



**BE A
FRAMEBOXXER
BECOME AN
EXPERT**

About Frameboxx 2.0

In the era of prevailing creative art schools, redefining the age old training methods was necessary. A fresh approach to the training system was required. To fill this vacuum, Frameboxx was established with a vision to create industry-ready artists.

We offer latest course curricula to help students specialize their careers in Animation, VFX (Visual Effects), Gaming, Graphic Design, Web Design & Development, Photography, Editing, Multimedia, Broadcast design and other related creative and technical sectors.

Our skill-based training comprises of degree and specialized certificate courses that enhance professional competence and provides distinguished learning. Our course curriculum is the perfect mix of theory and practical sessions to learn the aesthetic values with real life problem solving techniques. Innovation and a team of experienced and passionate instructors is the core strength of our training studio. To reinforce the curriculum we regularly conduct Master class sessions through leading industry evangelists.

Over 18,000 students trained with more than 3,000 currently in the system.

As stated earlier, we match the latest technological trends with our techniques to contribute in the growth of the student. Bringing fresh energy to our processes and emphasizing on our core strengths is a vital part of our mission. User-friendly working environment and quality training programs act as an artistic merit of our training studio. Training through experienced trainers practical exposure, working on live projects are contributing in the process of overall professional development of our students. Today, we have built an atmosphere that opens new gateways of creativity and innovation for our students.

Frameboxx has one of the most transparent placement portals that provides career opportunities to its students in leading Animation and VFX studios all over India. Our Students have worked on prestigious Hollywood and Bollywood feature film projects in 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, Golden Robot, NY VFXWAALA, Tata Elxsi, Deluxe, Tau Films, Vistaprint, Bubble Creations, After, Labyrinth, philmCGI to name a few.

Become a part of this journey. Learn to animate your imagination and explore new dimensions of the digital world.

Be a Frameboxxer. Become an Expert.

Mission

- ▶ To spread the latest industry knowledge to students and make them employable in their selected job profession

Vision

- ▶ We are committed to produce high quality manpower to fuel the ever growing needs of the various verticals of Media & Entertainment industry

Strategic Alliance

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

Innovation

- ▶ Introduced concepts of skills super-specialization which has become the norm in the industry
- ▶ Students of Frameboxx worked on a 3D Animated feature film trailer (Jugnoo) with nationally acclaimed director – a first in the industry.

Awards

- ▶ Students work received national and international acclaim.
- ▶ Awards: FICCI BAF Awards, Golden Cursor Animation Awards, AAROHI Film Festival, Mofilm and CGT Awards



Mr. Rajesh R. Turakhia

Founder's Message

Frameboxx Animation and Visual Effects is a versatile conglomerate with a focus on providing high end computer graphics, animation and visual effects training services. Started in 2008, by a team of management and technical evangelists with over twenty years of experience in animation production and training domain, Frameboxx offers wide array of training programs aimed at producing high quality trained manpower to fuel India's rapid growing Animation & Visual Effects Industry.

We focus on teaching techniques and creativity, not just the software tools. How would an artist approach a software is more important rather somebody teaching how to use the software. We blend this very artistic approach in our teaching methodology to give the best knowledge to the student to make him / her industry ready artist. We follow this method of 'Techno Artist Training' where we train novice students with technical knowledge of software and aesthetic knowledge of artistic sense.

Working on the notion of continuous development, we launched our self in a completely new avatar named 'Frameboxx 2.0' in 2019. It is 'Premier Academy for Media & Creative Arts' which is amalgamation of various creative and technical skills, required by Media & Entertainment industry. We enlarged our gamut of creative design and visual art, by adding new verticals of new media technologies and creative research.

Being a pioneer in the Indian Animation and Visual Effects training industry, we are looking at producing high quality trained manpower to fuel India's rapid growing Animation & Visual Effects Industry demand.



Mr. Ravi Gupta

From the CEO's Desk

We had gone through a very unfortunate 2020 due to COVID-19 pandemic, which hampered all parts of our personal and professional lives. Like others, it was also a setback to us. But, we took it as an opportunity with a whole new gamut of perspective.

With complete paradigm shift, we detached ourselves from regular training modules. Our team designed a complete new course curriculum, keeping in mind the latest industry standard requirements. Working on the notion of continuous development, we also extended our industry relationships. We joined hands with premier brands of the fast growing Gaming industry.

We combined our entire technical and management team to carve a fresh approach for training methodology. We were the first to start live online training sessions for students, in the peer competition. We successfully trained more than 1500 students online on pan India basis. With rigorous efforts, we came up with a robust online training platform. Apart from imparting such quality training, we also revamped our student evaluation techniques. We took full advantage of all the state-of-the-art tools and technologies to upskill our quality education.

To provide holistic knowledge to all students and professionals, we have also initiated series of webinars by industry professionals like Vaibhav Kumaresh, Kireet Khurana, Keyur Mehta, Biren Ghose, Ranjit Singh, Anish Mehta and team to name a few and international experts including Dr. Tom Howard, Torill Kove and Steve Wright.

I pray for everyone's health and wellness for all upcoming years. May you all fulfill your ambitions and embark on your success journey.

Frameboxx 2.0 stands strong on the International Standards of Quality Education and Job Oriented Training

Top 25 International Animation Schools and Colleges 2020 International Rankings

Ranking	School	Country
1	Sheridan College	Canada
2	Gobelins	France
3	Rubika	France, Canada, India
4	Bournemouth University	England
5	Ecole Superieure des Metiers Artistiques (ESMA)	France
6	MoPA	France
7	Animation Workshop/VIA University College	Denmark
8	RMIT University Australia	Australia
9	Media Design School	New Zealand
10	Griffith University	Australia
11	Emily Carr University of Art + Design	British Columbia
12	University of Technology Sydney	Australia
13	Royal College of Art	England
14	Teesside University	England
15	ArtFX	France
16	ChungKang College of Cultural Industries	South Korea
17	Image Campus	Argentina
18	Escape Studios	England
19	University of Hertfordshire	England
20	Frameboxx 2.0	India
21	Beijing Film Academy	China
22	University of Melbourne	Australia
23	School of Digital Arts	Canada
24	Bezalel Academy of Arts and Design	Israel
25	University of the West of England	England



Frameboxx 2.0
is proud to be
ranked in the list of

**"Top 25 International
Animation Schools and
Colleges -
2020 International
Rankings"**

Scan here
to see our Ranking



Our Programs

Our skill-based training comprises of Degree, Specialization, MPAVG and Expert programs that enhance professional competence and provides distinguished learning. Our program curriculum is the perfect mix of theory and practical sessions to learn the aesthetic values with real life problem solving techniques.

