



A person stands in the center of a dark, futuristic environment. In the background, a large, glowing circular portal or ring is visible, set against a backdrop of a cityscape at sunset or sunrise. The scene is illuminated with warm, orange and red tones, creating a sense of depth and mystery. The person is silhouetted against the bright light coming from the portal.

## Vision

Frameboxx endeavours to be the foremost institution shaping the future of the industry through exceptional talent and thought leadership. We will create and empower professionals to lead the Emerging Media industry by cultivating top-tier talent, providing them with cutting-edge skills and knowledge to innovate and excel in this dynamic field.

## Mission

Deliver future-first programs in Emerging Media that will shape opportunities to thrive for students and the industry by:

- Nurturing talent: Shaping the next generation of storytellers to lead the future of Emerging Media with real-world skills, training on the latest tools, mentoring, industry exposure and thriving career opportunities.

- Connecting talent and industry: Giving the industry access to brilliant artists, igniting growth and expanding the Emerging Media universe.

## FOUNDER'S MESSAGE

### Welcome to Framebo

The world of Emerging Media is evolving at an extraordinary pace and the demand for skilled professionals is rising rapidly.

By 2030, India's Media & Entertainment industry is projected to become a USD 100 billion powerhouse, with digital expansion, OTT, gaming and the AVGC XR sector (Animation, Visual Effects, Gaming, Comics, Extended Reality) at its core. AI driven content, real time rendering, AR/VR and the Metaverse will shape the future.

At Framebo, we are committed to powering this growth by nurturing a talent pool of future ready professionals. By choosing Framebo, you have taken the first step towards a rewarding career in disciplines such as Animation, VFX, Film, UI/UX, Graphic & Web Design, Broadcast Design, Game Art Design and more.

We are proud to have you as part of Framebo and look forward to guiding you as you unleash your talent in the world of Emerging Media.

Your journey in Emerging Media will be inspiring and eventful, for that is the nature of any industry that is constantly pushing boundaries. Remember—great things come to those who go beyond the conventional, embrace innovation and are always learning.

I wish you will always Be Exxtraordinary in everything you do.



**At Framebo, we are committed to powering this growth by nurturing a talent pool of future ready professionals.**



**Mr. Rajesh R. Turakhia**  
**Founder of Framebo Institute of Emerging Media**

- *Active member of the Sub-Task Force (Skilling) and the CII sub-committee on AVGC and Immersive Media*

## PROGRAMS AT A GLANCE

### Degree Program

- l B.Sc. in 3D Animation & Visual Effects - 42 Months

24

### MPGA (Master Program in Game Art)

- l Game Art - 30 Months

28

### MPAV (Master Program in Animation & Visual Effects)

- l 3D Asset Creation - 30 Months
- l Rigging & Animation - 30 Months
- l FX & Dynamics - 30 Months
- l Roto, Paint, Matchmove & Compositing - 30 Months

30

### MPMG (Master Program in Motion Graphics)

- l Motion Graphics - 24 Months

38

### Specialisation Program

- l 3D/VFX - 24 Months

40

### Expert Programs

- l Graphic, Broadcast & Social Media Design - 12 Months
- l Graphic Designing & Video Editing - 8 Months
- l Graphic Designing - 6 Months
- l Web & UI/UX Design - 7 Months
- l Web Development - 6 Months
- l Architecture Visualization - 7 Months

42

### Future Technologies

- l Generative AI - 2 Months
- l Virtual Reality - 5 Months
- l Metaverse - 3 Months

54

# ELEVATING STANDARDS OF EXCELLENCE IN EMERGING MEDIA EDUCATION

## FRAMEBOXX STUDENTS WOW MOMENTS

### An Industry First!

Frameboxx students have worked on a 3D Animated feature film trailer (Jugnoo) with nationally acclaimed director.

### National and International Recognition

Frameboxx students received national and international acclaim for their work, such as the #PMVision2Art Award (a nationwide design initiative aligned with the vision of **Hon'ble Prime Minister Narendra Modi**) | FICCI RAF Awards | Golden Cursor Animation Awards | Recognition at AAROHI Film Festival | Mofilm | CGT awards, to name a few.



### Real-World Training, Industry Exposure

Frameboxx students have worked on prestigious International (Hollywood) and Indian feature film projects (across Bollywood and the rest of the Indian Film industry) with studios such as **DNEG, Technicolor, Prime Focus, Framestore, Pixel Digital Studios, Rockstar, Red Chillies VFX, Weta Digital, Accenture, Dreamworks, Legend, Makuta Visual Effects, MPC, Viacom 18, Fiolden Robot, NY VFXWAALA, Tata Elxsi, Deluxe, Tau Films, Vistaprint, Bubble Creations, After, Labyrinth, philmCGI** to name a few.

# EXEMPLIFYING VISION, CREATING EXTRAORDINARY PROFESSIONALS

## About Frameboxx

At Frameboxx, we believe that careers thrive when imagination meets innovation. Frameboxx was founded to redefine conventional skill-based education and today it is one of India's leading Emerging Media institutes.

The creative industry is rapidly evolving even as we speak. New dimensions such as interactive design, digital storytelling and immersive experiences enabled by technologies such as AR, VR and AI are changing the way the world consumes content.

At Frameboxx, we keep abreast of the latest advancements and trends in the world of Emerging Media. Our industry-partnered programs are integrated with the latest in the world of Emerging Media and are a blend of theory with industry experience. This equips our students with industry-ready skills and transforms them into successful Emerging Media professionals.

Our programs enable students to specialise in various Emerging Media disciplines from Animation & VFX, Graphic & Web Design, Broadcast Design, Game Art Design and more.

### Did you know?

Frameboxx introduced an innovative training concept – skill super-specialisation, which is an industry norm today.



## FRAMEBOX ADVANTAGES

### Aligned to Industry

- Industry-partnered degree and certification programs
- Live projects, mentorship by industry professionals
- Master classes with leading industry evangelists
- Work experience with industry partners

### Strategic Alliance

- Affiliation with Media & Entertainment Skills Council (MESCC)
- Partnership with international experts (Los Angeles-based visual effects veteran Steve Wright)

### Placements Connect

- A transparent placement portal connecting students to top studios across India

### A Testament to Success

- **45000+** students trained and thriving in the industry. You can be next.

BE A FRAMEBOXER.  
BE EXTRAORDINARY.

# EXPANSIVE PARTNERSHIPS, ELEVATING SKILLS

## Industry Tie-ups

At Frameboxx, our International and National Industry Partnerships enable students to hone their skills with knowledge of the latest techniques from experienced and passionate industry professionals and evangelists. Students also gain actual experience working on studio pipeline projects.

### Industry Partners

---



**Toronto  
Film  
School**

This association offers students a gateway to the world of international animation with a dual advantage: A strong foundation in animation from Frameboxx and Yorkville's global perspective. It enables students with an opportunity to broaden their creative horizons, and get trained for careers that transcend borders.

### Industry Partners

---

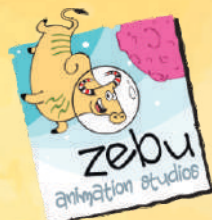
Frameboxx offers students a unique, powerful and exclusive advantage – industry-partnered programs due to its alliance with leading studios. The programs enable students to train on real-world studio pipelines, mastering the same tools and workflows used by professionals. This hands-on approach ensures every Frameboxx student is industry-ready from day one.



#### Green Gold Animation

The Frameboxx and Green Gold Animation partnership to offer India's first, specialised degree program is built on a shared vision of empowering the next generation of Emerging Media professionals.

The partnership will bridge the gap between academics and the studio floor with specialised training delivered by Green Gold experts. Students will get opportunities to work on live projects under Green Gold's mentorship, using the exact production pipelines that are used to execute and create global projects.



#### Zebu Animation Studios

Frameboxx, in collaboration with Zebu Animation Studios, has launched FrameFlix – a studio-led program that is a collaborative initiative centered around the practice of making animation films and not just learn animation.

Zebu contributes a focus on taste, clarity of intent and authorship, encouraging artists to understand the reasoning behind creative choices. Frameboxx provides operational structure, continuity and scalability, ensuring the collaboration functions as a working ecosystem.



### FrameFlix

This initiative enable students to improve technical skills, give deeper exposure to film-making processes, authorship and finishing discipline through studio-style pipeline learning – from story & screen play development, to pre-production, animation in structured passes and post-production, including lighting, sound, editing and final delivery.

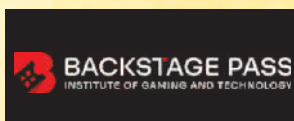
Through mentored production units, reviews and iterative feedback, FrameFlix mirrors studio environments and positions itself as a preparation ground for long-term creative strength, emphasising responsibility, collaboration and storytelling depth over quick outcomes.



### Godspeed Games

Godspeed Games is one of India's fastest-growing game development studios. The Frameboxx association with Godspeed Games gives students direct exposure to the professional gaming ecosystem, ensuring students gain insights into how real games are built, tested and launched.

Through this alliance, students get a career advantage with mentorship by experienced game developers, live projects experience and a deeper understanding of the workflows at successful gaming studios. This enables them to confidently kickstart their career in the gaming industry.



### Backstage Pass

Frameboxx has partnered with Backstage Pass Institute of Gaming to offer specialised diploma and advanced diploma programs in Game Development, Design and Virtual Reality across India. The collaboration combines Backstage Pass's academic and industry expertise with Frameboxx's nationwide infrastructure creating a powerful learning platform for aspiring game creators.

All training is delivered live online by Backstage Pass faculty and supported by on-site mentorship and fully equipped labs at Frameboxx centres. Students get a joint certification from both institutions, along with optional credentials from Lincoln University College and MESC, giving them a competitive edge for global gaming careers.



### Illusion Reality Studioz

As one of India's leading Animation and VFX training brands, Frameboxx enables its students to go beyond theory and train on tools and techniques used by industry professionals. Illusion Reality Studioz is a leading studio creating high-end VFX for OTT and feature films.

Frameboxx is accredited as an Unreal Engine Authorised Training Centre. The partnership ensures that Frameboxx curriculum aligns with industry standards, giving its students hands-on experience with the world's most advanced real-time 3D creation tool and cutting-edge VFX workflows and studio practices used to create content for games, films and immersive experiences.

Frameboxx stands strong on the International Standards of Quality Education and Job Oriented Training

Frameboxx is proud to be ranked in the list of

**TOP 25 INTERNATIONAL ANIMATION SCHOOLS AND COLLEGES - 2020 INTERNATIONAL RANKINGS**  
in the 'Animation Career Review' Magazine



Scan here  
to see our ranking

# EXCLUSIVE PATHWAYS, EMPOWERED FUTURES

## Proud Affiliations

Frameboxx is proudly affiliated with leading universities in India and offers various Undergraduate (UG) Programs with a strong emphasis on career readiness and employability.

### Government Bodies



### Universities



### Education Loan Partners



Frameboxx is recognised by Skill India, the Media & Entertainment Skills Council (MESC), the National Skill Development Corporation (NSDC) and MECAT (Media & Entertainment Creative Aptitude Test). The Frameboxx headquarters has been awarded the 'Centre of Excellence' recognition by MESC. Frameboxx is also an Authorised Study Centre for YCMOU for conducting Degree courses.

