



BROADCAST **DESIGN** BROCHURE

WELCOME MESSAGE

Dear Future Creator,

Welcome to Orange Seed Academy, where we're transforming African storytelling through digital innovation. Our academy has evolved into Seed 3.0, offering you a clear path to earning 200k to 500k monthly within six months of dedicated learning and practice.

At Orange Seed Academy, we blend hands-on training, mentorship, and career support to ensure you graduate job-ready. Whether you're a beginner or looking to upskill, we provide the tools, community, and opportunities to thrive in the creative industry.

Let's start your dream!

Richard E.O

Richard Oboh

CEO and Managing Director

Orange Seed Academy



ABOUT ORANGE SEED



OUR MISSION

To empower 5,000 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

WHY CHOOSE US

EARN WHILE YOU LEARN

Potential to earn 200k– 500k monthly
within 6 months

INDUSTRY-PROVEN CURRICULUM

Designed & taught by working professionals

80%+ JOB PLACEMENT

Direct hiring at Orange VFX & partner
studios

PERSONALIZED MENTORSHIP

Weekly 1:1 Discord sessions with experts

BUILD A PROFESSIONAL PORTFOLIO

20+ real-world projects

FLEXIBLE LEARNING

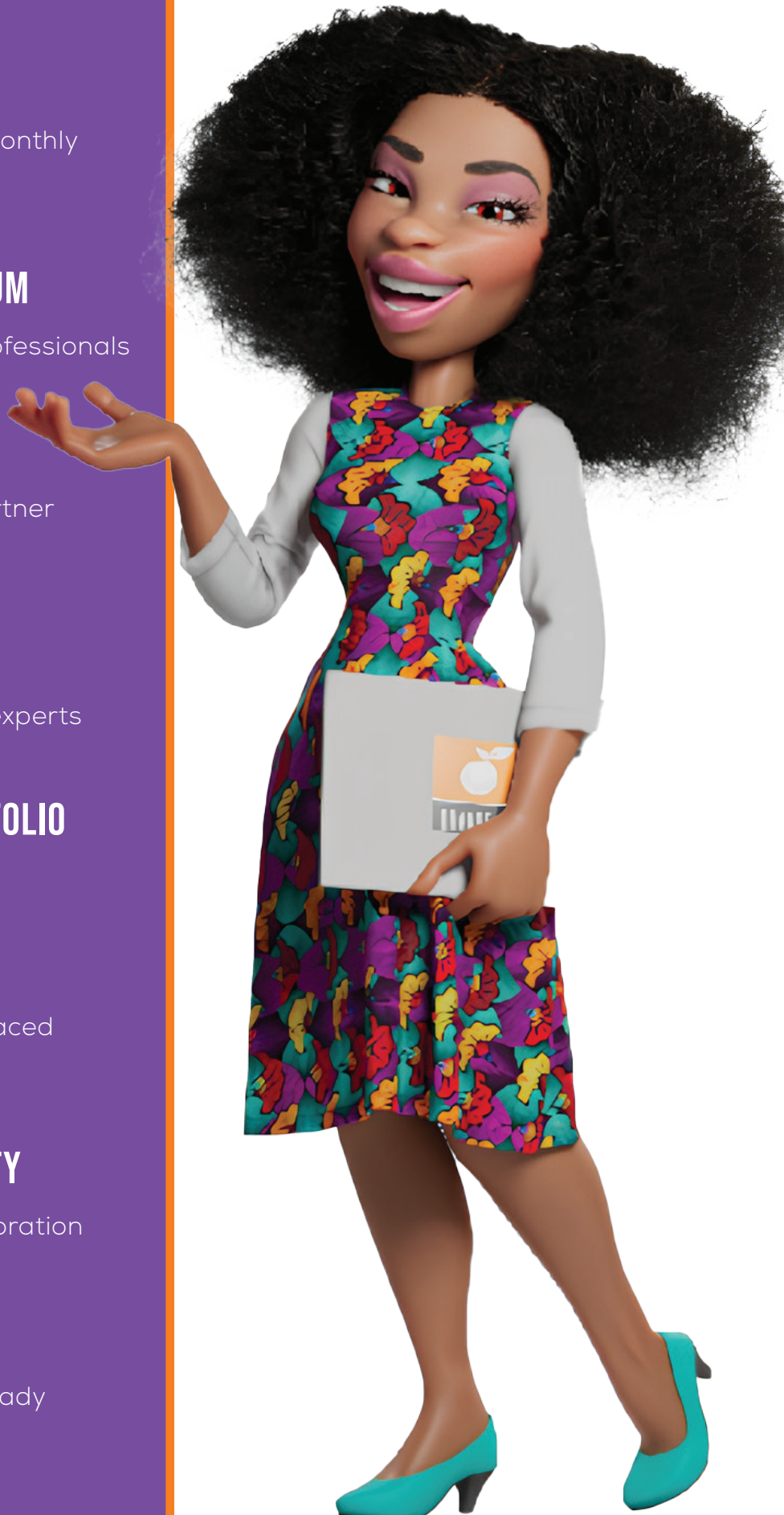
Choose physical, online, or self-paced
training