Team of experienced, innovative and passionate instructors is the core strength of our training studio. We regularly conduct master class sessions through industry evangelists.

Our programs are aligned with MESC QPNOS: MES/Q0401, Q0502, Q0504, Q0506, Q0507, Q0601, Q0701, Q1401, Q2502, Q2503, Q3503, Q3504, Q3505.



Degree Programs

- ▶ B.Sc. in Media Graphics & Animation
36 Months Pg - 7 & 8
- ▶ B.Sc. in Animation & Multimedia
36 Months Pg - 9 & 10



Specialization Program

- ▶ 3D / VFX
15 Months Pg - 11 & 12



MPAVG (Master Program in Animation, Visual Effects & Gaming)

- ▶ Game Art
24 Months Pg - 13 & 14
- ▶ Assets
24 Months Pg - 15 & 16
- ▶ Rigging & Animation
24 Months Pg - 17 & 18
- ▶ FX / Dynamics
24 Months Pg - 19 & 20
- ▶ Compositing
24 Months Pg - 21 & 22
- ▶ 3D Tracking & Matchmoving
24 Months Pg - 23 & 24
- ▶ Motion Graphics
24 Months Pg - 25 & 26
- ▶ VFX / Effects
24 Months Pg - 27 & 28



Expert Programs

- ▶ Graphic, Broadcast & Social Media Marketing
10 Months Pg - 29 & 30
- ▶ Web & UI/UX Design
7 Months Pg - 31 & 32
- ▶ Web Development
7 Months Pg - 33 & 34
- ▶ Architecture Visualization
7 Months Pg - 35 & 36



Photography

- ▶ Foundation
1 Month Pg - 37 & 38
- ▶ Advanced
2 Months Pg - 39 & 40
- ▶ Expert
3 Months Pg - 41 & 42



Future Technologies

- ▶ Metaverse
3 Months Pg - 43 & 44
- ▶ Virtual Reality
5 Months Pg - 45 & 46

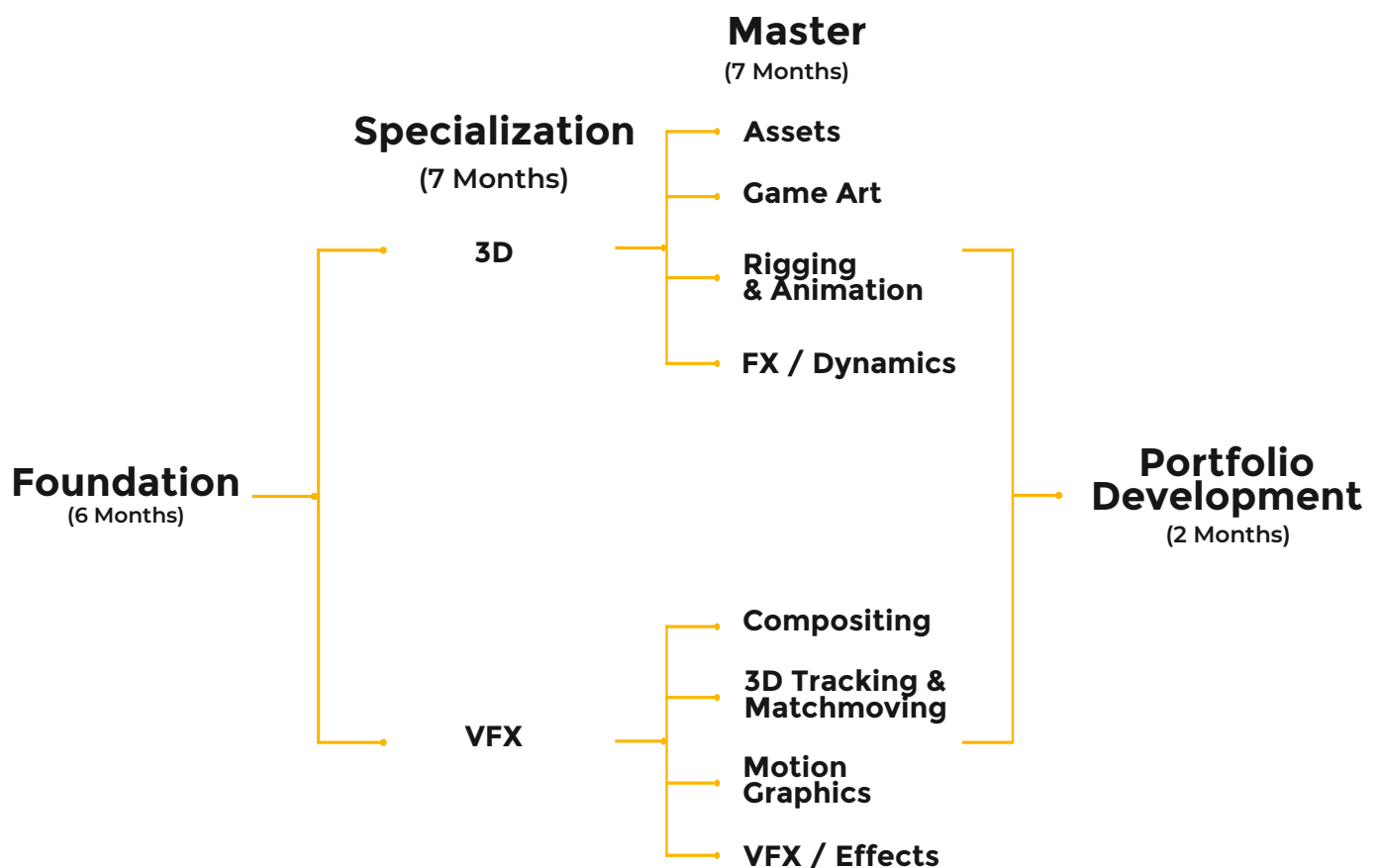
Overview of Learning Journey

As the name suggests, all these courses aim to mentor you in all areas of Animation, Visual Effects and Gaming. It empowers you with multiple skill sets, thus giving you an edge over your peers. You have access to case studies and research material provided by us. You will also be interacting with our Subject Matter Experts, who have worked on projects that have been acclaimed both nationally and internationally.

