



VISUAL **EFFECTS** BROCHURE



www.orangevfx.com/training

MARCH 2026



WELCOME SPEECH

Dear Future Creator,

I'm Richard, and I'm honoured to welcome you to Orange Seed Academy. Our vision has always been to empower African creators to tell world-class stories through digital innovation. Today, that journey takes a massive leap forward with Seed 4.0.

We've upgraded our entire ecosystem to ensure you don't just learn tools, but lead the industry. Through our mission of providing industry-aligned training, you now have access to a streamlined student portal, 1-on-1 expert mentorship, and cutting-edge AI-assisted workflows. Whether you are pursuing a specialised short course or a professional diploma, we are here to bridge the gap between your passion and a high-earning career in the creative economy.

You are no longer just a student; you are part of a community dedicated to mastery and growth. We provide the guidance and the technology—you provide the dedication.

Let's start building your future today.



Richard Oboh
CEO and Managing Director
Orange Seed Academy

2026

ABOUT ORANGE SEED



OUR MISSION

To empower 10,000 African digital Creators yearly with world-class training, mentorship, and career opportunities, fostering innovation and excellence in digital content creation.



OUR VISION

To become Africa's premier creative technology academy bridging talent with opportunity





CERTIFICATION TIERS

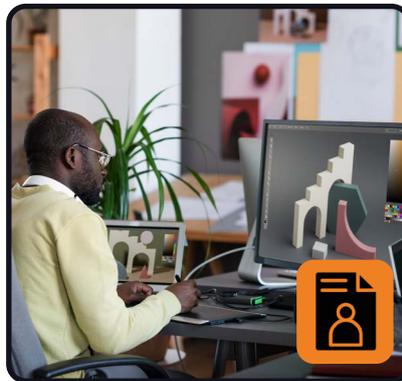


Tier 1: Foundation

Certification Of Participation

Validates attendance and foundational knowledge from basic classroom training. Ideal for beginners.

- ▶ 2+ Weeks Duration
- ▶ Basic Training Required
- ▶ Proof Of Participation
- ▶ Limited Placement
- ▶ Free



Tier 2: Intermediate

Certification Of Completion

Confirms skills and project-readiness after completing mentorship and portfolio development.

- ▶ 2+ Months Duration
- ▶ Mentorship & Showreel Required
- ▶ Moderate Placement Potential
- ▶ Featured on Student Portal
- ▶ N10,000.00 (\$10)



Tier 3: Professional

Diploma

The highest level of certification, signifying full professional readiness across a complete job module.

- ▶ 4 - 6 Months Duration
- ▶ Full Job-Role Module Required
- ▶ 80%+ Placement Rate
- ▶ Direct Trainee Role Eligibility
- ▶ N20,000.00 (\$20)





HOW IT WORKS

01

SELECT YOUR PATH

Stop guessing what to learn. Pick one of our 6 specialized schools: Animation, Games, Design, Film & VFX, Modeling, or Arch-Vis. Start with a free consultation to align your goals with the right creative tech career.

IMMERSIVE TRAINING

Experience world-class learning on our new integrated student portal. Access structured lessons, track your progress, and take quizzes—all in one place. Enjoy a mix of live sessions and recorded modules designed for deep mastery.

02

03

ELITE MENTORSHIP

Gain access to our exclusive Discord community. Get expert feedback, network with peers, and stay updated on the latest industry job openings. Coming soon: A Nitro-upgraded experience for high-speed collaboration and premium resources.

REAL-WORLD ASSESSMENT

We don't just teach; we refine. Submit projects through the portal for expert review. Pass your final examination to prove you are industry-ready. Opt-in for our subsidized Pro Mentorship plans for even deeper one-on-one guidance.

04

05

GRADUATE AND INTERN

Leave with more than a certificate. Walk away with a professional portfolio that gets you hired. Top students land a 3-month internship at Orange VFX Studios to gain real-world studio experience.