VIBRANT CREATIVE COMMUNITY

Active Discord network for collaboration

THREE-TIER CERTIFICATION

Progress from beginner to job-ready
professional



CERTIFICATION TIERS

CERTIFICATE OF PARTICIPATION

- Basic classroom training only; no mentorship, no project, no assessment, no showreel/portfolio
- 2 weeks+
- Proof of participation; shows basic skills
- Cost is Free
- Limited potential for placement and referral
- No Additional Perks

CERTIFICATE OF COMPLETION

- **Requirements:** Completed mentorship, projects, showreel/portfolio, pass final assessment for the course
- **Duration:** 2 months+
- Demonstrates high skill in course; eligible for project recommendations
- **Cost:** ₦10,000 (\$10)
- Moderate potential for placement and referral; showcased on portal
- Featured on student portal for jobs & student films



CERTIFICATION TIERS

DIPLOMA

- **Requirements:** Completed all module courses, projects, showreel/portfolio, passed all assessments in the module
- **Duration:** 4 - 6 months+
- **Benefits:** Highest qualification; eligible for directpaid Trainee roles; 80%+ placement chance at Orange VFX or partners
- **Cost:** ₦20,000 (\$20)
- **Placement/Referral Potential:** Highest; strong recommendation & placement rate
- **Additional Perks:** Graduation ceremony; featured on student portal for jobs & student films



SEED 3.0 TRAINING PROCESS

1

REGISTER

- Free consultation
- Goal setting
- Course selection
- Single email registration for all communications

2

TRAIN

- Orientation
- Foundational skills
- Hands-on projects
- Regular progress updates via email

3

MENTORSHIP

- Discord-based guidance
- Weekly feedback sessions
- Real-time screen sharing
- Industry workflow and best practices

4

ASSESSMENT

- Skills verification
- Project evaluation
- Final examination
- Portfolio review

5

GRADUATE

- Industry-ready portfolio
- Advanced certification
- Student film experience
- Alumni network access and career support

DIPLOMA PROGRAMMES & CAREER TRACKS

Here are the career tracks offered at Orange Seed Academy
grouped by areas of specialisation

3D ANIMATION & VISUAL EFFECTS

3D ANIMATOR

Bring characters and scenes
to life through movement

VFX GENERALIST

Bring characters and scenes
to life through movement

COMPOSITOR

Seamlessly blend CGI
with live-action footage



MODELING & DIGITAL ART

3D MODELLER

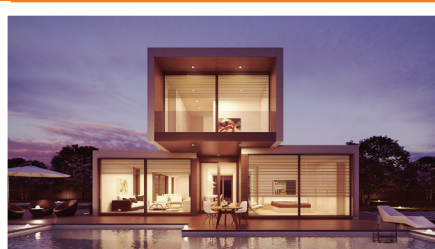
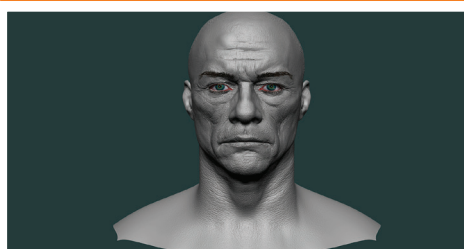
Build assets for games,
films, and VR