MPAVG is the cutting edge and industry standard series of 'Master Program in Animation, Visual Effects & Gaming' courses.

After successful course completion, you will develop the following job skills:

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





B.Sc. in Media Graphics & Animation

1880 Hours, 39 Months

This Animation Degree program is UGC Recognized from **Yashwantrao Chavan Maharashtra Open University (YCMOU)**.

During the program, you will develop an in-depth understanding of the tools and techniques which are used in Animation, VFX, Graphics and Web Design. You will be interacting with our Subject Matter Experts, who have worked on projects that have been acclaimed both nationally and internationally.

What will you learn in this program?

- Various Design principles
- Aesthetics skills
- Various creative visualization techniques
- Website development and management
- 2D and 3D Animation
- Visual Effects tools and techniques
- Compositing of live action footages and CGI elements

Applicable jobs after successful completion of the B.Sc. in Media Graphics & Animation Degree Program:

- | | | | |
|------------------|-------------|-----------|----------------------------------|
| - Previs | - Texturing | - FX | - Compositing |
| - Storyboarding | - Lighting | - Roto | - Motion Graphics |
| - Matte Painting | - Rigging | - Paint | - Graphic Designer |
| - Modeling | - Animation | - Cleanup | - Website Designer and Developer |

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



Software Skills

1 st Year	 Photoshop
	 Illustrator
	 InDesign
	 CorelDRAW

Artistic Skills










- ▶ Introduction to Computer Internet
- ▶ Drawing and Sketching
- ▶ Color Theory
- ▶ Typography
- ▶ Computer Graphics - I Photoshop
- ▶ Introduction to Multimedia
- ▶ Motion Graphics
- ▶ Technical and Creative Writing
- ▶ Developing Presentation
- ▶ Design Principles
- ▶ Digital Photography

Latest Industry Knowledge

	Spark AR
	QuarkXPress
	Power Point
	Digital Photography
	After Effects
	Lightroom
	Figma

2 nd Year		HTML 5
		CSS 3
		JavaScript
		Dreamweaver
		Premiere Pro
		Sound Forge
		Flash

- ▶ Introduction to Web Development
- ▶ HTML & CSS
- ▶ Computer Animation : Introduction to Flash
- ▶ Video-Production Basics
- ▶ Visual Communication
- ▶ Story Boarding
- ▶ Advanced After Effects
- ▶ 3D Motion Graphics
- ▶ Developing Dynamic Web Pages using Java and VB Scripts
- ▶ Content Authoring on Web using Dreamweaver
- ▶ Content Digitization
- ▶ Audio - Editing : Sound Forge
- ▶ Video - Editing : Adobe Premiere Pro
- ▶ Advanced Video Effects
- ▶ Introduction to Procedural Generation
- ▶ 3D Sculpting

	Animate
	Cinema 4D
	ZBrush
	Houdini
	Substance Painter
	Element 3D
	Trapcode Suite
	Look Dev Plugins
	FCP

3 rd Year		3ds Max
		Maya
		Nuke

- ▶ Animation Principles
- ▶ Environment Science
- ▶ Introduction to 3ds max
- ▶ Advanced 3ds Max
- ▶ Character Animation
- ▶ Match Move
- ▶ Advanced Paint and Rotoscoping
- ▶ Introduction to Maya
- ▶ Advanced Maya
- ▶ Character Set up & Animation in Maya
- ▶ CG Film Making
- ▶ Compositing
- ▶ Advanced Match move

	SilhouetteFX
	PF Track
	3DEqualizer

Specialization (6 Months with Demoreel)

- ▶ Advanced Sculpting with ZBrush
- ▶ Mari
- ▶ Katana
- ▶ Advanced 3ds Max
- ▶ Advanced 3D Lighting (Arnold)
- ▶ Unreal Engine

OR

Visual Effects

- ▶ Advanced 3D Lighting (Arnold)
- ▶ Advanced Nuke
- ▶ Katana
- ▶ Advanced Matchmove - 3D Equalizer
- ▶ Color Grading with DaVinci Resolve
- ▶ Effects in Houdini

At the end of each year, you will be required to submit a project that has been created using all the skills learnt throughout the year. This will be followed by a practical exam that will test your skills.



B.Sc. in Animation & Multimedia

1880 Hours, 39 Months

This one is a premier Degree program of Animation & Multimedia.

During the program, you will develop an in-depth understanding of the tools and techniques which are used in Animation, VFX, Graphics and Web Design. You will be interacting with our Subject Matter Experts, who have worked on projects that have been acclaimed both nationally and internationally.

What will you learn in this program?

- Design principles
- Aesthetics skills
- Creative visualization techniques
- Website development and management
- 2D and 3D Animation
- Visual Effects tools and techniques
- Compositing of live action footages and CGI elements

Applicable jobs after successful completion of the B.Sc. in Animation & Multimedia Degree Program:

- | | | | |
|------------------|-------------|-----------|----------------------------------|
| - Previs | - Texturing | - FX | - Compositing |
| - Storyboarding | - Lighting | - Roto | - Motion Graphics |
| - Matte Painting | - Rigging | - Paint | - Graphic Designer |
| - Modeling | - Animation | - Cleanup | - Website Designer and Developer |