# EXPANDING OPPORTUNITIES, EMPOWERING CAREERS

## Student Placements

redchillies.vfx



88  
eighty eight  
pictures



accenture

LEGEND  
3D | VFX | VR

VIACOM 18



FX  
HOUSE

ONEG



FwX  
futureworks

PhantomFX

SUPARI  
STUDIOS  
YOU PAY - WE SHOOT

ANIMALLOGIC

THE GOSSIP SOCIALS  
BRAND BUILDING AND MARKETING STUDIO

Würfel  
Küche



after



INDUSTRIAL  
LIGHT & MAGIC

philm™  
/CGI/

ASSEMBLAGE  
Entertainment Pvt. Ltd.



FRAMESTORE



iMUONS  
WEB SOLUTIONS

anibrain

weta  
DIGITAL



M  
METHOD  
STUDIOS



LAKSHYA  
A KEYWORDS STUDIO



FOLKS

TAU  
TAU FILMS

MAKUTA  
visual effects

hooterbux  
Think. Strategize. Create.

PIXOMONDO

GOLDEN  
ROBOT  
ANIMATION



digitiseit

SPELLBOUND  
VISUAL EFFECTS AND ANIMATION

technicolor

MPC



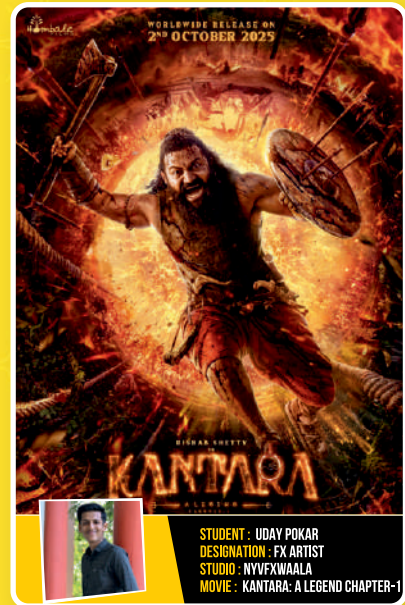
CONTILOE  
STUDIOS



PSI PIXSTONE  
IMAGES

# EXEMPLARY ACHIEVEMENTS, CELEBRATING SUCCESS

## Hall of Fame



Congratulations to all our alumni for being part of the VFX Team behind the making of **Dhurandhar, Chhaava, Kantara, Squid Game-2 and War-2.**



Kasturi Dhawde



Ajinkya Barde



Uday Pokar



Kudeep Barpete



Nikhil Sandanshiv



Rushikesh Kalambe



Mayur Gaikwad



Revati Nijawante



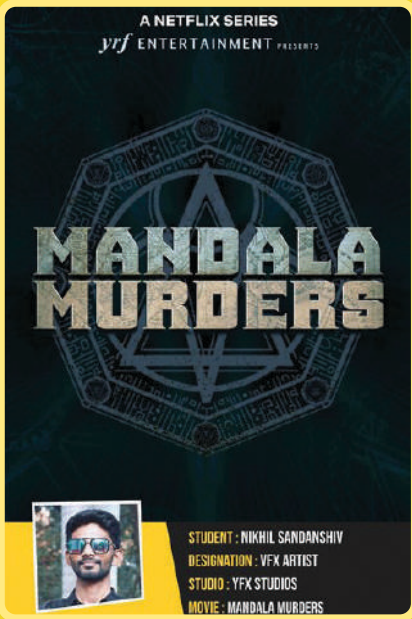
Lakshya Marothiya



Dipomay Dutta



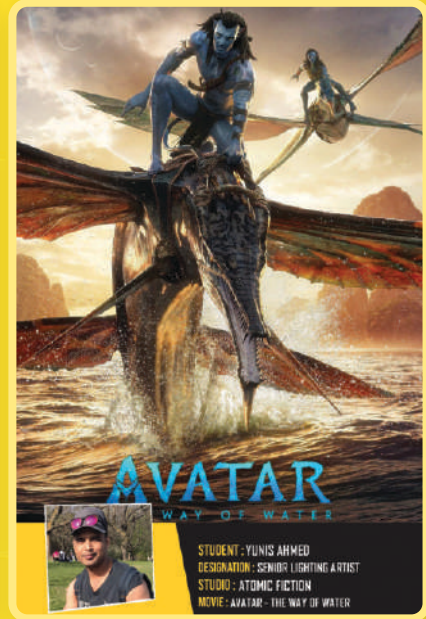
Amit Ghosh



STUDENT : NIKHIL SANDANSHIV  
 DESIGNATION : VFX ARTIST  
 STUDIO : YFX STUDIOS  
 MOVIE : MANDALA MURDERS



STUDENT : RUSHIKESH KALAMBE  
 DESIGNATION : COMPANY 3  
 STUDIO : PREP ARTIST  
 MOVIE : DAREDEVIL



STUDENT : YUNUS AHMED  
 DESIGNATION : SENIOR LIGHTING ARTIST  
 STUDIO : ATOMIC FICTION  
 MOVIE : AVATAR - THE WAY OF WATER



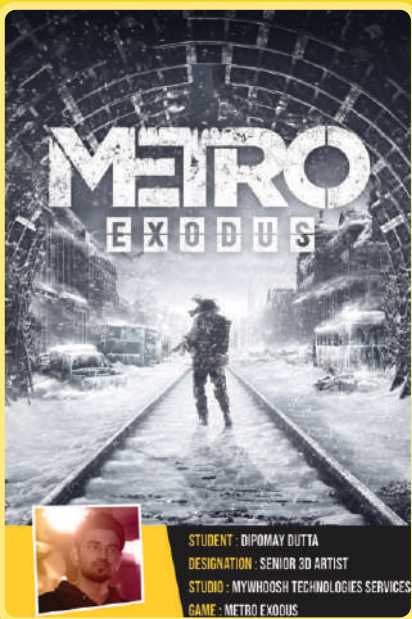
STUDENT : REVATI NJAWANTE  
 DESIGNATION : VFX ARTIST  
 STUDIO : COMPANY 3 METHOD  
 MOVIE : THUNDERBOLTS NEW AVENGERS



STUDENT : FUZAIL AKHTAR  
 DESIGNATION : COMPOSITING ARTIST  
 STUDIO : FRACTAL PICTURE  
 MOVIE : IC814 THE KANDHAR HIJACK



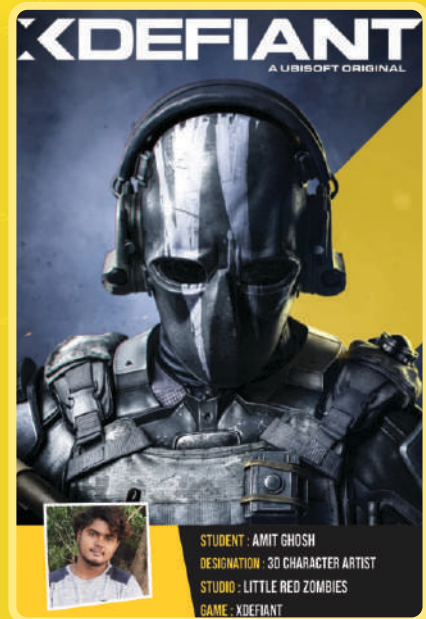
STUDENT : PRATIK PARAVE  
 DESIGNATION : VFX ARTIST  
 STUDIO : FOLKS STUDIOS  
 MOVIE : TWISTED METALS



STUDENT : DIPOMAY DUTTA  
 DESIGNATION : SENIOR 3D ARTIST  
 STUDIO : NYWHOOSH TECHNOLOGIES SERVICES  
 GAME : METRO EXODUS



STUDENT : LAKSHYA MAROTHIYA  
 DESIGNATION : CG ARTIST  
 STUDIO : PICTURE POST  
 MOVIE : BADE MIYAN CHOTE MIYAN



STUDENT : AMIT GHOSH  
 DESIGNATION : 3D CHARACTER ARTIST  
 STUDIO : LITTLE RED ZOMBIES  
 GAME : X-DEFIANT

## EXCEEDING EXPECTATIONS, DELIVERING IMPACT

## Student Testimonials



Choosing Frameboxx for my Motion Graphics journey was one of the best decisions I have made. The mentors are not just knowledgeable but also genuinely helpful, making my learning experience as a beginner smooth and enjoyable. The work culture is fantastic, and I have gained industry-grade skills that have proven invaluable in my career as a Motion Graphics Designer in the Mass Media Industry.

**Madhav Patel**, Motion Graphics Designer - Mantavya News Channel



**Parth Gavhane**  
3D Artist - IdeaCafe

The placement team facilitated valuable opportunities for me, ensuring I was well-prepared for my interviews, creating a dynamic portfolio and equipped with the necessary skills which helped me to achieve such a great job role.



**Nupur Sharma**  
Video Editor and  
Graphic Designer -  
Medical institute for  
screening test

The passionate and experienced faculty at the animation college played a crucial role in shaping my understanding of animation, making my learning journey both enjoyable and enriching.



**Sayali Shelar**  
Graphic Designer -  
PIIDM

My experience at Frameboxx is great and memorable. The mentors helped me to enhance my academic and interpersonal skills. I am thankful to the Placement Cell for providing me an opportunity.



**Sarthak Singhal**  
Junior Video Editor -  
Ennovata Sales and  
Services Pune

From the moment I stepped into Frameboxx, I was impressed by the dedication of the faculty. Their unwavering support and encouragement created an environment where I felt inspired to push my boundaries and explore the limitless possibilities. I am immensely grateful for the skills, knowledge and memories I have gained.



**Mradul Kumawat**  
3D Artist - IdeaCafe

Joining Frameboxx was a game-changer. The dedication and hard work put into shaping our skills made a big impact on my growth. The supportive environment and practical approach helped me understand my field better. I am grateful for the valuable skills and transformative experience Frameboxx provided.



**Vaishnavi Badade**  
UI/UX Designer -  
Technogrowth Software  
Solution Pvt Ltd

Faculties here have so much knowledge about the courses they offer, also they are very friendly. We can ask doubts easily and they are very supportive. You will definitely feel the "Positive Vibes".



**Gaurav Jondhale**  
Graphic Designer -  
Vertual Element Studios

The best place to express your creativity. The faculties are well trained. Its been a wonderful experience so far. There is a very good work environment and its fun to study here.



**S.M. Mehfuzar Rahaman**  
DTP Artist - Andovar  
Localization Pvt Ltd

I am incredibly grateful for my experience in Frameboxx. Our teachers provided me the skills and confidence needed to succeed in this industry. I will always be thankful to Frameboxx and my teachers for giving me this opportunity in life.



**Subham Sarkar**  
Mid-Level Game Artist -  
Lakshya Digital Pvt Ltd

I started my journey from Frameboxx and the experience was transformative! Frameboxx equipped me with creative and technical skills, deepening my understanding of 3D art. Grateful for the valuable insights and guidance, it shaped me into a proficient 3D artist.