DISCOVER YOUR CREATIVE PATHWAY

Our academy is built around six specialised schools designed to take you from absolute beginner to industry professional. Whether you decide to master character animation, build immersive games, or craft stunning architectural visuals, you are entering an ecosystem perfectly structured to support your ultimate career goals.



COURSE OUTLINE

Visual Effects



Create your first visual effects in our intensive 8-weeks course

Use After Effects and AI to master compositing, chroma keying, and particle simulations. After the 8-week course, enjoy a month of 1-on-1 mentorship to polish your portfolio using 10 curated briefs and graduate with high-quality, photorealistic shots.

What you'll Learn

- ▶ Combine video layers and blend modes for seamless compositing
- ▶ Isolate complex subjects using AI-assisted rotoscoping and masks
- ▶ Execute professional chroma keying and 3D camera tracking
- ▶ Simulate dynamic particles, weather, and procedural noise
- ▶ Use AI tools to write expressions and plan VFX breakdowns

This course includes:

-  1 Month of private 1-on-1 expert mentorship
-  24/7 Seed LMS Student Portal access
-  Interactive quizzes, assignments, and practice files
-  Official Certificate of Completion



Duration: 8 Weeks



Software: After Effects



Time: 9am- 12pm, 12pm- 3pm



Mentorship: 1 month free



Level: Beginner



Week 1: The Foundation – Compositing & Layers

Topic A: VFX Theory & Interface

- **The Pipeline:** Pre-production -> Production -> Post-production.
Where VFX fits in.
- **Interface Tour:** Project Panel, Composition Panel, Timeline, and Layer Controls.
- **Digital Video Basics:** Resolution (HD/4K), Frame Rates, and Alpha Channels (Transparency).

Topic B: Basic Compositing

- **Layers:** Understanding stacking order (What's on top covers what's below).
- **Blending Modes:** Screen (removes black), Multiply (removes white), Overlay (blends).
- **Transform Properties:** Position, Scale, Rotation, Opacity.

Topic C: The "Invisible" Fix

- **Clean Plates:** The concept of removing unwanted objects.
- **Clone Stamp Tool:** Painting out wires or boom mics manually.



Week 2: Masking & Rotoscoping

Topic A: Masking Basics

- **The Pen Tool:** Drawing precise shapes to cut objects out.
- **Mask Properties:** Feather, Expansion, and Opacity.
- **Garbage Mattes:** Loosely cutting out unwanted areas before refining.

Topic B: Rotoscoping (The Hard Way vs. The Smart Way)

- **Manual Roto:** Animating a mask path frame-by-frame (The traditional skill).
- **Roto Brush 2.0:** Using AI-assisted tools to isolate subjects quickly.
- **Refining the Edge:** Using "Refine Edge" for hair and fuzzy details.

Topic C: Track Mattes

- **Alpha Matte:** Using one layer's shape to reveal another.
- **Text Reveal:** Making text appear from behind a building or person.

Week 3: Chroma Keying (Green Screen)

Topic A: Keying Theory

- **Why Green?** Understanding digital sensors and skin tones.
- **Lighting:** How to spot a "bad" green screen shot (uneven lighting, shadows).

Topic B: Keylight 1.2 (The Industry Standard)

- **Screen Colour:** Selecting the right green.
- **Screen Matte:** Viewing the black-and-white alpha to check for holes.
- **Clip Black/Clip White:** Cleaning up the background and the subject.

Topic C: Spill Suppression & Edge Cleanup

- **Despill:** Removing the green reflection from the actor's skin/hair.
- **Light Wrap:** Blending the background light onto the subject's edges for realism.



Week 4: Motion Tracking (2D)

Topic A: Point Tracking

- **One-Point Track:** Tracking position only (e.g., a lens flare on a torch).
- **Two-Point Track:** Tracking position, rotation, and scale.
- **The Tracker Panel:** Setting the Search Region and Feature Region.

Topic B: Planar Tracking (Mocha AE)

- **Introduction to Mocha:** Why it's better than point tracking for screens.
- **Surface Tool:** Defining the perspective plane (The corner pin).