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

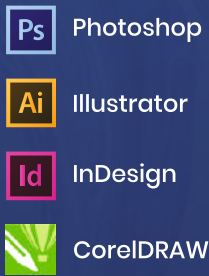


Software Skills

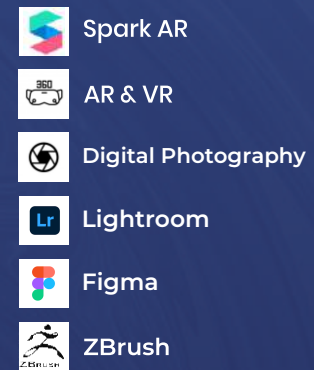
Artistic Skills

Latest Industry Knowledge

1st
Year



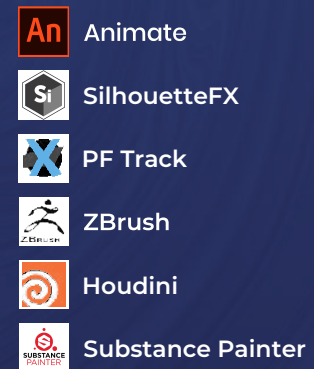
- ▶ Graphics
- ▶ Drawing
- ▶ Desktop Publishing - I
- ▶ Digital Art Photography - I
- ▶ Transferring Digital Photographs
- ▶ Digital Painting
- ▶ AR Experience
- ▶ Vector Art
- ▶ Desktop Publishing - II
- ▶ Digital Photography - II
- ▶ Advertising
- ▶ Project - Design a Logo, Letterhead & Visiting Card, Create an ad campaign
- ▶ Digital Sculpting



2nd
Year



- ▶ Fundamentals of Web Designing & Java Script
- ▶ HTML Basics
- ▶ 2D Animation
- ▶ Flash Website Design
- ▶ Match Move
- ▶ Advanced Paint and Rotoscoping
- ▶ 3D Introduction & Advanced (Modeling & Animation) Part I
- ▶ 3D Introduction & Advanced (Modeling & Animation) Part II
- ▶ 3D Sculpting
- ▶ Introduction to Procedural Generation



3rd
Year



- ▶ Video Introduction & Advanced
- ▶ Digital Editing
- ▶ Sound Editing
- ▶ Realistic Concept of Animation & Special Effects
- ▶ Fundamentals of Maya
- ▶ Script Writing and Story Board Designing
- ▶ Director Basics
- ▶ FX (Dynamics, Particles, Simulations)
- ▶ Advanced Compositing



Specialization
(6 Months
with
Demoreel)

- ### 3D Animation
- ▶ Advanced Sculpting with ZBrush
 - ▶ Mari
 - ▶ Katana
 - ▶ Advanced 3ds Max
 - ▶ Advanced 3D Lighting (Arnold)
 - ▶ Unreal Engine

OR

- ### Visual Effects
- ▶ Advanced 3D Lighting (Arnold)
 - ▶ Advanced Nuke
 - ▶ Katana
 - ▶ Advanced Matchmove - 3D Equalizer
 - ▶ Color Grading with DaVinci Resolve
 - ▶ Effects in Houdini

At the end of each year, you will be required to submit a project that has been created using all the skills learnt throughout the year. This will be followed by a practical exam that will test your skills.



Specialization Program: 3D / VFX

1880 Hours, 39 Months

This program focuses on providing the required knowledge to start your career in the spectacular Media & Entertainment Industry. It works as a stepping stone of your professional journey.

Now-a-days, Animation and VFX are an integral part of Movies, Web series, TVCs and many other broadcasting formats. They help storytelling in an enhanced way. For every Director It had become a must tool of every Director to properly execute their conceived ideas into reality.

What will you learn in this Program?

- All necessary things to get the jump start in the industry including 2D and 3D Animation, VFX, Photography and Editing
- Holistic knowledge of the industry and work around
- In the 2nd module, you will decide your career goal: 3D or VFX. You will select one module as per your passion and one-to-one discussion with your trainers

Applicable jobs after successful completion of the Specialization Program:

- 3D Specialization:

Previs	Modeling	Rigging
Storyboarding	Texturing	Animation
Matte Painting	Lighting	FX

- VFX Specialization:




Roto	3D Tracking	FX
Paint	Matchmoving	Motion Graphics
Cleanup	Compositing	

This program is aligned with MESC QPNOS: MES/Q0401, Q0502, Q0504, Q0506, Q0507, Q0701, Q1401, Q2502, Q2503, Q3503, Q3504, Q3505.

Fees: Rs. 2,25,000










Module 1

Sr. No.	Softwares	Hours
1	 Pre-Production	60
2	 Photography	5
3	 Photoshop	20
4	 3ds Max	125
5	 Premiere Pro	10
6	 After Effects	20
		240








Foundation
(6 Months)

Module 2

Sr. No.	Softwares	Hours
1	 Substance Designer	20
2	 Substance Painter	20
3	 Maya	150
4	 Houdini	50
5	 Mari	20
6	 Katana	20
7	 Nuke	20
		300

**Specialization
in 3D**
(7 Months)

OR

Sr. No.	Softwares	Hours
1	 After Effects	30
2	 Maya	80
3	 Nuke	60
4	 PF Track	20
5	 Houdini	70
6	 3DEqualizer	20
7	 Katana	20
		300

**Specialization
in VFX**
(7 Months)

Module 3

Portfolio Development: 2 Months



MPAVG: Game Art

756 Hours, 24 Months

This program focuses on creating Digital Video and Mobile Games. It makes you ready as an overall Gaming Artist who can maintain entire digital documentation and processes.

Game Art is an initial process. It gives an overview of conceptualizations, characterizations, storyline, game levels and all other related aspects. It is a very crucial stage which defines scope of work for each concerned departments.

What will you learn in this Program?

- Stylized 3D art for various gaming genres
- Understanding of how to use industry standard game engines
- Great exposure regarding how to optimize all 3D elements for better performance on various platforms like Playstation, PC, Mobile, Xbox and Nintendo
- Use of AR and VR to create immersive gaming experience
- Deployment and optimization all 3D elements for faster rendering

Applicable jobs after successful completion of the MPAVG Game Art Program:

- Game Designer
- Game Programmer / Developer
- Game Animator
- Gaming 3D Artist
- Game Tester
- Unity / Unreal Developer

USPs of this Program:






Internship at our industry partners **Lakshya Digital** and **CrazyLabs**

This program is aligned with MESC QPNOS: MES/Q0401, Q0502, Q0504, Q0507, Q0701, Q1401, Q2502, Q2503, Q3503.