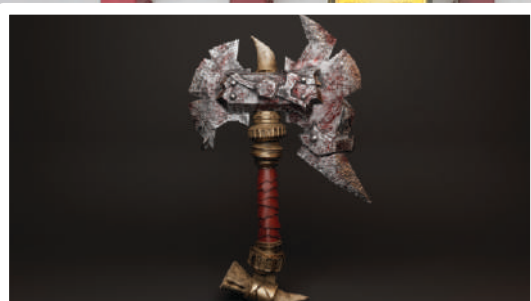
**Rugved Karmarkar**  
3D Artist - 24Media  
Pvt LTD

The time I spent in Frameboxx Institution has taught me a lot for my successful life. I got a chance to improve my skills which was a very important part of my career. Thanks, Frameboxx Institution for being part of my career.

## BEYOND ACADEMICS, ENRICHING EXPERIENCES

## Interactive Platforms and Activities

At Frameboxx, learning extends beyond academics. It is enriched by a vibrant ecosystem of activities that spark creativity, build confidence and connect students with the Emerging Media industry. From showcasing portfolios on **ArtStation**, competing in our in-house **Rockstar bi-monthly contests**, participating in **webinars and industry masterclasses** to **studio visits, expert interactions and university campus initiatives**, every experience is designed to broaden horizons and prepare students for real-world success.

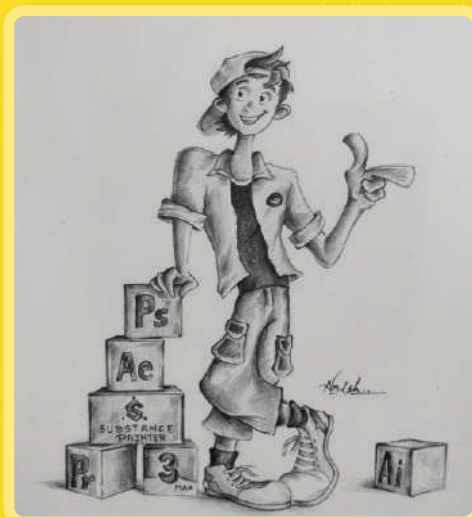


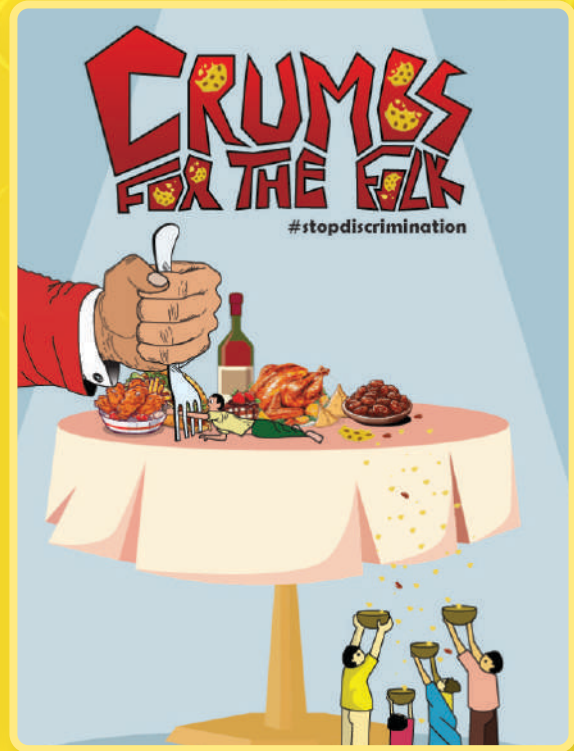
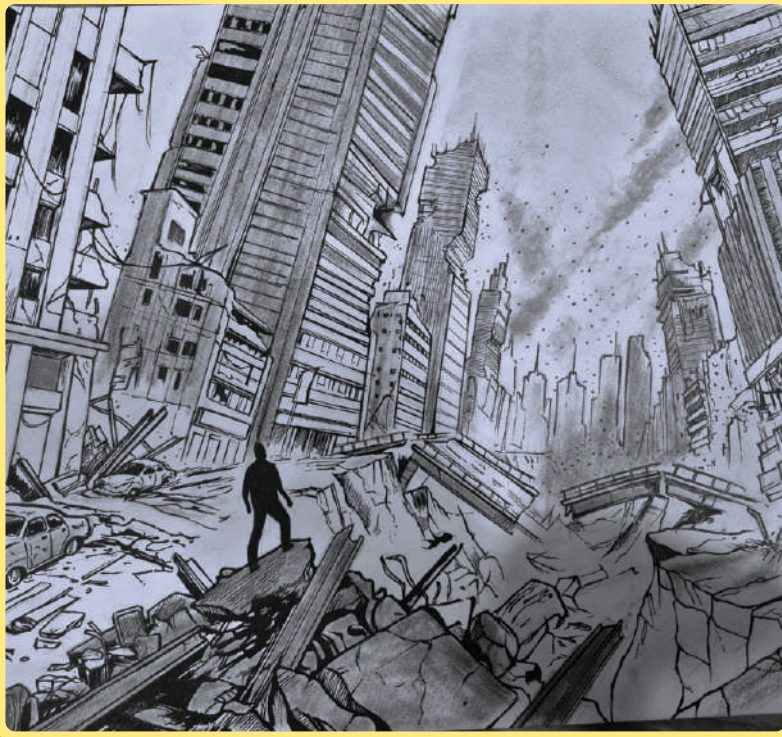


## ROCKSTAR

Rockstar is our in-house bi-monthly competition in various genres of Animation, Visual Effects, Gaming, Graphic Design and Photography. The goal is to nurture the creative and technical skills of students.

There are various cash prizes and trophies to be won for students.



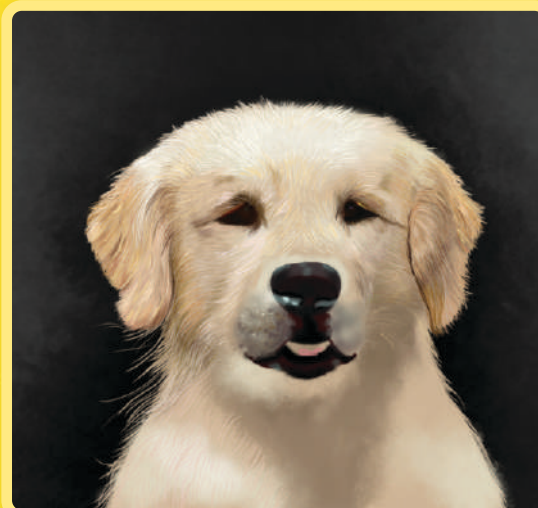


## ARTSTATION

ArtStation is a global community of artists. It is an online platform where artists can upload his/her portfolio.

It helps to get international recognition and creative inputs. Many HRs use this platform to hire artists. We have made our official channel here to showcase the best talent of our students.

SCAN TO SEE OUR STUDENT'S ARTWORK





# EXCLUSIVE WEBINARS

**FRAMEBOXX 2.0** Presented by **UID**

**Exclusive Free Webinar**

**Mastering Digital Painting & Character Coloring From Basics to Brilliance**

by **Aritra Das**  
Digital & 3D Faculty

11th April, Saturday, 2026  
at 4:00 pm on YouTube

**FRAMEBOXX 2.0** Presented by **UID**

**Exclusive Free Webinar**

**Understanding of Advanced Animation Concepts**

by **Deepak Naik**  
COVFX Technical Head

14 February, Saturday, 2025  
at 4:00 pm on YouTube

**FRAMEBOXX 2.0** Presented by **UID**

**Exclusive Free Webinar**

**Evolution of Art Traditional Foundations to Digital Sculpting for Visual Storytelling**

by **Vichar BN**  
Fine Artist - Traditional & Digital Sculpting

17th January, Saturday, 2026  
at 4:00 pm on YouTube

**frameboxx 2.0** Presented by **UID**

**Exclusive Free Webinar**

**Mastering Lighting in Maya with Arnold**

by **Vijay Patil**  
HOD 3D

12th July, Saturday, 2025  
at 4:00 pm on YouTube

**frameboxx 2.0** Presented by **UID**

**Exclusive Free Webinar**

**Framing the Unreal: Crafting Cinematic Realities in Virtual Production**

by **Gautami Veerulu** (Director of Photography) and **Sanat Pratap Singh** (Founder, Next Frames)

8th August, Friday, 2025  
at 4:00 pm on YouTube

**FRAMEBOXX 2.0** Presented by **UID**

**Exclusive Free Webinar**

**AI Animation & VFX Generative Art 2025**

by **Vihang Suryavanshi**  
Senior Academic Mentor

12th August, Tuesday, 2025  
at 2:00 pm on YouTube



Scan the QR Code  
Kindly subscribe on our official YouTube Channel to get updated regarding all upcoming webinars.

 /myframeboxx

## Career Mela, Udaan



## Culture Canvas-III



## Fave Fest



## Frameboxx Anniversary



## Rangroot



## Frame Fusion Fest



## Sports Day



## DEGREE PROGRAM



# B.SC. in 3D ANIMATION & VISUAL EFFECTS

 **3435 Hours**  
(Training + Practical)

 **36 Months + 6 Months**  
**Portfolio Development\***

## YOUR GATEWAY TO A CREATIVE FUTURE

A program that gives you an in-depth understanding of the tools and techniques of Animation, VFX, Graphic & Web Design. Interact and gain insights from Subject Matter Experts who have worked on national and internationally acclaimed projects.

*\*As per the National Education Policy (NEP) 2020, the course duration might change from 3 to 4 years. The course curriculum and fees are subject to change based on the same.*

This program is aligned with MESQ QPNOS: MES/Q0401, Q0502, Q0504, Q0506, Q0507, Q0515, Q0601, Q0701, Q1401, Q2501, Q2502, Q2503, Q3501, Q3503, Q3504, Q3505.