DIGITAL SCULPTOR

Craft high-detail 3D models

ARCH VIS ARTIST

Design immersive 3D
architectural renders



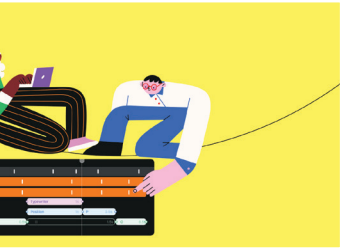
MOTION DESIGN & GRAPHICS

MOTION DESIGNER/2D ANIMATOR

Animate graphics for ads and
branding

GRAPHIC DESIGNER

Create visual content for
media



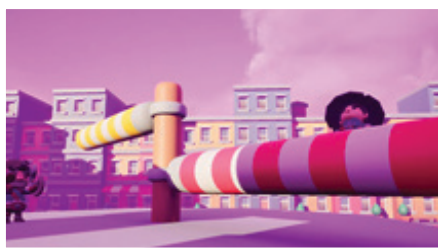
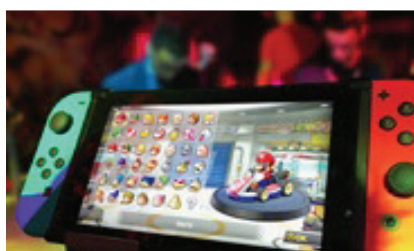
FILM & MEDIA PRODUCTION

CINEMATOGRAPHER/VIDEO EDITOR

Shape visual storytelling through
camera work

PHOTOGRAPHER

Capture and edit professional
imagery



GAME DEVELOPMENT

GAME DEVELOPER

Design and code interactive
games

FOUNDATION COURSE

3D ANIMATION JUMPSTART

Beginner-friendly Maya/Blender fundamentals serves as the entry point for newbies in all 3D, Game and VFX tracks, covering essential skills before specialization.

WHAT ALL TRACKS OFFER



PROGRESSIVE SKILL DEVELOPMENT

From foundational to advanced techniques

INDUSTRY-STANDARD TRAINING

delivers studio-aligned project-based training, personalized mentorship from professionals, and real-client portfolio development.

CAREER PATHWAYS

Receive a diploma certification, gain direct hiring opportunities with OrangeVFX and partners, and benefit from an 80%+ placement rate.

SUPPORT SYSTEM

Vibrant Discord community for networking with alumni support and job referrals

COURSE OVERVIEW

START YOUR CAREER IN 3D BROADCAST/MOTION DESIGN IN 4 WEEKS

Cinema 4D is fast, intuitive and delivers dazzling imagery. This course is suitable for people in any industry looking to add 3D to their workflow. This course is aimed at people who are looking to add 3D to their portfolio of skills and also those who are interested in 3D motion design. By the end of the course you'll be able to create your own 3D designs and animation and be ready to take on real briefs from clients.

DURATION

4 weeks + free 30-day mentorship

SCHEDULE

Weekdays (9am-12pm)

MODE

Physical or Online



COURSE OUTLINE

1 BROADCAST DESIGN OVERVIEW AND MAYA REFRESHER

- **Objectives:** Understand broadcast workflows and refresh core Maya skills
- **Topics:** Role of 3D in TV/graphics; animation principles for marketing and video; quick Maya interface/navigation review
- **Exercise (1 hour):** Set up a simple scene; animate a basic object using keyframes
- **Homework:** Brainstorm a broadcast project idea (15 min)