Fees: Rs. 5,00,000










Module 1

Sr. No.	Softwares	Hours
1	 Pre-Production	60
2	 Photography	5
3	 Photoshop	20
4	 3ds Max	125
5	 Premiere Pro	10
6	 After Effects	20
		240







Foundation
(6 Months)

Module 2

Sr. No.	Softwares	Hours
1	 Substance Designer	20
2	 Substance Painter	20
3	 Maya	150
4	 Houdini	50
5	 Mari	20
6	 Katana	20
7	 Nuke	20
		300

**Specialization
in 3D**
(7 Months)

Module 3

Sr. No.	Softwares	Hours
1	 3ds Max	90
2	 Photoshop with Spark AR	10
3	 Substance Designer with Painter	26
4	 ZBrush	40
5	 Unity Engine	20
6	 Unreal Engine	30
		216

Game Art
(9 Months)

Module 4

Portfolio Development: 2 Months



MPAVG: Assets

756 Hours, 24 Months

This program focuses on mastering 3D / Digital Asset Creation. It includes Modeling, Texturing and Lighting.

3D Models are basic building blocks of any animated content – movies, web series, games, commercials and more. The 3D artist needs to create various models as per client requirements. It can be from a concept art or a reference image.

What will you learn in this Program?

- Techniques of how to create the best assets for any given project, with the highest production quality possible
- Industry standard tips and tricks to make you able to work by yourself independently and efficiently
- Strong artistic abilities
- Optimization techniques to make entire scene light weight for fast rendering
- Mastering on creating low poly 3D models
- Creation of different texture maps of various material and shader types

Applicable jobs after successful completion of the MPAVG Assets Program:






- Character Modeling, Texturing and Lighting
- Environmental Modeling, Texturing and Lighting
- LookDev Artist
- Digital Matte Painting Artist

This program is aligned with MESC QPNOS: MES/Q0401, Q0502, Q0504, Q0507, Q0701, Q1401, Q2502, Q2503, Q3503.

Fees: Rs. 3,00,000










Module 1

Sr. No.	Softwares	Hours
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2	 Photography	5
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6	 After Effects	20
		240







Foundation
(6 Months)

Module 2

Sr. No.	Softwares	Hours
1	 Substance Designer	20
2	 Substance Painter	20
3	 Maya	150
4	 Houdini	50
5	 Mari	20
6	 Katana	20
7	 Nuke	20
		300

**Specialization
in 3D**
(7 Months)

Module 3

Sr. No.	Softwares	Hours
1	 Maya	90
2	 Photoshop	10
3	 Mari	30
4	 Katana	16
5	 ZBrush	60
6	 Nuke	10
		216

Assets
(9 Months)

Module 4

Portfolio Development: 2 Months



MPAVG: Rigging & Animation

756 Hours, 24 Months

This program focuses on teaching regular to technical Animation skills. You will develop vast knowledge and practicalities of various kinds of Animation styles.

Rigging and Animation are vital to put life into your character - let it be humans, aliens, creatures or vehicles. The fine art of these two elements makes your story convincing and relatable. Various animation styles are developed till now and will continue doing so.

What will you learn in this Program?

- Creation of proper control rigs as per project requirement
- Importance of secondary Animation for realistic output
- Rigging set up to take care of CHF (Cloth, Hair, Fur) and other related Physics
- Techniques to make the production pipeline better
- Achieve various Animation styles as per the project genre
- Creation of custom rigs to increase productivity
- Develop overall artistic sense and creativity
- Understand various body mechanisms – organic and inorganic both

Applicable jobs after successful completion of the MPAVG Rigging and Animation Program:





- Rigger
- Animator
- Technical Animator
- Motion Capture Artist

This program is aligned with MESC QPNOS: MES/Q0507, Q0701, Q2502, Q2503, Q3503.

Fees: Rs. 3,00,000










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Foundation
(6 Months)

Module 2

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5	 Mari	20
6	 Katana	20
7	 Nuke	20
		300

**Specialization
in 3D**
(7 Months)

Module 3

Sr. No.	Softwares	Hours
1	 Maya	90
2	 3ds Max	86
3	 Processing Motion Capture Data	10
4	 Mari	15
5	 Katana	15
		216

**Rigging &
Animation**
(9 Months)

Module 4

Portfolio Development: 2 Months



MPAVG: FX / Dynamics

756 Hours, 24 Months

This program focuses on creating eye catching and realistic 3D Dynamics effects using Particle Simulations. It is one of the most challenging aspects of Animation, Visual Effects and Gaming industry.

You need to create effects as per the genre of the work. As per requirement of Director, you need to tweak it continuously to improve the quality. The workflow / pipeline get updated with every single project.

What will you learn in this Program?

- Create and enhance your aesthetics and technical sense
- Industry standard techniques for working on CHF (Cloth, Hair, Fur)
- Working on a shot single-handedly including Modeling, Texturing, Dynamics, Lighting and Animation
- Manipulate techniques of 3D models and textures as per the requirement
- Optimize the complete scene
- Working on various aspects of simulations – fluids / liquids, object shattering and fracture (building, glass, vehicles are more), blasts, debris, fire, smoke, blood, energy (balls, blasts, vortex and shockwaves), weather, storm clouds and more

Applicable job after successful completion of the MPAVG FX / Dynamics Program:






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

This program is aligned with MESC QPNOS: MES/Q0401, Q0504, Q0507, Q0701, Q2503, Q3503.

Fees: Rs. 3,00,000










Module 1

Sr. No.	Softwares	Hours
1	 Pre-Production	60
2	 Photography	5
3	 Photoshop	20
4	 3ds Max	125
5	 Premiere Pro	10
6	 After Effects	20
		240








Foundation
(6 Months)

Module 2

Sr. No.	Softwares	Hours
1	 Substance Designer	20
2	 Substance Painter	20
3	 Maya	150
4	 Houdini	50
5	 Mari	20
6	 Katana	20
7	 Nuke	20
		300

**Specialization
in 3D**
(7 Months)

Module 3

Sr. No.	Softwares	Hours
1	 Maya Dynamics (Particle simulation, Xgen)	20
2	 Houdini Object Simulation	40
3	 Houdini Cloth Simulation	40
4	 Houdini Fracture Simulation	40
5	 Houdini / Realflow Liquid Simulation	40
6	 Houdini Particle Simulation	20
7	 VEX	16
		216

FX / Dynamics
(9 Months)

Module 4

Portfolio Development: 2 Months



MPAVG: Compositing

756 Hours, 24 Months

This program focuses on the last module of the Post Production Pipeline of a studio – Compositing. It encompasses all the live action footages, CG render passes, matte paintings, camera projections, 3D tracking data, other mattes in a single shot and creates the final output.