## WHAT'S COVERED IN THIS PROGRAM?

- Various design principles and aesthetic skills
- Various creative visualisation techniques
- Compositing of live action footages and CGI elements
- 2D and 3D animation
- Visual Effect tools and techniques



## SOFTWARES COVERED

### 1<sup>ST</sup> YEAR

#### Semester I

Digital Photo Manipulation  
 Colour Theory And Design Principles  
 Communication Skills (English)  
 Drawing And Sketching  
 Storyboarding

- Photoshop
- InDesign
- Animate (Fundamentals)

Prompting Aesthetics | ChatGPT and Google Gemini AI | Leonardo AI | Adobe Fire Fly

#### Semester II

Digital Illustration  
 Audio And Video Editing  
 Creative Visualisation And Ideation  
 2D Motion Graphics  
 Graphic Designer/Storyboarding

- Illustrator
- Audition
- After Effects
- Trapcode
- Adobe XD
- Premiere Pro
- Element 3D

Adobe Premiere AI Tool Kit  
 Adobe After Effects AI Tool Kit  
 Suno AI

### 2<sup>ND</sup> YEAR

#### Semester III

3D Modeling And Texturing  
 3D Lighting And Rendering  
 Photogrammetry  
 Digital Photography  
 3D Modeling

- Maya
- Lightroom
- Katana
- Arnold
- Substance Painter
- DaVinci Resolve
- Reality Capture
- 3ds Max (Fundamentals)

Prompting Aesthetics for Animation | Midjourney | Runway ML

#### Semester IV

3D Animation - Level 01  
 3D Rigging  
 Creative Writing  
 Rotoscopy & Paint  
 Camera Tracking And Matchmove

- Maya
- Silhouette
- 3DEqualizer
- PFTrack
- (AI Generative) For AVGC

Kling AI | Eleven Labs | Clipchamp

### 3<sup>RD</sup> YEAR

#### Semester V

Advanced 3D Modeling  
 Advanced 3D Animation  
 Acting For Animation 3D Sculpting and Advanced Texturing  
 3D Animator

- Substance Painter
- Blender (Fundamentals)
- Substance Designer
- Maya
- ZBrush
- Mari

ComfyUI

#### Semester VI

Node Based Compositing  
 3D FX and Simulation  
 Presentation Skills  
 Game Level Design Basics  
 Compositor

- Nuke
- Houdini
- Maya Xgen
- Mocha
- Unreal Engine

Luma AI

Master Classes + Portfolio & Showreel Development with Industry Professional Guidance (6 Months)



## APPLICABLE JOBS

Entry Level

Character Designer  
 Storyboard Artist  
 Graphic Designer  
 Motion Graphics Artist  
 Video Editor  
 Photo Editor

Middle Level

Hard Surface Modeling Artist  
 Texturing Artist  
 Lighting Artist  
 Rigging Artist  
 Animator  
 Rendering Artist

Senior Level

3D Sculpting Artist  
 FX Artist  
 Roto Artist  
 Matchmove Artist  
 Paint Artist  
 Compositor

# ROADMAP OF MASTER PROGRAMS

The master programs are designed to equip students with the technical and creative skills required to excel in 3D animation and visual effects.

They are structured into three levels: **Foundation | Intermediate | Master**

## Foundation Level

Students build a strong foundation through a blend of theoretical learning and hands-on practice, gaining a thorough understanding of the core concepts of 3D animation and visual effects.

## Intermediate Level

This level is designed to deepen students' understanding of industry techniques and specialised tools.

Students can elect to specialise in one of the four streams:

3D Asset & Look Dev | 3D Rigging & Animation | FX Dynamics & Compositing.

## Master Level

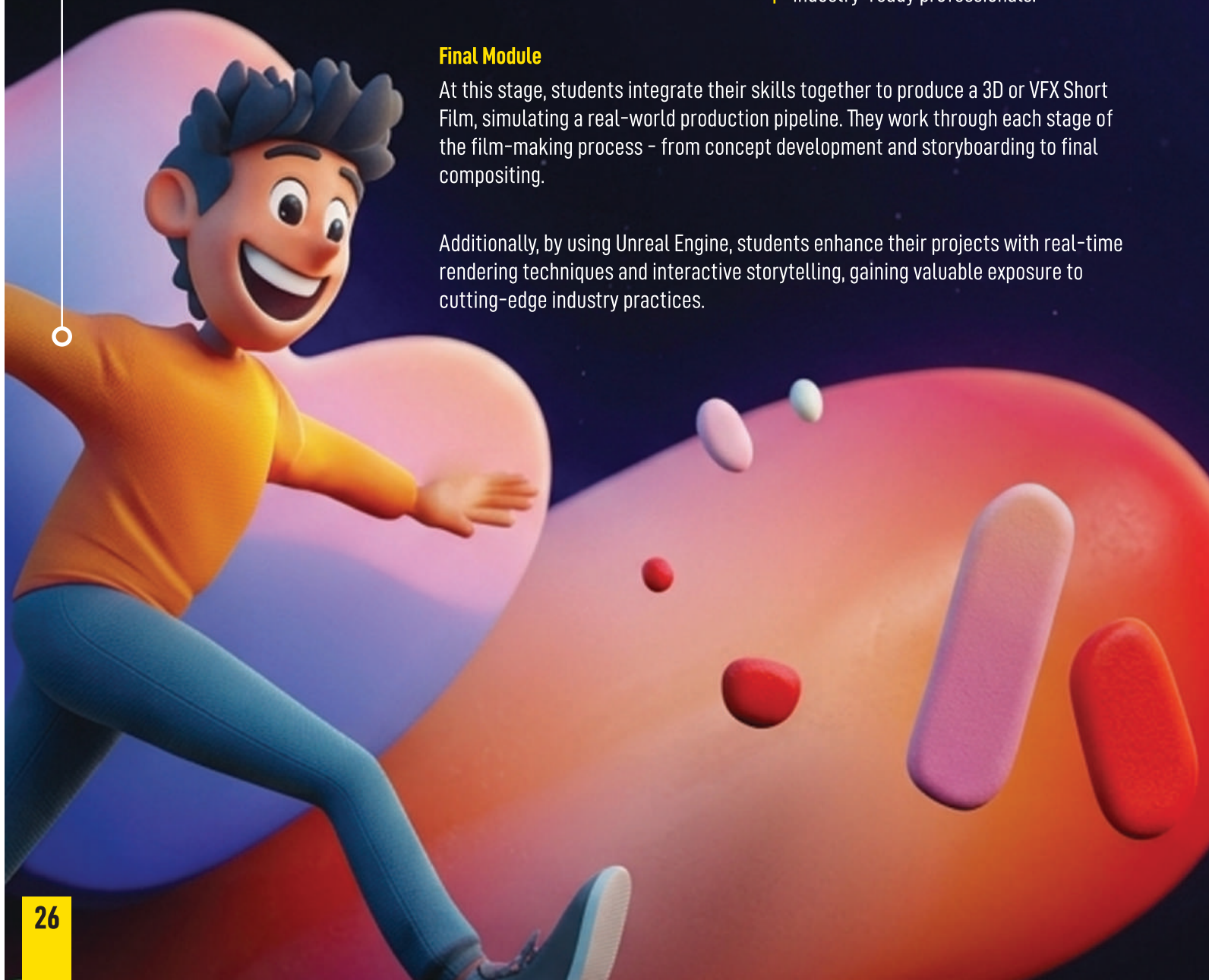
At this level, students apply their knowledge and skills to real-world industry projects and create a professional portfolio to showcase their abilities.

The combination of project-based learning and industry-focused training ensures proficiency proficient in their chosen stream and makes them industry-ready professionals.

## Final Module

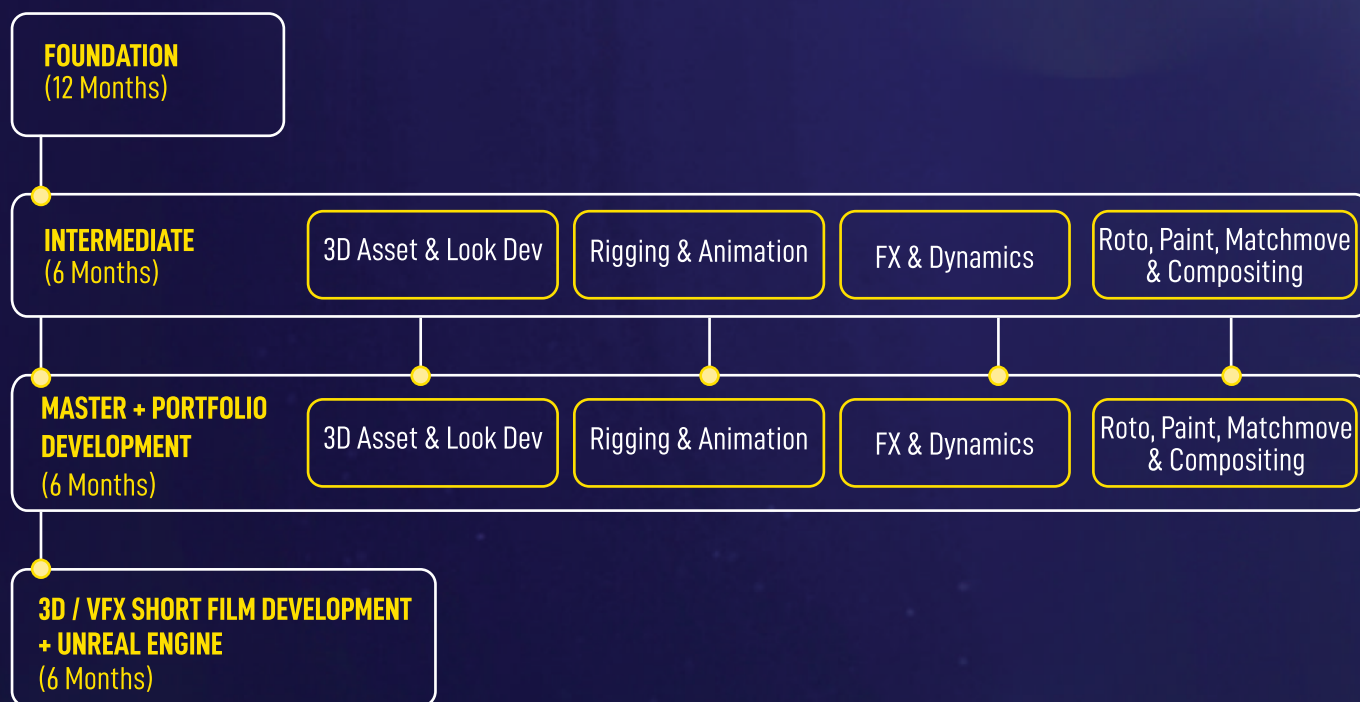
At this stage, students integrate their skills together to produce a 3D or VFX Short Film, simulating a real-world production pipeline. They work through each stage of the film-making process - from concept development and storyboarding to final compositing.

Additionally, by using Unreal Engine, students enhance their projects with real-time rendering techniques and interactive storytelling, gaining valuable exposure to cutting-edge industry practices.



# MASTER PROGRAMS OVERVIEW

Students are mentored and empowered with diverse skill sets across all aspects of animation, visual effects and gaming. Access to case studies and research material, interaction with subject matter experts who have achieved national and international acclaim gives them an edge over peers.



## Job Skills Developed

- 2D Storyboarding
- Matte Painting
- 3D Animation (Previs, Modeling, Texturing, Lighting, Rigging, Animation, FX)
- Visual Effects (Roto, Paint, Cleanup, 3D Tracking, Matchmoving, Compositing)
- CG Generalist
- VFX Generalist
- Motion Graphics, Broadcast Designing
- Graphic Designer
- Video Editor

## Career Opportunities in Diverse Industries

The demand for skilled 3D artists and VFX professionals continues to rise offering lucrative career opportunities in Indian and International projects. Career paths span across:

Films | Web Series | Advertising | e-learning | Various Domains of Broadcast Media

**MPGA**

# GAME ART



AI INTEGRATED  
COURSE



**1200 Hours**  
(Training + Practical)



**30 Months**



**5,00,000**

# LEVEL UP YOUR SKILLS

The Masters in Game Art is a specialised program designed to equip students with the technical and creative skills required to excel in the field of game asset design and integration.

Students learn how to create compelling characters, environments, weapons, vehicles and other game assets, using various tools such as Autodesk Maya, ZBrush, Substance Painter and integration using Unity and Unreal Engine. Beyond technical proficiency, students develop skills in storytelling, concept art, game design and project management – essentials skills for success in this industry.