2 INTRODUCTION TO MASH BASICS

- **Objectives:** Get started with procedural tools
- **Topics:** MASH network setup; basic nodes (Curve, Point, Replicator)
- **Exercise (1 hour):** Create a simple procedural array of shapes
- **Homework:** Experiment with MASH replicators on a test object (20 min)

3 PROCEDURAL MODELLING WITH MASH

- **Objectives:** Build broadcast elements procedurally
- **Topics:** Modelling titles/logos with MASH; instancing and variation controls
- **Exercise (1 hour):** Design a procedural 3D title block for your capstone
- **Homework:** Refine title model with variations (15 min)

4 BASIC ANIMATION IN MASH

- **Objectives:** Animate procedural elements
- **Topics:** Keyframing MASH networks; simple dynamics (falloff, randomness)
- **Exercise (1 hour):** Animate a title reveal with procedural motion
- **Homework:** Add basic animation to your project (20 min)

5 TEXTURING AND LIGHTING ESSENTIALS

- **Objectives:** Enhance visuals for broadcast quality
- **Topics:** Applying materials; basic lighting setups for dynamic graphics
- **Exercise (45 min):** Texture and light your procedural title
- **Check-in (45 min):** Review progress and feedback
- **Homework:** Iterate based on notes (15 min)

6 ADVANCED MASH NODES

- **Objectives:** Explore complex procedural setups
- **Topics:** Signal, Trigonometry, and Placer nodes for patterns
- **Exercise (1 hour):** Create a procedural background element (e.g., animated grid)
- **Homework:** Integrate into capstone (15 min)

7 PARTICLE SIMULATIONS WITH MASH

- **Objectives:** Add effects for broadcast flair
- **Topics:** Dynamics nodes; simulating particles for transitions/effects
- **Exercise (1 hour):** Build a particle burst animation
- **Homework:** Apply to a graphic element (20 min)

8 INTEGRATING MAYA ANIMATION WITH MASH

- **Objectives:** Combine traditional and procedural animation
- **Topics:** Blending keyframes with MASH; deformers for fluid motion
- **Exercise (1 hour):** Animate a lower third with mixed techniques
- **Homework:** Develop a transition sequence (15 min)

COURSE OUTLINE

9

CAMERA AND COMPOSITION FOR BROADCAST

- **Objectives:** Frame shots effectively
- **Topics:** Camera animation; composition rules for TV/graphics
- **Exercise (1 hour):** Set up cameras for your capstone opener
- **Homework:** Refine compositions (20 min)

10

RENDERING BASICS AND CHECK-IN

- **Objectives:** Output test renders
- **Topics:** Arnold renderer setup; batch rendering for sequences
- **Exercise (45 min):** Render a draft animation clip
- **Check-in (45 min):** Group critiques
- **Homework:** Optimize renders (15 min)

11

ADVANCED EFFECTS IN MASH

- **Objectives:** Create broadcast-ready effects
- **Topics:** Explosion, flock, and ID nodes for varied animations
- **Exercise (1 hour):** Add an effect layer to your project (e.g., confetti simulation)
- **Homework:** Tweak parameters (15 min)

12

OPTIMIZATION FOR PERFORMANCE

- **Objectives:** Ensure smooth workflows
- **Topics:** Scene optimization; LODs and caching in MASH
- **Exercise (1 hour):** Audit and optimize your capstone scene
- **Homework:** Test performance (20 min)

13

AUDIO SYNC AND TIMING

- **Objectives:** Align animations with sound
- **Topics:** Importing audio; timing graphics to beats
- **Exercise (1 hour):** Sync a sequence to provided audio
- **Homework:** Apply to capstone (15 min)

14

INTRODUCTION TO COMPOSITING INTEGRATION

- **Objectives:** Prep for post-production
- **Topics:** Exporting passes from Maya; basic 2.5D/3D pipeline with After Effects
- **Exercise (1 hour):** Export and composite a simple element
- **Homework:** Composite a test graphic (20 min)