Topic C: Corner Pinning

- **Screen Replacement:** Replacing a phone or TV screen with new footage.
- **Reflections:** Adding fake reflections back onto the new screen for realism.

Week 5: 3D Camera Tracking

Topic A: The 3D Camera Tracker

- **Solving:** How AE calculates 3D space from 2D video.
Target Size & Shot Type: Improving the track by telling AE the angle of view.
- **Track Points:** Identifying the "Ground Plane" and "Wall Plane".

Topic B: Placing Objects

- **Nulls & Cameras:** creating a reference null to attach objects to.
- **Text in Space:** Making giant text stand on the floor of a street scene.

Topic C: Shadow Catchers

- **Realism:** Creating an invisible layer that only catches shadows to ground the object.



Week 6: Particles & Simulation

Topic A: CC Particle World

- **Physics:** Gravity, Velocity, and Resistance.
- **Particle Types:** Shaded Spheres, Textured Quads (using custom images as particles).

Topic B: Simulation Basics

- **Weather:** Creating Rain or Snow.
- **Debris:** adding dust hits or sparks to an impact.

Topic C: Procedural Effects

- **Fractal Noise:** The "God of VFX". Creating fog, energy fields, and water textures.
- **Saber (Free Plugin):** Creating energy beams and lightsabers (Optional but recommended).

Week 7: Colour Grading & Integration

Topic A: Colour Matching

- **Black & White Points:** Matching the darkest shadows and brightest highlights of the VFX to the background plate.
- **Levels & Curves:** Essential tools for contrast matching.

Topic B: Optical Effects

- **Grain Management:** Adding film grain to clean CGI elements to match grainy video.
- **Lens Artifacts:** Adding Chromatic Aberration, Lens Flares, and Motion Blur.

Topic C: Lumetri Colour for VFX

- **The "Look":** Applying a final grade over the entire composition to glue it together.



Week 8: AI Workflow & Final Sprint

Topic A: Innovative AI Workflow (Using Gemini)

- **Expression Assistance:** Using Gemini to write complex Expressions (code) for After Effects.
 - *Prompt Example: "Write an After Effects expression to make a layer wiggle its position only on the X-axis, synced to the bass of an audio track."*
- **VFX Breakdown Planning:** Pasting a script into Gemini to generate a "Shot List" of required VFX assets.
 - *Prompt Example: "Break down this scene: 'A man shoots a fireball from his hand.' List the VFX layers I need (e.g., interactive light, heat distortion, debris)."*
- **Troubleshooting:** Pasting error codes into Gemini for instant fixes.

Topic B: Rendering & Delivery

- **Render Queue:** Best settings for high-quality masters (ProRes/DNxHR).
- **Media Encoder:** Exporting H.264/H.265 for web delivery.

The Project Sprint

- **Dedicated Studio Time:** Students work on their final pieces.
- **The "Dailies" Review:** Instructor reviews work-in-progress renders.



Mentorship & Portfolio Polish

Following the two weeks of core instruction, students enter a dedicated 1-month free mentorship program delivered online via Discord. This phase shifts the focus from learning new tools to applying them at an industry standard.

- **Project Polish & Portfolio Building:** Finish or redo your 2 required projects. High-quality submissions ensure better scores and a stronger portfolio.
- **Weekly 1-on-1 Sessions:** Each student is assigned a dedicated mentor for a personalised 30 to 60-minute guidance session every week.
- **Screen Sharing & Open File Reviews:** Present open project files via live screen sharing for direct mentor critiques and feedback.
- **Live Debugging:** Join a dedicated livestream where instructors actively troubleshoot settings and resolve your project errors in real-time.
- **Final Premiere:** Submit your fully rendered images or video for the Virtual Viewing Party to watch and critique final reels with the class.
- **Certification & Next Steps:** Complete the course evaluation and submit all final polished projects to finalise grading and unlock your Certificate of Completion.





HOW TO GET STARTED

1. Visit our website: orangevfx.com/training
2. Book your free consultation
3. Register with your active email
4. Receive welcome package and orientation details
5. Begin your creative journey

Get In Touch



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