## WHAT'S COVERED IN THIS PROGRAM?

- Creating 3D art assets for various game genres, including characters, environments, weapons and props
- Gaining expertise in industry-standard software and tools
- Principles of game design, including storytelling, world-building and game mechanics
- Develop skills in concept art, illustration and character design to create unique and compelling game worlds
- Working with game engines such as Unreal and Unity, and optimising assets for different platforms and devices
- Explore cutting-edge technologies such as Augmented Reality (AR) and Virtual Reality (VR), and how to use them to create richer, more immersive player experiences
- Deployment and optimisation of all 3D elements for faster rendering



## SOFTWARES COVERED


### Foundation (11 Months / 440 Hours)

- Photoshop
- 3ds Max
- Sketchup
- Pre-Production
- Maya-Foundation
- ZBrush Foundation
- Substance Painter

 Prompting Aesthetics | ChatGPT And Google Gemini AI

### Intermediate (10 Months / 390 Hours)

- Maya
- 3ds Max
- Houdini
- ZBrush
- Substance Painter
- Substance Designer
- SpeedTree
- Marmoset Toolbag

 Leonardo AI | Kling AI

### Master + Portfolio Development (9 Months / 370 Hours)

- Topogun
- Spine
- Mari
- Spark AR, VR
- Unity Engine
- Unreal Engine
- Industry Preparation
- Capstone Project
- Portfolio Development & Presentation

\*Few topics will be covered online



## APPLICABLE JOBS

- |                             |                         |                            |                        |
|-----------------------------|-------------------------|----------------------------|------------------------|
| Game Designer               | Game Texturing Artist   | Gaming 2D/3D Artist        | Game 2D Concept Artist |
| Game Level Designer         | Game Rigging Artist     | Game Prop Artist           | Game Animator          |
| Game 2D/3D Character Artist | Game Environment Artist | Unity/Unreal Engine Artist | Game VFX Artist        |

This Program is aligned with MESQ QPNOS: MES/Q0502, Q0504, Q0510, Q0701, Q2501, Q2502, Q2503.

# MPAV

## 3D ASSET CREATION



 **1275 Hours**  
(Training + Practical)

 **30 Months**

 **4,00,000**



### WHAT'S COVERED IN THIS PROGRAM?

- Understanding of aesthetics - important for creating visually appealing and functional designs
- Detailed anatomy and muscle study - essential for creating realistic and believable character and creature models
- Prop Modeling/BG/Environment/Automotive Modeling- different techniques used in 3D Asset Creation for creating objects, environments and vehicles
- Character modeling involves creating accurate and proportionate 3D models of human creature modeling which involves creating 3D models of fantastical or imaginary creatures
- Hi-end Texturing involves creating highly detailed and realistic textures for 3D models to achieve a polished and professional final product
- Look development for various environments, products and characters creating a cohesive visual style for a project, important for achieving a consistent and appealing look
- Develop a 3D Animated Short Film
- Master the art of unreal engine to create stunning real-time visuals

### SCULPT YOUR CAREER

This program is designed to equip students with the technical expertise and creative skills essential for mastering 3D Asset Creation.

The curriculum covers 3D Modeling and Texturing techniques tailored for Films, TV Series and Games, ensuring students gain industry-relevant experience.

After completion, students are empowered to pursue diverse career opportunities in Indian and international projects, across films, web series, advertising, e-learning and other creative domains.



## SOFTWARES COVERED

### Foundation (12 Months / 510 Hours)

- Pre-production
- Introduction to Film-Making
- Maya – Foundation
- Introduction to Generative AI
- After Effects
- Photoshop
- 3ds Max
- Premiere Pro
- Audition

Prompting Aesthetics for  
 Animation | ChatGPT & Google  
 Gemini AI | Leonardo AI |  
 Midjourney | ComfyUI for VFX



### Intermediate + Portfolio Development (6 Months / 255 Hours)

- Maya
- Arnold
- Substance Painter
- ZBrush
- Blender
- Portfolio Development

AI Runway ML | Kling AI | Eleven  
 Labs | Clipchamp

### Master + Portfolio Development (6 Months / 270 Hours)

- Marvellous Designer
- Substance Painter
- Reality Capture
- Cinema 4D
- ZBrush
- Maya
- Mari
- Katana
- Nuke

### Short Film Development (6 Months / 240 Hours)

- 3D Short Film Development
- Unreal Engine

\*Few topics will be covered online



## APPLICABLE JOBS

3D Character Modeler

3D Prop/Env Modeler

3D Vehicle Modeler

3D Texturing Artist

3D Lighting Designer

3D Rendering Artist

Unreal Engine Artist

This program is aligned with MESC  
 QPNOS: MES/Q0502, Q0504, Q0510,  
 Q0701, Q2501, Q2502, Q2503.



**MPAV**

**AI** AI INTEGRATED COURSE

# RIGGING & ANIMATION



✓ **1250 Hours**  
(Training + Practical)

📅 **30 Months**

₹ **4,00,000**

# BRING CHARACTERS TO LIFE

Rigging and animation are crucial components for bringing characters to life whether they are humans, aliens, creatures or even vehicles. Together these skills enable you to create believable and relatable stories that enchant audiences.

The course offers a comprehensive understanding of animation skills from regular to technical, extensive knowledge and practical experience across a wide range of animation styles.

As the Animation industry continues to evolve you will gain:

- exposure to established and emerging animation styles
- an opportunity to explore different techniques and styles to create unique and engaging animations that meet industry standards



## WHAT'S COVERED IN THIS PROGRAM?


- Creating proper control rigs as per project requirement
- Creating rigs for props, mechanical and toon characters
- Understanding how to use muscle rig for realistic human and creature characters
- Creating custom rigs to increase productivity
- Rigging set up to take care of CHF (Cloth, Hair, Fur) and other related Physics
- Techniques to make the production pipeline better
- Thorough understanding of Principles of Animation
- Shot preparation using acting for Animation
- Achieve various Animation styles as per the project genre
- Develop overall artistic sense and creativity
- Develop a 3D animated Short Film
- Master the art of Unreal Engine to create stunning real-time visuals



## SOFTWARES COVERED

### Foundation (12 Months / 510 Hours)

- Introduction to Film-Making
- Introduction to Generative AI
- Pre-Production
- Photoshop
- Maya – Foundation
- 3ds Max
- After Effects
- Audition
- Premiere Pro

 Prompting Aesthetics for Animation | ChatGPT & Google Gemini AI | Leonardo AI | Midjourney | ComfyUI for VFX

### Intermediate + Portfolio Development (6 Months / 250 Hours)

- Maya
  - Portfolio Development
  - 3ds Max
  - Blender
-  Runway ML | Kling AI | Eleven Labs | Clipchamp

### Master + Portfolio Development (6 Months / 250 Hours)

- Maya
- Arnold
- Motion Capture
- After Effects

### Short Film Development (6 Months / 240 Hours)

- 3D Short Film Development
- Unreal Engine

\*Few topics will be covered online



## APPLICABLE JOBS

3D Animator    3D Rigger    3D Layout Artist

This program is aligned with MESQ QPNOS: MES/Q0503, Q0507, Q0701, Q2501, Q2502, Q3501.

# MPAV

# FX & DYNAMICS



**1205 Hours**  
(Training + Practical)

**30 Months**

**₹ 4,00,000**

## CREATE STUNNING VISUALS

Master how to create stunning, realistic 3D dynamic effects through particle simulations.

Creating dynamic effects that are visually compelling and align with the genre of the project requires careful attention to detail. Particle simulations are considered one of the most challenging aspects of the animation, visual effects and gaming industry. As the workflow and pipeline for creating particle simulations are continually evolving with each project, it is necessary to stay updated with the latest technology and industry standards.

The program gives you hands-on experience with the latest industry-preferred software and tools to create high-quality, realistic 3D dynamic effects using particle simulations.

## SOFTWARES COVERED

### Foundation (12 Months / 510 Hours)

- Pre-production
- Introduction to Film-Making
- Photoshop
- 3ds Max
- Maya - Foundation
- Introduction to Generative AI
- After Effects
- Premiere Pro
- Audition

Prompting Aesthetics for Animation | ChatGPT & Google Gemini AI | Leonardo AI | Midjourney | ComfyUI for VFX



### Intermediate + Portfolio Development (6 Months / 235 Hours)

- Maya Dynamics
- Blender FX
- After Effects
- Phoenix FD
- tyFlow
- Maya X Gen
- Houdini
- PFTrack
- Portfolio Development

Runway ML | Kling AI | Eleven Labs | Clipchamp



### Master + Portfolio Development (6 Months / 220 Hours)

- Maya
- Marvelous Designer
- Houdini
- Nuke

### Short Film Development (6 Months / 240 Hours)

- 3D Short Film Development
- Unreal Engine

\*Few topics will be covered online

## APPLICABLE JOBS

3D FX / Simulation Artist (Water / Fire / Expositions / Natural Phenomena and more)

This program is aligned with MES C QPNOS: MES/Q0504, Q2501, Q3501, Q3505.





## WHAT'S COVERED IN THIS PROGRAM?

- Refine and develop your aesthetic and technical skills
- Learn industry-standard techniques for working with Cloth, Hair and Fur (CHF)
- Gain experience working on a shot single-handedly, including modeling, texturing, dynamics, lighting and animation
- Manipulate 3D models and textures to meet project requirements
- Optimise the complete scene for maximum impact
- Work with various simulations, including fluids/liquids, object shattering and fracture (such as buildings, glass and vehicles), blasts, debris, fire, smoke, blood, energy (such as balls, blasts, vortex and shockwaves), weather, storm clouds and more
- Develop a 3D Animated Short Film
- Master the art of Unreal Engine to create stunning real-time visuals



**MPAV**



# ROTO, PAINT, MATCHMOVE & COMPOSITING

 **1185 Hours**  
(Training + Practical)

 **30 Months**

 **4,00,000**

## SEAMLESS VFX INTEGRATION

Designed by experienced professionals from the film and animation industry, this comprehensive course gives you hands-on training across the full spectrum of VFX techniques. Through projects, you will gain experience in advanced workflows and compositing practices used in the industry.

During the course, you will also get access to feedback and support for a career in the VFX industry.



## WHAT'S COVERED IN THIS PROGRAM?

- Introduction to rotoscoping, paint and compositing
- Understanding the VFX pipeline and industry-standard software tools
- Advanced rotoscoping techniques such as tracking, stabilisation and matte creation
- Paint techniques including wire removal, object removal and clean-up
- Working with green screens, mattes and alpha channels
- Setup of trackers and pointers for live action shooting
- Understanding core concepts of film cameras including lens, fps, shutter speed, aperture, shooting formats and various others
- Object tracking techniques
- Compositing techniques such as layering, blending modes and colour correction
- Multi-pass compositing and integrating 3D elements
- Advanced colour grading and finishing techniques
- Building a professional demo reel to showcase your skills and work



## SOFTWARES COVERED

### Foundation (12 Months / 510 Hours)

- Pre-production
- Introduction to Film-Making
- Photoshop
- 3ds Max
- Maya - Foundation
- Introduction to Generative AI
- After Effects
- Premiere Pro
- Audition

Prompting Aesthetics for Animation | ChatGPT & Google Gemini AI | Leonardo AI | Midjourney ComfyUI for VFX



### Intermediate + Portfolio Development (6 Months / 195 Hours)

- After Effects
- Maya
- Mocha
- PF Track
- Silhouette
- DaVinci Resolve
- Portfolio Development



Luma AI For VFX

### Master + Portfolio Development (6 Months / 240 Hours)

- Photoshop
- 3DEqualizer
- Rotomation
- Nuke

### Short Film Development (6 Months / 240 Hours)

- 3D Short Film Development
- Unreal Engine

\*Few topics will be covered online



## APPLICABLE JOBS

Roto Artist

Paint Artist

Rotomation Artist

Composer

3D Tracking / Matchmoving Artist

This program is aligned with MESC QPNOS:MES/Q0506, Q2501, Q3501, Q3504, Q3505.