15

INTERMEDIATE RENDERING AND CHECK-IN

- **Objectives:** Refine outputs
- **Topics:** Advanced Arnold settings; multi-pass rendering
- **Exercise (45 min):** Render improved project elements
- **Check-in (45 min):** Feedback session
- **Homework:** Incorporate changes (15 min)

16

FULL PROJECT ASSEMBLY

- **Objectives:** Integrate all elements
- **Topics:** Combining MASH setups into a cohesive opener
- **Exercise (1 hour):** Assemble your broadcast package
- **Homework:** Final tweaks (15 min)

COURSE OUTLINE

17 ADVANCED COMPOSITING

- **Objectives:** Enhance with post-effects
- **Topics:** Layering 3D renders in After Effects; glows, blurs, and colour correction
- **Exercise (1 hour):** Composite the full animation
- **Homework:** Polish composite (20 min)

18 FINAL OPTIMISATIONS AND EFFECTS

- **Objectives:** Achieve professional polish
- **Topics:** Fine-tuning MASH for realism; adding final touches
- **Exercise (1 hour):** Iterate on effects and timing
- **Homework:** Render drafts (15 min)

19 INTERMEDIATE RENDERING AND CHECK-IN

- **Objectives:** Prepare for showcasing
- **Topics:** Export formats; building a demo reel clip
- **Exercise (1 hour):** Create presentation assets
- **Homework:** Rehearse pitch (20 min)

20 MENTORSHIP, PROJECT AND ASSESSMENT

- **Objectives:** Present and reflect
- **Topics:** Career tips in broadcast design
- **Exercise (45 min):** Export final deliverables
- **Final review (1 hour):** Presentations, critiques, and next steps
- Assemble portfolio

SOFTWARE & TOOLS

REQUIRED SOFTWARE

- Autodesk Maya
- **Discord:** (mentorship & community)