Compositing job requires a keen sense of various creative and technical skills. As per the genre of work, you will go for either creative or realistic compositing. We will show you a holistic approach to the VFX production.

What will you learn in this Program?

- Animation of various graphic elements and designs in moving clips
- Seamless blending of various type of camera footages and file formats
- Knowledge of proper Post Production workflow and pipeline
- Industry standard techniques of compositing multiple CG render passes with live action footage
- Proper color correction techniques to match lighting
- Tips and tricks to deliver shots under tight deadline
- Use of industry standard plug-ins to enhance the compositing output
- Establish and maintain look and feel of the entire composition

Applicable jobs after successful completion of the MPAVG Compositing Program:

- CG Compositor
- 3D Tracking
- 2D / VFX Compositor
- Matchmoving
- VFX Generalist

This program is aligned with MESC QPNOS: MES/Q0504, Q0506, Q0507, Q1401, Q3503, Q3504, Q3505.

Fees: Rs. 3,00,000






Chroma Shoot



Final Compositing










Module 1

Sr. No.	Softwares	Hours
1	 Pre-Production	60
2	 Photography	5
3	 Photoshop	20
4	 3ds Max	125
5	 Premiere Pro	10
6	 After Effects	20
		240







Foundation
(6 Months)

Module 2

Sr. No.	Softwares	Hours
1	 After Effects	30
2	 Maya	80
3	 Nuke	60
4	 PF Track	20
5	 Houdini	70
6	 3DEqualizer	20
7	 Katana	20
		300

**Specialization
in VFX**
(7 Months)

Module 3

Sr. No.	Softwares	Hours
1	 SilhouetteFX, Mocha	30
2	 Maya Rendering	60
3	 Photoshop for Compositors	20
4	 Nuke	40
5	 Maya and Matte painting	40
6	 Nuke-Plugins (Ocula, CaraVR, Furnace)	26
		216

Compositing
(9 Months)

Module 4

Portfolio Development: 2 Months



MPAVG: 3D Tracking and Matchmoving

756 Hours, 24 Months

This program focuses on one of the most exciting and challenging module of the Visual Effects Industry. 3D Tracking and Matchmoving plays a very important role for breathtaking cinematic sequences.

CG elements are seamlessly integrated in the live action footage. With the help of this technique, the Director is free to use his/her creative concepts for storytelling. There are no restrictions or practical challenges for executing any type of camera motion.

What will you learn in this Program?

- 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
- Knowledge of how to get and read the survey data
- Automatic and manual matchmoving techniques
- Object tracking techniques
- Optimization process of the VFX pipeline
- Integration of various softwares for the final output

Applicable jobs after successful completion of the MPAVG 3D Tracking and Matchmoving Program:





- 3D Tracking / Matchmoving Artist
- VFX Artist
- Rotomation Artist

This program is aligned with MESC QPNOS: MES/Q0504, Q0506, Q1401, Q3504, Q3505.

Fees: Rs. 3,00,000










Module 1

Sr. No.	Softwares	Hours
1	 Pre-Production	60
2	 Photography	5
3	 Photoshop	20
4	 3ds Max	125
5	 Premiere Pro	10
6	 After Effects	20
		240






Foundation
(6 Months)

Module 2

Sr. No.	Softwares	Hours
1	 After Effects	30
2	 Maya	80
3	 Nuke	60
4	 PF Track	20
5	 Houdini	70
6	 3DEqualizer	20
7	 Katana	20
		300

**Specialization
in VFX**
(7 Months)

Module 3

Sr. No.	Softwares	Hours
1	 3DEqualizer	40
2	 Maya for Match Move	40
3	 Rotomation in Maya	80
4	 Nuke	36
5	 SynthEyes	20
		216

**3D Tracking
and
Matchmoving**
(9 Months)

Module 4

Portfolio Development: 2 Months



MPAVG: Motion Graphics

756 Hours, 24 Months

This program focuses on creating awesome Motion Graphics for Movies, Web series, TV serials, Commercials, Social Media, Broadcasting and many more. These videos are vital for brand promotion, awareness and revenue generation.

Motion Graphics makes you able to tell a story through a visual medium. As per the project and genre, appropriate animation style is worked upon. It starts with storyboard and progresses ahead with various 2D and 3D softwares.

What will you learn in this Program?

- Complete production pipeline of Motion Graphics
- Pipeline of multiple 2D and 3D softwares to create desired output
- Understanding of marketing psychology
- Creating videos for various mediums including feature film, OTT, web, games, social media and many others
- File formats and technical parameters of broadcasting system (editing, sizing, coloring and more)
- Typography and many other styles of text animation
- Use of leading industry standard plugins for faster production pipeline

Applicable jobs after successful completion of the MPAVG Motion Graphics Program:




- Motion Graphics Artist
- Broadcast Designer Artist

This program is aligned with MESC QPNOS: MES/Q0401, Q0504, Q0506, Q0507, Q0701, Q1401, Q2502, Q2503, Q3503, Q3504, Q3505.

Fees: Rs. 3,00,000










Module 1

Sr. No.	Softwares	Hours
1	 Pre-Production	60
2	 Photography	5
3	 Photoshop	20
4	 3ds Max	125
5	 Premiere Pro	10
6	 After Effects	20
		240







Foundation
(6 Months)

Module 2

Sr. No.	Softwares	Hours
1	 After Effects	30
2	 Maya	80
3	 Nuke	60
4	 PF Track	20
5	 Houdini	70
6	 3DEqualizer	20
7	 Katana	20
		300

**Specialization
in VFX**
(7 Months)

Module 3

Sr. No.	Softwares	Hours
1	 Maya MASH	40
2	 Illustrator	16
3	 Element 3D	20
4	 Trapcode Suite	15
5	 Look Development Plugins	15
6	 Cinema 4D	110
		216

**Motion
Graphics**
(9 Months)

Module 4

Portfolio Development: 2 Months



MPAVG: VFX / Effects

756 Hours, 24 Months

This program focuses on creating eye catching and realistic 2D and 3D Dynamics effects using Particle Simulations and how to compose them for the final output.