# MPMG

# MOTION GRAPHICS



 **960 Hours**  
(Training + Practical)

 **24 Months**

 **4,00,000**

## ANIMATE YOUR IDEAS

Get equipped with the skills to craft compelling storyboards (visual narratives) across genres and create stunning motion graphics using both 2D and 3D tools.

From movies and TV shows to commercials and social media, you will learn how to create visuals that grab audiences attention and drive brand recognition, awareness and growth.



## WHAT'S COVERED IN THIS PROGRAM?

- Complete production pipeline of Motion Graphics
- Pipeline of multiple 2D and 3D softwares to create the desired output
- Understanding of design principles and marketing psychology
- Creating videos for various mediums including feature films, OTT, TVC, web, broadcast, media, games, social media and many more
- File formats and technical parameters of broadcasting systems (editing, sizing, colouring and more)
- Infographics, typography, title design and other styles of text animation
- Use of leading industry standard plugins for faster production pipelines
- How to use industry-standard software tools such as Adobe After Effects, Cinema 4D, Maya, Houdini and more
- Developing a portfolio of work to showcase skills and creativity to potential clients or employers




## SOFTWARES COVERED

### Foundation (8 Months / 320 Hours)

- Pre-production
- 3ds Max Fundamental
- Premiere Pro
- Illustrator
- Audition
- After Effects
- Photoshop
- Maya - Foundation

Prompting Aesthetics  
For Animation |  
 ChatGPT & Google  
Gemini AI | Leonardo AI  
| Adobe Firefly

### Intermediate + Portfolio Development (5 Months / 200 Hours)

- Animate CC -  
Fundamental
  - After Effects
  - Mocha - Fundamental
  - Photoshop
-  Adobe Premiere AI Tool  
Kit | Adobe After Effect  
AI Tool Kit | Suno AI

### Master + Portfolio Development (9 Months / 360 Hours)

- Cinema 4D
- Houdini
- Maya
- 3ds Max
- Nuke
- After Effects
- Trapcode

### Portfolio Development (2 Months / 80 Hours)

\*Few topics will be covered online



## APPLICABLE JOBS

Motion Graphics Artist    Broadcast Design Artist

This program is aligned with MESCC QPNOS:  
MES/Q0701, Q0704, Q1401, Q2501, Q3501, Q3505.

# SPECIALISATION PROGRAM

## 3D/VFX



 **960 Hours**  
(Training + Practical)

 **24 Months**

 **3,00,000**

# DESIGN BEYOND LIMITS

Animation and VFX are at the heart of movies, web series, TVCs and many other broadcast formats, enabling directors to bring their vision to life and narrate stories in spectacular ways

This program is a vital stepping stone towards a career in the Media & Entertainment industry, equipping you with the knowledge and skills to progress confidently on your professional journey.



## WHAT'S COVERED IN THIS PROGRAM?

- All the necessary skills to get the jump start in an industry including 2D and 3D Animation, VFX, Photography and Editing
- Holistic knowledge of the industry and work around
- The specialisation phase enables you to decide on your career goal based on your passion and one-to-one discussion with your trainers. You can choose to pursue a career in 3D or VFX



## SOFTWARES COVERED

### Foundation (12 Months / 480 Hours)

- Pre-production
- Introduction to Film-Making
- Photoshop
- 3ds Max
- Audition
- Maya - Foundation
- Introduction to Generative AI
- After Effects
- Premiere Pro

**AI** Prompting Aesthetics For Animation | ChatGPT & Google Gemini AI | Leonardo AI | Midjourney | ComfyUI For VFX

### Specialisation (6 Months / 240 Hours)

Select one of the following

3D Asset & Look Dev	Compositing	FX & Dynamics	Rigging And Animation
---------------------	-------------	---------------	-----------------------

- |   |   |   |   |
|---|---|---|---|
| <ul style="list-style-type: none"> <li>• Maya</li> <li>• Blender</li> <li>• Substance Painter</li> <li>• ZBrush</li> <li>• Portfolio Development</li> </ul> | <ul style="list-style-type: none"> <li>• After Effects</li> <li>• Maya</li> <li>• Mocha</li> <li>• PFTrack</li> <li>• Silhouette</li> <li>• DaVinci Resolve</li> <li>• Portfolio Development</li> </ul> | <ul style="list-style-type: none"> <li>• Maya Dynamics</li> <li>• Blender FX</li> <li>• After Effects</li> <li>• Phoenix FD</li> <li>• tyFlow</li> <li>• Maya X Gen</li> <li>• Houdini</li> <li>• PFTrack</li> <li>• Portfolio Development</li> </ul> | <ul style="list-style-type: none"> <li>• Maya</li> <li>• 3ds Max</li> <li>• Blender</li> <li>• Portfolio Development</li> </ul> |
|---|---|---|---|

**AI** Runway ML | Kling AI | Eleven Labs | Clipchamp | Luma AI For VFX

### Short Film Development (6 Months / 240 Hours)

- 3D Short Film Development
- Unreal Engine

\*Few topics will be covered online



## APPLICABLE JOBS

### 3D SPECIALISATION

- |                |           |    |
|----------------|-----------|----|
| Previs         | Texturing | FX |
| Storyboarding  | Lighting  |    |
| Matte Painting | Rigging   |    |
| Modeling       | Animation |    |

### VFX SPECIALISATION

- |             |                 |
|-------------|-----------------|
| Roto        | Matchmoving     |
| Paint       | Compositing     |
| Cleanup     | FX              |
| 3D Tracking | Motion Graphics |

This program is aligned with MES C QPNOS: MES/Q0502, Q0504, Q0506, Q0507, Q0601, Q0701, Q1401, Q2501, Q2502, Q2503, Q3503, Q3504, Q3505.

**EXPERT PROGRAM**

**AI** AI INTEGRATED  
COURSE

# GRAPHIC, BRODCAST & SOCIAL MEDIA DESIGN



 **450 Hours**  
(Training + Practical)

 **12 Months**

 **1,50,000**

# CREATE. ENGAGE. INSPIRE.

The demand for graphic design is massive and growing as it plays a vital role across the Media & Entertainment industry – from print to digital.

This program focuses on teaching graphic design for broadcast media (movies, web series, commercials, documentaries, TV serials and others) and social media platforms (Facebook, WhatsApp, Instagram, Pinterest, Twitter, LinkedIn, Snapchat, YouTube and more).



## WHAT'S COVERED IN THIS PROGRAM?

- Drawing & Perspective
- Design Principles
- Printing Parameters
- Creative Visualisation
- Aesthetic Skills
- Colour Theory
- Layout Design
- 2D & 3D Motion Graphics
- Video Editing
- Fundamentals of Audio



## SOFTWARES COVERED

### Foundation (6 Months / 225 Hours)

- Social Media Platforms
- Foundation of Drawing
- Fundamentals of Design Theory
- Fundamentals of Print Theory
- Digital Photography with Lightroom
- Photoshop & Spark AR
- Fundamentals of Web Design
- Fundamentals of UI/UX
- Illustrator
- InDesign
- CorelDRAW

 Prompting Aesthetics | ChatGPT & Google Gemini AI | Leonardo AI | Adobe Fire Fly

### Expert (6 Months / 225 Hours)

- Principles of Animation
- Animate
- Premiere Pro
- Audition
- After Effects
- Cinema 4D
- Social Media Design
- DaVinci Resolve
- Project and Portfolio

 Adobe Premiere AI Tool Kit | Adobe After Effects AI Tool Kit | Suno AI

\*Few topics will be covered online



## APPLICABLE JOBS

Graphic Designer

Illustrator

Creative Visualiser

Motion Graphics Artist

Website Designer

Social Media Marketer

Concept Artist

App Interface Designer

PR and Social Media Manager

This program is aligned with MESQ QPNOS: MES/Q0601, Q0702, Q0704, Q1401, Q2501, Q3501.

## EXPERT PROGRAM



AI INTEGRATED  
COURSE

# GRAPHIC DESIGNING & VIDEO EDITING

 **320 Hours**  
(Training + Practical)

 **8 Months**

 **85,000**

## FRAME YOUR CREATIVITY

This program trains you in graphic design, video editing and 2D motion graphics – skills that are in demand across the Media & Entertainment industry

From editing feature films to producing cinematic events, wedding films and corporate videos enhanced with 2D motion graphics, you will learn how to transform a handful of images and videos into memorable visual experiences.



## WHAT'S COVERED IN THIS PROGRAM?

- Creative Visualisation
- Aesthetic Skills
- Design Theory
- Colour Theory
- Effects & Enhancements
- Layout Design
- Printing Parameters
- Video Editing
- 2D Motion Graphics
- Fundamentals of Audio



## SOFTWARES COVERED

### Foundation (8 Months / 320 Hours)

- Fundamentals of Design Theory
- Fundamentals of Print Theory
- Photoshop
- Illustrator
- InDesign
- CorelDRAW
- Premiere Pro
- Audition
- After Effects
- Project and Portfolio

 Prompting Aesthetics | ChatGPT and Google Gemini AI | Leonardo AI | Adobe Firefly

\*Few topics will be covered online



## APPLICABLE JOBS

Graphic Designer

Illustrator

Creative Visualiser

Video Editor

Photo Editing Artist

2D Motion Graphics Artist

This program is aligned with MESQ QPNOS: MES/Q0601, Q1401, Q3501.



**EXPERT PROGRAM**

# GRAPHIC DESIGNING



 **240 Hours**  
(Training + Practical)

 **6 Months**

 **60,000**



## DESIGN YOUR IDEAS

Designing is all about communication. From typography and illustrations to images and shapes. Graphic design is used across industries to create communication for various needs. Whether it is print or digital, design is the language that facilitates connections between organisations and stakeholders, brands and customers, and more.

This course is specially crafted for the aspiring graphic designer in you. Get trained in all aspects of design for print and digital media. In addition to graphic design techniques and tools, the course also covers yearly design trends, aesthetics, how to create multi-page layouts and more.



## WHAT'S COVERED IN THIS PROGRAM?

- Creative Visualisation
- Design Theory
- Colour Theory
- Typography
- Layout Design
- Printing Parameters



## SOFTWARES COVERED

### Foundation (6 Months / 240 Hours)

- Fundamentals of Design Theory
- Fundamentals of Print Theory
- Photoshop
- Illustrator
- InDesign
- CorelDRAW
- Project and Portfolio



Prompting Aesthetics | ChatGPT and Google Gemini AI | Leonardo AI | Adobe Fire Fly

\*Few topics will be covered online



## APPLICABLE JOBS

Graphic Designer

Photo Editing Artist

Creative Visualisation

Illustrator

Concept Artist

This program is aligned with MESO QPNOS: MES/Q0601.