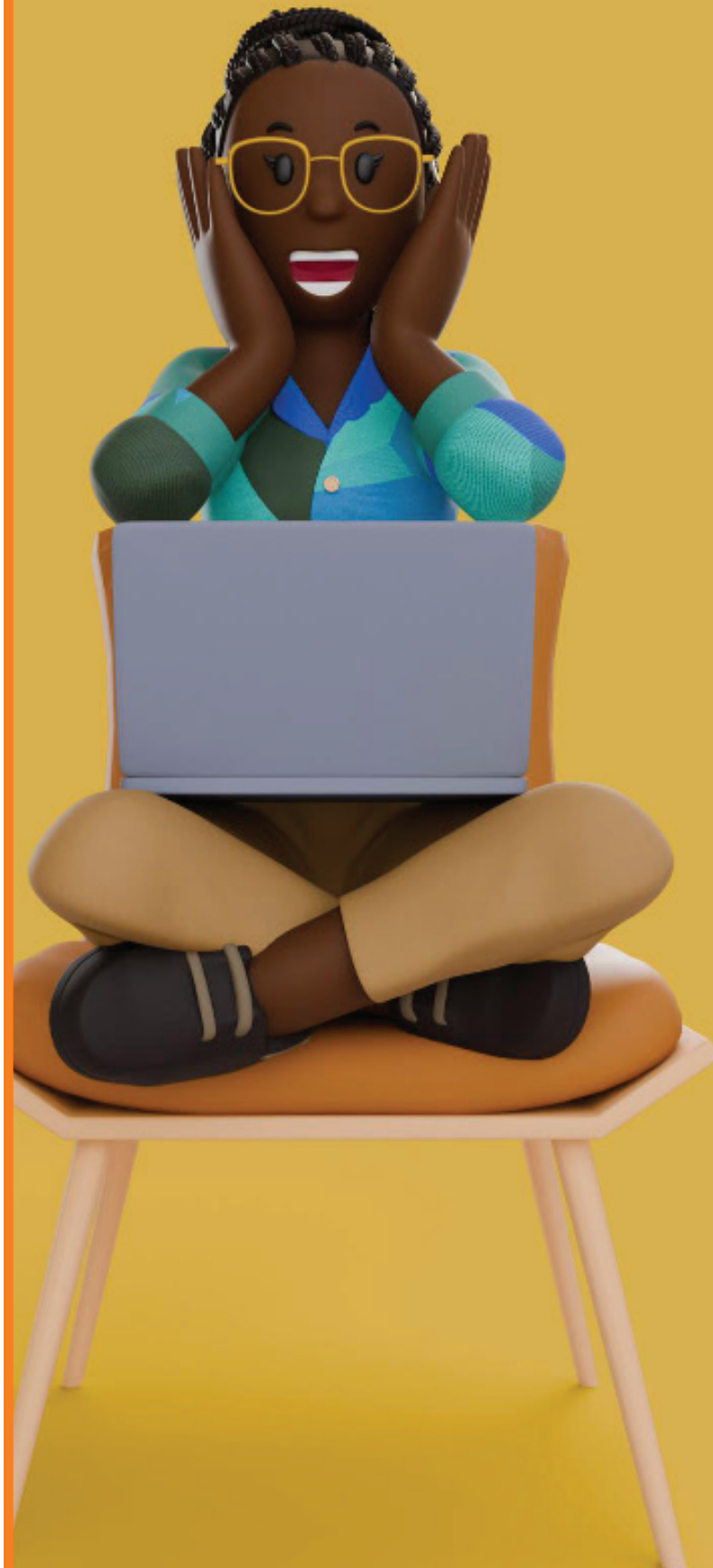
SYSTEM REQUIREMENTS

Students should bring their laptops, which should meet or exceed the following hardware configurations:

- Windows® 11, Windows® 10, or macOS 10.14+
- 64-bit Intel or AMD multi-core processor
- Minimum 8 GB of RAM (16 GB or higher recommended)
- 16 GB of free disk space for installation
- Qualified hardware-accelerated
- OpenGL® graphics card
- Dedicated 3-button optical mouse

GENERAL REQUIREMENTS

- Basic knowledge of the Windows/Mac operating system is required.
- Commitment to learning, positive and creative mindset
- Reliable internet (for online students and mentorship)



LEARNING MODES & FORMATS

PHYSICAL CLASSES

- Traditional classroom setting
- Direct interaction with instructors
- Access to campus facilities
- Peer collaboration opportunities

ONLINE LEARNING (LIVE)

- Join physical classes virtually
- Real-time feedback
- Discord-based community
- Screen sharing capabilities

BESPOKE TRAINING

- Self-paced learning
- Customized curriculum
- Flexible scheduling
- Additional mentorship options
- Additional fees apply based on requirements



