURBS vs Subdivision surfaces
- Object types & transformations
- Pivot points & freeze transformations
- Grouping, parenting & hierarchy

Module 3 – Polygon Modeling
- Basic shapes & primitive creation
- Modeling tools
- Modeling props, vehicles, environments
- Hard-surface modeling techniques
- Topology & edge flow principles

Module 4 – NURBS & Curve Modeling
- Loft, revolve, extrude, planar tools
- Using curves for modeling cables, bottles, etc.
- Converting NURBS to polygons

Module 5 – UV Mapping & Texturing
- Understanding UVs & textures
- UV Editor tools & layout techniques
- Automatic, planar, cylindrical, spherical mapping
- Seam fixing & unfolding UVs
- Intro to Hypershade & shader networks

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Curriculum Topics

Maya

Module 6 –Shading & Materials
- Working with Arnold shaders (Ai Standard Surface)
- Assigning materials to objects
- Creating reflective, glass, metallic, matte surfaces

Module 7 – Lighting
- Types of lights
- Three-point lighting setup
- HDRI lighting for realism
- Shadows & light linking,Lighting in Arnold Renderer

Module 8 – Rendering
- Arnold Renderer overview
- Render settings (resolution, samples, AOVs
- Render passes & compositing workflow
- Optimization for faster renders

Module 9 – Rigging & Animation
- Understanding joints, bones & skeleton hierarchy
- Skin binding & weight painting, controls, Rig setup
- Principles of animations, Key framing & timeline
- Grapg Editor, motionpath, playlast

Module 10 – Dynamics & Effects
- Understanding nParticles, ncloth& nhair
- Soft & rigid body
- Fluids & Bifrost basics, Bullet Physics,collisions
- Dynamics caching & rendering

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Curriculum Topics

Substance Painter

Module 1 –Basics of Texturing
- Layers & masks explained
- Procedural textures & generators
- Understanding channels

Module 2– Advanced Texturing Techniques
- Creating custom materials
- Using anchor points
- Mask painting with stencils & projection
- Shadows & light linking,Lighting in Arnold Renderer

Module 3– Working with Materials & Effects
- Importing custom textures & alphas
- Creating reusable smart materials
- Adding decals & logos
- Emissive maps for glowing effects
- Subsurface scattering setup (for skin, wax, etc.)

Module 4 – Rendering & Export
- Using IRay renderer inside Painter
- Setting up lighting and HDRI environments
- Exporting textures for different pipelines
- Export presets & optimization for game/film

Module 10 – Dynamics & Effects
- Understanding nParticles, ncloth& nhair
- Soft & rigid body
- Fluids & Bifrost basics, Bullet Physics,collisions
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Curriculum Topics

ZBrush

Module 1 –Working with ZSpheres & Base Meshes
- Creating base forms using ZSpheres
- Adaptive skin generation
- ZSketch overview
- Mannequins for posing & concept blocking

Module 2– Sculpting Basics
- Sculpting workflow (Add, Subtract, Smooth, Move)
- Understanding DynaMesh
- Brushes: Standard, Clay, Clay Buildup, Move,pinch
- Symmetry & mirror operations
- Subdivisions & resolution management

Module 3– Subtools & Polygroups
- Managing complex models with SubTools
- Merging, splitting & grouping
- Polygroups & visibility shortcuts
- Subtool Master plugin for batch operations

Module 4 – Rendering & Presentation
- Light setup & shadows
- Materials (MatCap, Standard, Custom)
- Using ZBrush Filters for post-effects
- Rendering turntables

Module 10 –Exporting for Other Software
- Normal, Displacement, and Ambient Occlusion map
- Decimation Master for low-poly exports
- GoZ


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VFX

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Curriculum Topics

Compositing

In Nuke –Node-based workflow
Merge, Transform, and Grade nodes
Keying (Primatte, Keylight)
Roto & RotoPaint integration
Tracker, Stabilize, and CornerPin nodes
3D system (Camera projection, Point cloud)

In After Effects –Layer-based compositing
Masks, blending modes, pre-compositions
Tracking & keying tools
Expressions and motion graphics integration

In Silhouette FX – AAdvanced paint node system with auto paint
Planar tracking-assisted cleanup
Onion-skin and time-based tools for retouching

Software Used-

Nuke (industry standard for film & TV)
After Effects (motion design + compositing)

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Curriculum Topics

VFX Paint

In Nuke –***RotoPaint Node*** — main tool for frame-by-frame paint
Clone, Blur, Healing, and **Erase brushes**
FrameHold and **TimeOffset** nodes for frame ref
Using **Tracker** and **Stabilize** for moving cleanup
Patch and **Paint using** projection techniques

In Photoshop – Clone Stamp, Healing Brush, Patch Tool
Working with image sequences using scripts

In Silhouette FX – AAdvanced paint node system with auto paint
Planar tracking-assisted cleanup
Onion-skin and time-based tools for retouching

Software Used-

Nuke (RotoPaint, Clone, Tracker)
Silhouette FX
Adobe Photoshop
After Effects (Clone Stamp, Content-Aware Fill)

Curriculum Topics

Rotoscoping

In Nuke –Roto & RotoPaint nodes
Shapes, keyframes, and feathering
Motion blur & edge softening
Using tracker data to assist roto

In After Effects – BMask tools (Pen, Roto Brush, Refine Edge)
Layer vs. composition masks
Motion tracking with masks

In Silhouette FX – Advanced roto splines
Planar tracking integration
Stereo rotoscoping

Software Used-

Nuke (Roto, RotoPaint nodes)
After Effects (Roto Brush 2.0, masks)
Silhouette FX (industry-standard for feature films)