**EXPERT PROGRAM**

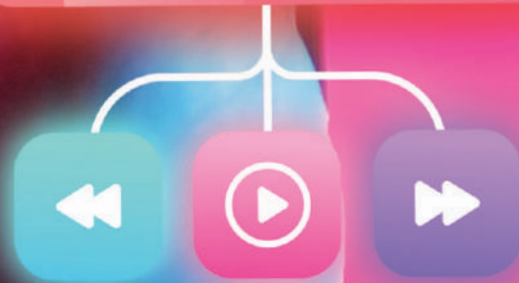
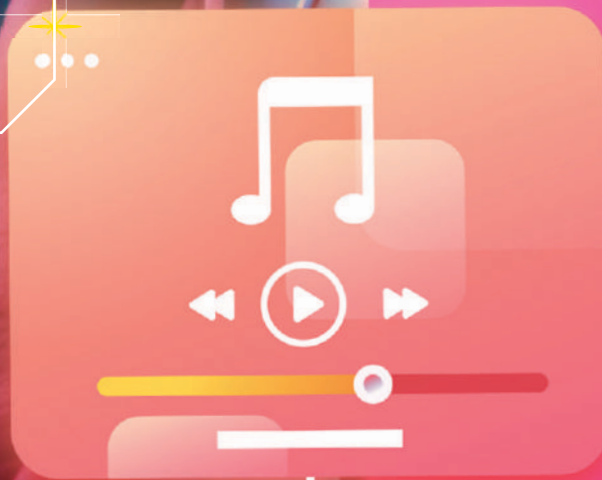
# WEB & UI/UX DESIGN

**AI** AI INTEGRATED COURSE

 **300 Hours**  
(Training + Practical)

 **7 Months**

 **85,000**



## DESIGN DIGITAL EXPERIENCES

In the digital age, the majority of businesses are online. A professionally designed website is not just part of the marketing strategy; it is the face of an organisation. A unique, well-crafted site helps brands cut through the clutter, generate more leads and drive revenue.

A well-designed and built website brings credibility, builds trust, boosts SEO rankings and strengthens user confidence in an organisation. Over time, these factors establish a brand's presence in the market.

This program trains you to design and develop websites for businesses, blogs, news platforms, gaming and more. Beyond engaging visuals, you will also gain hands-on skills to make sites fully functional with the latest technologies and software.



### WHAT'S COVERED IN THIS PROGRAM?

- Complete website design
- Critical functions to handle all online processes
- Graphics creation as per client requirement
- UI (User Interface) and UX (User Experience)
- Required back-end coding for smooth functioning of website



### SOFTWARES COVERED

#### Foundation (3 Months / 134 Hours)

- Fundamentals of Web Design & Development
- Photoshop
- Illustrator
- Fundamentals of UX Design
- Fundamentals of UI Design
- XD
- Figma

 Prompting Aesthetics | ChatGPT and Google Gemini AI | Leonardo AI | Adobe Fire Fly

#### Expert (4 Months / 166 Hours)

- HTML 5
- CSS 3
- Dreamweaver
- Bootstrap
- Project and Portfolio

\*Few topics will be covered online



### APPLICABLE JOBS

UI / UX Designer

Web Designer

Graphic Designer

This program is aligned with MESC QPNOS: MES/Q0601.

# EXPERT PROGRAM WEB DEVELOPMENT

 **240 Hours**  
(Training + Practical)

 **6 Months**  **85,000**

## CODE TO CREATION

This program focuses on the technical aspects of website creation, covering coding, page interconnectivity, database management, debugging, content integration and more.

You will learn to optimise websites for fast loading, responsive layouts, secure browsing and the latest tools. The program also addresses varying client needs, such as robust payment gateways for e-commerce or traffic handling for news sites.



## WHAT'S COVERED IN THIS PROGRAM?

- Client side scripting
- Server side scripting
- Techniques to connect front-end and back-end
- Domain related operations
- Management of CMS (Content Management System)
- Entire project planning and execution



## SOFTWARES COVERED

### Foundation (3 Months / 80 Hours)

- JavaScript
- jQuery

### Expert (3 Months / 160 Hours)

- PHP
- MySQL
- WordPress
- Dreamweaver
- Project & Portfolio

\*Few topics will be covered online



## APPLICABLE JOBS

Website Developer / Programmer

Back-end Developer

Full Stack Developer

WordPress Theme Designer

JavaScript Developer

CMS Manager

This program is aligned with MESIC QPNOS: MES/Q0601.



**EXPERT PROGRAM**

# ARCHITECTURE VISUALISATION

🕒 **280 Hours**  
(Training + Practical)

📅 **7 Months**

₹ **85,000**

## VISUALISE WITH PRECISION

This program focuses on executing 3D architectural views from various perspectives and lighting conditions. It enables you to create walkthroughs as per the client's requirements. It is a challenging process in which you can learn to develop new ideas to accomplish success in each project.

The program is designed to help all interior and exterior designers, architectural students and 3D visualisers sharpen their skills and render photorealistic views. The complete design process will enable students to create the structure, which remains true to all creative, technical and aesthetic aspects.



### WHAT'S COVERED IN THIS PROGRAM?

- Techniques to read the 2D drawings
- Tips and tricks to manipulate 3D models, textures and lighting as per the requirement
- Optimisation process of the entire scene
- Industry standard rendering techniques for photo realistic architectural views
- Creation of 3D architectural walkthroughs
- Presentation techniques
- Marketing collaterals for print and digital media
- Brochure creation



### SOFTWARES COVERED

#### Foundation (4 Months / 162 Hours)

- Photoshop
- Foundation AutoCAD Designer
- 3ds Max
- V-Ray
- Google Sketchup - Foundation

#### Expert (3 Months / 118 Hours)

- Corona Render
- Lumion
- After Effects
- Premiere Pro
- Project and Portfolio

\*Few topics will be covered online



### APPLICABLE JOBS

3D Architectural Visualiser	Lighting
Modeling	Interior Designer
Texturing	Exterior Designer

This program is aligned with MESC QPNOS:  
MES/Q0504, Q2501, Q2503, Q3503.

# FUTURE TECHNOLOGIES

# GENERATIVE AI

 AI INTEGRATED COURSE

 **30 Hours**  
(Training + Practical)

 **2 Months**

 **25,000**



# AI-POWERED CREATIVITY

AI generative art unlocks limitless creativity. With tools powered by generative adversarial networks and diffusion models, artists and designers can produce intricate, unique visuals in minutes – work that might otherwise take hours or days. These platforms let you customise styles, textures and details, opening doors to aesthetic possibilities beyond imagination.

For professionals, AI streamlines workflows, sparks innovation and democratises high-quality art production. By blending human vision with machine ingenuity, generative art marks the beginning of a new era in artistic exploration.



## WHAT'S COVERED IN THIS PROGRAM?

- Master cutting-edge AI tools to stay ahead in the creative industry
- Gain hands-on experience with leading visual generative AI platforms
- Unleash creativity by blending art and technology seamlessly
- Explore industry applications in advertising, gaming, and film-making
- Learn from experts to excel in technical and artistic AI skills
- Build an impressive portfolio of AI-generated visuals
- Future-proof your career with advanced AI-driven design skills



## SOFTWARES COVERED

### Foundation (30 Hours)

- Prompting Aesthetics
- ChatGPT and Google Gemini AI
- Leonardo AI
- Adobe Firefly
- Adobe Premiere AI Tool Kit
- Adobe After Effects AI Tool Kit
- Suno AI
- Midjourney
- Eleven Labs
- ClipChamp
- Runway ML
- Kling AI
- ComfyUI
- Luma AI

\*This course will be covered online



## APPLICABLE JOBS

AI Artist

Prompt Artist

# FUTURE TECHNOLOGIES

# VIRTUAL REALITY



**132 Hours**  
(Training + Practical)

**5 Months**

**90,000**

## STEP INTO THE FUTURE

This program is your gateway to one of the most exciting creative and technical fields today – Virtual Reality (VR).

Use VR to upskill your creative and technical knowledge, preparing for opportunities across applications, media & entertainment and beyond.

## WHAT'S COVERED IN THIS PROGRAM?

- All important jargon of the VR and related technologies
- Creation and optimisation of 2D and 3D assets with VR perspective
- Essentials of storyboarding
- Rigging and Animation in VR
- VR application building
- Building a standalone application
- Creating a framework in Unity

## SOFTWARES / PLATFORMS COVERED

### Foundation (120 Hours)

- Virtual Reality (VR)
- Photoshop
- 3ds Max
- Unity
- Substance Painter
- Portals

ComfyUI | Luma AI

\*Few topics will be covered online

## APPLICABLE JOBS

Training

Architectural Visualisation

Asset Creator

VR Prototyper

Mixed Reality Artist

Simulation Artist

Product Visualisation

Software Development/Manager

Gameplay & Tools Engineer

This program is aligned with MESQ QPNOS: MES/Q0509, Q2501, Q2505.



# FUTURE TECHNOLOGIES

## METAVESE

**AI** AI INTEGRATED  
COURSE

 **80 Hours**  
(Training + Practical)

 **3 Months**

 **50,000**

## BUILD YOUR DIGITAL WORLD

The future is evolving and Metaverse is leading the way into it. Tech giants such as Facebook, Microsoft and Apple have bold plans for the internet's next chapter: the Metaverse. This emerging space is set to create exciting new opportunities, for students ready to step into high-demand careers.

This program equips you with the skills to get started in Metaverse creation. Whether you are a professional, enthusiast, or hobbyist, it is your gateway to one of the most transformative technologies of the future.