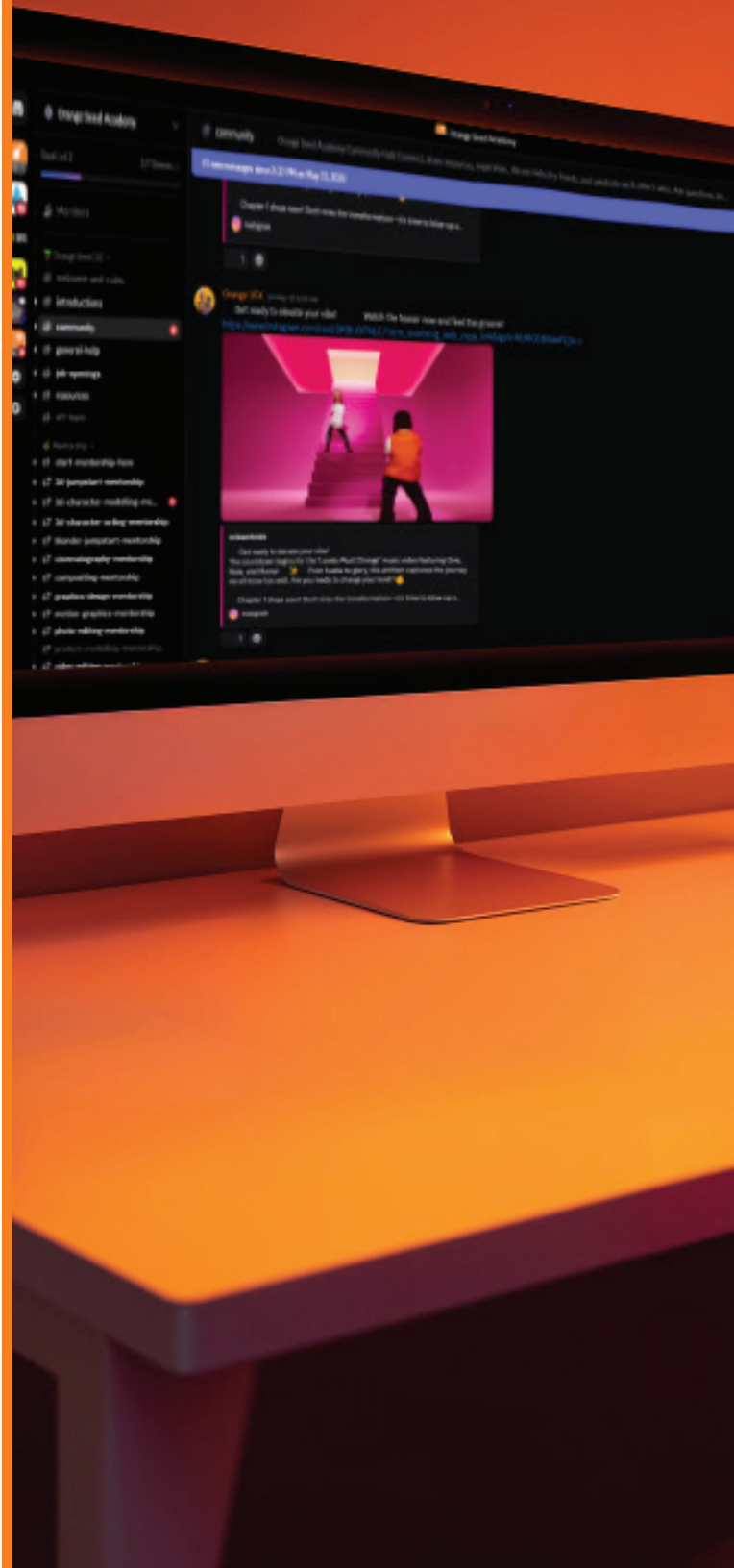
MENTORSHIP & DISCORD COMMUNITY

PROGRAM FEATURES

- Weekly one-hour dedicated feedback sessions
- 10+ real-world project examples
- Discord-based communication
- Screen sharing for real-time guidance
- Daily practice requirements (3 hours minimum)

MENTORSHIP GOALS

- Portfolio development
- Industry workflow mastery
- Soft skills enhancement
- Network building
- Career preparation



STUDENT RESOURCES & SUPPORT

LEARNING RESOURCES

- Industry-standard software access
- Project templates and guides
- Online learning materials
- Technical support

COMMUNICATION & UPDATES

- Automated email notification system
- Progress tracking
- Feedback forms
- Accommodation assistance
- Discord community access

FACILITIES & TOOLS

- Computer labs (for physical classes)
- Software access
- Project management tools
- Version control systems



CAREER SUPPORT & ALUMNI NETWORK

CAREER SERVICES

- Portfolio development
- Job placement assistance
- Industry networking events
- Interview preparation

ALUMNI NETWORK BENEFITS

- Discord-based community
- Job opportunity notifications
- Student film collaborations
- Industry event updates
- Festival information
- Continuous learning resources

UPCOMING FEATURES

- Online job portal (in development)
- Enhanced alumni tracking system
- Expanded partner network



job search



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

CONTACT US

Orange Seed Academy
36 Ajoye Street, Off Olatilewa Street,
Lawanson, Surulere, Lagos, Nigeria.
Email: training@orangevfx.com
Phone: +234-814-771-9409