You need to create effects as per the genre of the work. As per requirement of the Director, you need to tweak it continuously to improve the quality. The workflow / pipeline gets updated with every single project.

What will you learn in this Program?

- Create and enhance your aesthetics and technical sense
- Industry standard techniques for working on CHF (Cloth, Hair, Fur)
- Working on a shot single-handedly including Modeling, Texturing, Dynamics, Lighting and Animation
- Manipulate techniques of 3D models and textures as per the requirement
- Optimize the complete scene
- Working on various aspects of simulations – fluids / liquids, object shattering and fracture (building, glass, vehicles are more), blasts, debris, fire, smoke, blood, energy (balls, blasts, vortex and shockwaves), weather, storm clouds and more

Applicable jobs after successful completion of the MPAVG VFX / Effects Program:






- VFX Artist
- Compositor
- 3D FX/Simulation Artist (Water / Fire / Expositions / Natural phenomena and more)

This program is aligned with MESC QPNOS: MES/Q0401, Q0504, Q0506, Q0507, Q0701, Q1401, Q3503, Q3504, Q3505.

Fees: Rs. 3,00,000










Module 1

Sr. No.	Softwares	Hours
1	 Pre-Production	60
2	 Photography	5
3	 Photoshop	20
4	 3ds Max	125
5	 Premiere Pro	10
6	 After Effects	20
		240








Foundation
(6 Months)

Module 2

Sr. No.	Softwares	Hours
1	 After Effects	30
2	 Maya	80
3	 Nuke	60
4	 PF Track	20
5	 Houdini	70
6	 3DEqualizer	20
7	 Katana	20
		300

**Specialization
in VFX**
(7 Months)

Module 3

Sr. No.	Softwares	Hours
1	 After Effects	30
2	 Nuke	15
3	 Maya Dynamics	35
4	 Houdini Fracture Simulation	40
5	 Houdini Liquid Simulation	40
6	 Houdini Particle Simulation	40
7	 VEX	16
		216

VFX / Effects
(9 Months)

Module 4

Portfolio Development: 2 Months



Expert Program: Graphic, Broadcast and Social Media Marketing

238 Hours, 10 Months

This program focuses on teaching Graphic Designing for Broadcast mediums (Movies, Web series, Commercials, Documentaries, TV Serials and others) and Social Media Channels (Facebook, WhatsApp, Instagram, Pinterest, Twitter, LinkedIn, Snapchat, YouTube and more).

Graphic Designing industry is massive and is growing continuously. It is used in wide array of verticals of Media & Entertainment industries, including print media to digital.

What will you learn in this Program?

- Drawing & Design Principles
- Social Media Marketing on 8 digital platforms
- Ways to increase followers on social media platforms
- Business growth techniques using social media marketing
- Color Theory
- Aesthetic Skills
- 2D and 3D Motion Graphics

Applicable jobs after successful completion of the Expert Program in Graphic, Broadcast and Social Media Design:








- | | | |
|--------------------------|--------------------------|-------------------------------|
| - Graphic Designer | - Illustrator | - Creative Visualizer |
| - Motion Graphics Artist | - Website Designer | - Social Media Marketer |
| - Concept Artist | - App Interface Designer | - PR and Social Media Manager |

This program is aligned with MESC QPNOS: MES/Q0401, Q0504, Q0506, Q0507, Q0601, Q0701, Q1401, Q2503, Q3503, Q3504, Q3505.

Fees: Rs. 1,25,000















Module 1

Sr. No.	Softwares / Skills	Hours
1	 Social Media Platforms	1
2	 Drawing	10
3	 Design Theory	5
4	 Print Theory	3
5	 Digital Photography with Lightroom	10
6	 Photoshop with Spark AR	23
7	 Illustrator	20
8	 InDesign	10
9	 CorelDRAW	20
10	 Web Design	4
		106

Foundation
(4 Months)

Module 2

Sr. No.	Softwares	Hours
1	 Animation	9
2	 Animate	30
3	 Premiere Pro	20
4	 After Effects	33
5	 Cinema 4D	28
6	 Facebook Ads & Messenger Chatbot Marketing	2
7	 Instagram Marketing	2
8	 YouTube Marketing	2
9	 Pinterest Marketing	2
10	 LinkedIn Marketing	2
11	 Quora Marketing	1
12	 Twitter Marketing	1
		132

Expert
(5 Months)

Module 3

Portfolio Development: 1 Month



Expert Program: Web & UI / UX Design

140 Hours, 7 Months

This program focuses on creating website for business, blogging, news, gaming and many other categories. Apart from beautiful design, it will also teach how to make it fully functional using all latest technologies and softwares.

In today's digital age, majority of businesses are online. So a professional looking website is an essential part of your marketing strategy. Creating unique website will make you stand apart in the crowd and will help to generate more leads and revenue.

Well-built website also gives credibility to your business. In a long run, it helps to improve your SEO score, baked by user rating and trust factors. All these parameters establish your brand in the market.

What will you learn 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

Applicable jobs after successful completion of the Expert Program in Web & UI / UX Design:








- Web Designer
- UI / UX Designer
- Graphic Designer

This program is aligned with MESC QPNOS: MES/Q0601, Q0701.

Fees: Rs. 85,000







Module 1

Sr. No.	Softwares / Skills	Hours
1	 Web Design & Development	2
2	 Photoshop	23
3	 Illustrator	23
1	 UX Design	3
2	 UI Design	4
3	 XD	17
4	 Figma	6
		78

Foundation (3 Months)

Module 2

Sr. No.	Softwares / Skills	Hours
1	 HTML 5	16
2	 CSS 3	26
3	 Dreamweaver	6
4	 Bootstrap	14
		62

Expert
(3 Months)

Module 3

Portfolio Development: 1 Month





Expert Program: Web Development

120 Hours, 7 Months

This program focuses on back-end of the website creation. It teaches you all required technical aspects of the website including coding, interconnectivity of various pages, database management, triggers to perform specific tasks, debugging and error tracking, integration of all the contents (text, video, graphics and audio) seamlessly, and many more.

