**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