### WHAT'S COVERED IN THIS PROGRAM?


- Essentials of 2D and 3D graphic creation
- Optimising 2D and 3D assets
- Essentials of environment creation
- Character and Avatar creation
- Creating engaging digital interactions
- Publishing your first Metaverse



### SOFTWARES / PLATFORMS COVERED

#### Foundation (120 Hours)

- Photoshop
- 3ds Max
- Substance Painter
- Marmoset
- Unity
- Read Player Me
- Mozilla Spoke
- Mozilla Hubs

 Midjourney | Runway ML

\*Few topics will be covered online

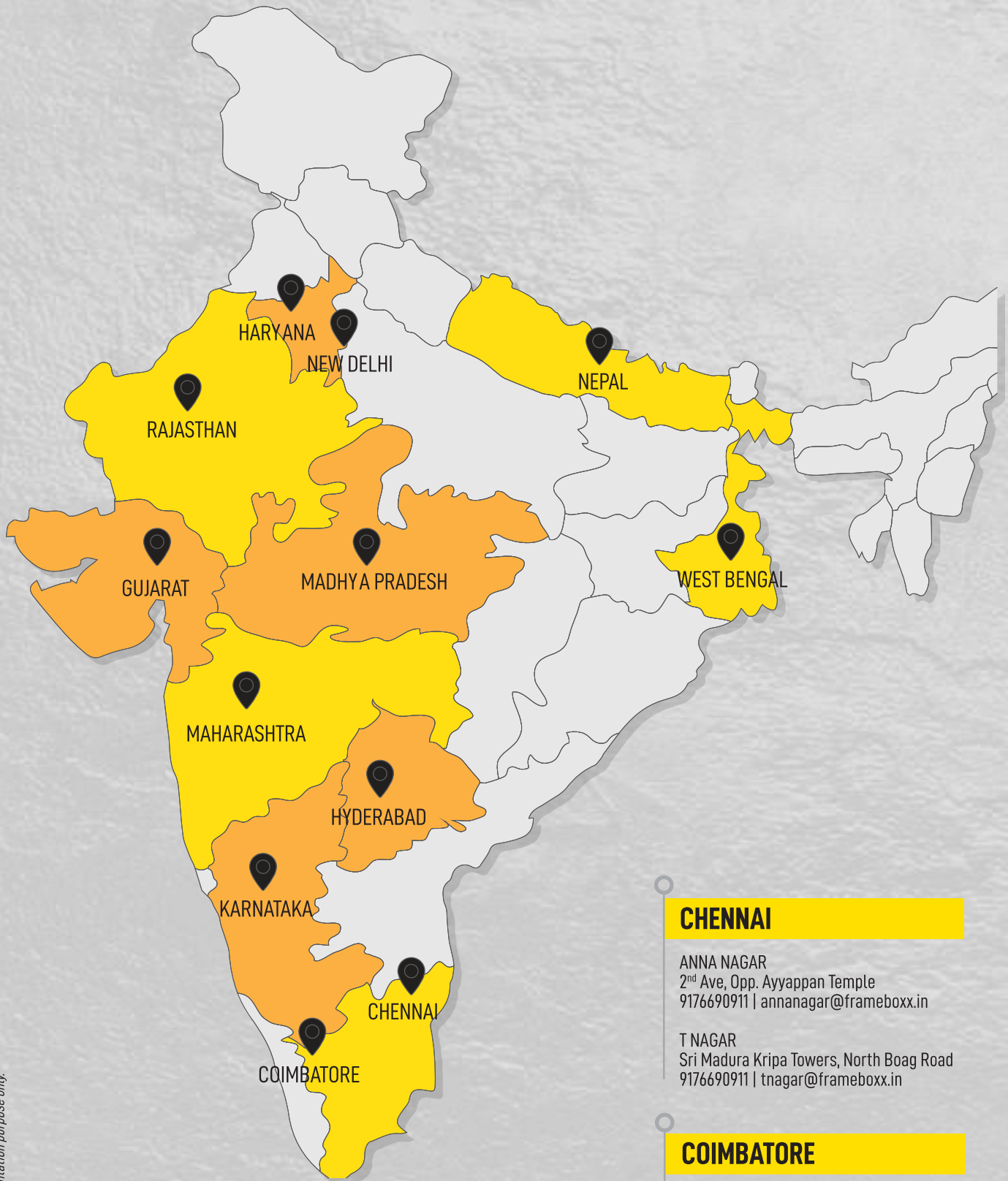


### APPLICABLE JOBS

- |                             |                    |
|-----------------------------|--------------------|
| Environment Designer        | Metaverse Designer |
| Avatar Designer             | Asset Artist       |
| Ecosystem Developer         | Technical Artist   |
| Metaverse Storyteller       | Concept Artist     |
| QA and QC                   | Metaverse Tester   |
| World Builder for Metaverse |                    |
| Metaverse Safety Manager    |                    |

This program is aligned with MESQ QPNOS:  
MES/Q2501, Q2503, Q0509, Q2505.

# EXPERIENCE THE POWER OF LEARNING AT A CENTRE NEAR YOU



*\*Map not to scale. For representation purpose only.*

## CHENNAI

ANNA NAGAR  
2<sup>nd</sup> Ave, Opp. Ayyappan Temple  
9176690911 | [annanagar@frameboxx.in](mailto:annanagar@frameboxx.in)

T NAGAR  
Sri Madura Kripa Towers, North Boag Road  
9176690911 | [tnagar@frameboxx.in](mailto:tnagar@frameboxx.in)

## COIMBATORE

ARASUR  
Avinashi - Coimbatore Road, Uthupalayam  
9629698564 | [arasur.cm@frameboxx.in](mailto:arasur.cm@frameboxx.in)

PEELAMEDU  
E Block, 1<sup>st</sup> Floor, Hindusthan College of Arts  
and Science  
7358188142 | [peelamedu.com@frameboxx.in](mailto:peelamedu.com@frameboxx.in)

SARAVANAMPATTI  
1<sup>st</sup> Floor, KGISL Institute of Technology Campus,  
IT Tower  
8075801920 | saravanampatti.cm@frameboxx.in

## GUJARAT

### AHMEDABAD

SILVEROAK  
Gota Gam, Gota  
9265321880

SHAHIBAUG  
Opp. Rakshashaki Circle  
8460066199 | shahibaug@frameboxx.in

VASTRAPUR  
Shilp Square, "B" Building  
9978166199 | vastrapur@frameboxxers.com

### SURAT

International Wealth Center  
7208330843 | surat@frameboxx.in

### RAJKOT

Gujarat Housing Board  
9924460119 | rajkot@frameboxx.in

### VADODARA

408, Golden Icon, Chakli Circle  
9327024272 | vadodara@frameboxx.in

## HARYANA

FARIDABAD  
HUDA market, Sector - 28  
8796256089 | faridabad@frameboxx.in

## HYDERABAD

AMEERPET  
Pavans Vanija Vihar, 1<sup>st</sup> Floor, Ameerpet Road  
6003800600 | ameerpet@frameboxx.in

DILSUKHNAGAR  
1<sup>st</sup> Floor, Beside Shashi Hospital Lane  
6002100600 | dilsukhnagar@frameboxx.in

HIMAYATNAGAR  
Mahaveer Chambers, Chandra Nagar  
9949818811 | himayatnagar@frameboxx.in

## KARNATAKA

GULBARGA  
1-1166/8, Ground Floor, Bhatia Homes  
9886000407 | gulbarga@frameboxx.in

HUBLI  
Kalburgi Katwe Fortune, 3<sup>rd</sup> Floor  
6366338281 | hubli@frameboxx.in

MANGALORE  
New Milagres Mansion Building, 1<sup>st</sup> Floor  
7204763900 | mangalore@frameboxx.in

## MADHYA PRADESH

BHOPAL  
Zone-II, M.P. Nagar  
8817728481 | indore@frameboxx.in

INDORE  
3rd Floor, Indraprasth Tower  
9300009992 | indore@frameboxx.in

## MAHARASHTRA

### MUMBAI

ANDHERI  
Opp. Fun Republic  
9819504485 | andheri@frameboxx.in

BANDRA  
God Gift Tower, 7<sup>th</sup> Floor  
8828821415 | bandra@frameboxx.in

St. Pauls, Opp. Duruelo Convent High School  
8828824849 | stpaulsic@frameboxx.in

BORIVALI  
Raichura Circle, Off Chandavarkar Road  
8369586054 | borivali@frameboxx.in

DADAR  
Saikunj Building, 2<sup>nd</sup> Floor, Office no. 8,  
Ambedkar Road  
8850836500 | dadar@frameboxx.in

GHATKOPAR  
New Laxmi Shopping Centre  
9892431322 | ghatkopar@frameboxx.in

R. J. College, Opp. Ghatkopar Railway Station  
9372577922 | rjcollege@frameboxxers.com

MALAD  
New Era Signal, Swami Vivekanand Road  
9997844487 | malad@frameboxx.in

VASAI  
Navghar Manikpur, Vishal Nagar  
9156097937 | vasai@frameboxx.in

### NAGPUR

Above Venus Book Depot  
8855880765 | nagpur@frameboxx.in

### NAVI MUMBAI

NERUL  
Shanti Apartment  
9082229727 | nerul@frameboxx.in

VASHI  
Om Rachna CHS, Sector - 17  
9152285858 | vashi@frameboxx.in

### PUNE

FC ROAD  
Surya Bhavan, 3<sup>rd</sup> Floor  
8087977779 | fcroad@frameboxx.in

HADAPSAR  
City Centre, Laxmi Vihar  
9850156677 | hadapsar@frameboxx.in

KHARADI  
Mundhwa - Kharadi Road, Near Manipal  
Hospital  
9607666628 | kharadi@frameboxx.in

KOTHRUD  
Opp. Yashwantrao Chavan Natyagruha  
9552565927 | kothrud@frameboxx.in

SWARGATE  
Ashoka Centre, Corner, Pune - Satara Road  
9420067249 | swargate@frameboxx.in

### THANE

KALYAN  
New Krishna Building  
8591298835 | kalyan@frameboxx.in

THANE  
Paradise Tower  
9594949955 | thane@frameboxx.in

## NEW DELHI

JAGAN INSTITUTE OF MANAGEMENT STUDIES  
Rohini Sector 5

NISCORT  
Vaishali, Ghaziabad

PREET VIHAR  
2nd floor, above Zevar Mahal  
9217664366 | preetvihar@frameboxx.in

SOUTH EX  
South Extension Part 2  
8796788655 | southex@frameboxx.in

## RAJASTHAN

JAGAN INSTITUTE OF MANAGEMENT STUDIES  
Phase IV, Sitapura Industrial Area

JAIPUR  
C Scheme, Ashok Nagar  
6358140542 | cscheme@frameboxx.in

## WEST BENGAL

BARRACKPORE  
Wireless Para Nonachandanpukur  
9830164310 | barrackpore@frameboxx.in

CHOWRINGHEE  
Chatterjee International Centre  
9330776787 | chowringhee@frameboxx.in

PARK STREET  
Stephen Court Building  
9147382972 | parkstreet@frameboxx.in

SALT LAKE  
Infinity Benchmark Tower  
9147382972 | saltlake@frameboxx.in

## NEPAL

KATHMANDU  
Basundhara, Ward no. 3  
9851022775 | kathmandu@frameboxx.in



## WHY FRAMEBOXX?

- ◆ Key people are in the core committee of AVGC Sub Task Force (Skilling)
- ◆ Studio Internship
- ◆ 'Incubator program' as per studio pipeline and workflow
- ◆ 100% Placement assistance
- ◆ Education loan facility available
- ◆ Regular studio visits
- ◆ Regular PTM (Parent Teacher Meeting)
- ◆ National competition 'Rockstar' to nurture creative and technical skills
- ◆ ArtStation Channel to provide international recognition to students
- ◆ Current industry standard and regularly updated career focused course curriculum
- ◆ Experienced faculties
- ◆ Experiential Learning through Practical & Hands-on training
- ◆ Lectures and guest sessions from Industry experts
- ◆ Regular workshops, seminars and competitions
- ◆ Project and Portfolio creation
- ◆ Collaborative learning approach
- ◆ Unlimited practice hours



### Frameboxx

#### Head Office

107, 1st Floor, Sri Krishna, New Link Road. Opp. Fun Republic, Andheri (W), Mumbai - 400 053

**Contact:** + 91 7304796979 | **Email:** info@frameboxx.in | **Website:** www.frameboxx.in