The website must be fully optimized in regards to fast loading, responsive layout structure, utilization of latest tools and technologies, secure browsing and many more related. Based on client needs, the specifications get changed. As an example, e-commerce website will need a robust payment gateway whereas news website will require proper configuration to handle heavy traffic.

What will you learn 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

Applicable jobs after successful completion of the Expert Program in Web Development:



- | | |
|----------------------------------|------------------------|
| - Website Developer / Programmer | - JavaScript Developer |
| - WordPress Theme Designer | - Full Stack Developer |
| - Back-end Developer | - CMS Manager |

This program is aligned with MESC QPNOS: MES/Q0601, Q0701.

Fees: Rs. 85,000







Module 1

Sr. No.	Softwares	Hours
1	 JavaScript	20
2	 JQuery	10
		90

Foundation
(3 Months)

Module 2

Sr. No.	Softwares	Hours
1	 PHP	15
2	 MySQL	10
3	 WordPress	5
4	 Dreamweaver	10
		90

Expert
(3 Months)

Module 3

Portfolio Development: 1 Month





Expert Program: Architecture Visualization

116 Hours, 7 Months

This program focuses on executing 3D Architectural views from various perspectives and lighting conditions. At the end, it enables you to create walkthroughs as per client requirements. It is a challenging process, where you develop new ideas to accomplish every project.

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

What will you learn in this Program?

- Techniques to read the 2D drawings
- Tips and tricks to manipulate 3D models, textures and lighting as per the requirement
- Optimization 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

Applicable jobs after successful completion of Architecture Visualization Expert Program:




- | | |
|------------------------------|--------------------|
| -3D Architectural Visualizer | -Lighting |
| -Modeling | -Interior Designer |
| -Texturing | -Exterior Designer |

This program is aligned with MESC QPNOS: MES/Q0401, Q0504, Q0506, Q0507, Q0601, Q0701, Q1401, Q2503, Q3503, Q3505.

Fees: Rs. 85,000






Module 1

Sr. No.	Softwares	Hours
1	 Photoshop	20
2	 Reading Autocad Plans	6
3	 3ds Max	60
		86

Foundation
(4 Months)

Module 2

Sr. No.	Softwares	Hours
1	 V-Ray	5
2	 InDesign	10
3	 Premiere Pro	15
		30

Expert
(2 Months)

Module 3

Portfolio Development: 1 Month





Photography: Foundation

25 Hours, 1 Month

If you have a liking towards Photography and if it is your hobby, then this course is for you. After learning this course, you will start spending more time observing and capturing beautiful moments around you.

If you own a camera or not, this course is for you. You can use these techniques for Mobile Photography also. You will learn how to see images in a more sophisticated and artistic way, like a Professional Photographer.

The course includes:

- 12 Lectures
- 3 Photography Workshops

What will you learn in this Program?

- Introduction to Photography
- Composition
- 11 Principles of Art & Design
- Operating Camera
- Types of Lenses and their uses
- Understanding the use of Flash



Applicable jobs after successful completion of the Photography Foundation Program:

- Assistant Photographer
- Commercial Photographer
- Freelance Photographer

Fees: Rs. 15,000



Courses

Sr. No.	Softwares / Skills	Hours
1	 Photography	23
2	 Photoshop	02
		25

Portfolio Creation:

- 3 Projects
- Each project is strategically placed in the middle of the course to give you a well deserved high quality portfolio.





Photography: Advanced

60 Hours, 2 Months

You will learn Advanced Photography Concepts, Histograms, Light Metering, RAW format, Photo Retouching, Understanding the types of external light & how to control them and many more. It will take your skills to a new level, with enhanced knowledge of image editing.

It is your jump start to make a career in the Photography industry. You will upgrade your skills from a simple Photograph to creating an Art form.

The course includes:

- 20 Lectures
- 3 Photography Workshops
- 5 Project Workshops

What will you learn in this Program?

- Understanding Photography
- Operating Camera and External Lights
- Composition
- 11 Principles of Art & Design
- Types of Lenses and their uses
- Image Enhancement & Color Correction
- Manipulation & Touch-Up
- Introduction to Adobe Photoshop and Lightroom




Applicable jobs after successful completion of the Photography Advanced Program:

Freelance Photographer	Fashion Photographer	Event Photographer
Press Photographer	Assistant Photographer	Commercial Photographer

Fees: Rs. 25,000



Courses

Sr. No.	Softwares / Skills	Hours
1	 Photography	56
2	 Photoshop  Ligthroom	04
		60

Portfolio Creation:

- 5 Projects
- Each project is strategically placed in the middle of the course to give you a well deserved high quality portfolio.





Photography: Expert

82 Hours, 3 Months

This course is aimed at teaching Photographers what it takes to improve your techniques & building your brand. Regardless of what your level of experience is or what type of camera you use, this in-depth course is designed to provide you with everything you need to take your Photography skills to the next level.

You will learn how to see images in a more sophisticated and artistic way, like a Professional Photographer.

What will you learn in this Program?

- Mastering Photography
- Operating & Fine-Tuning Camera
- Creating Ideas and Projects
- Mastering External Lights
- Working with Brands
- In-depth understanding of Photoshop & Lightroom
- Field trips for Wildlife & Landscape Photography
- Self Branding
- Approaching & Making Clients

The course includes:

- 30 Lectures
- 3 Photography Workshops
- 10 Project Workshops
- Field Trips

Applicable jobs after successful completion of the Photography Expert Program:

Freelance Photographer
Fashion Photographer
Event Photographer
Portrait Photographer

Stock Photographer
Advertising Photographer
Architectural Photographer
Travel Photographer

Pre-Wedding and Wedding
Photographer
Sports Photographer
News Photographer

Fees: Rs. 50,000



Courses

Sr. No.	Softwares / Skills	Hours
1	 Photography	78
2	 Photoshop  Ligthroom	04
		82

Portfolio Creation:

- 10 Projects
- Each project is strategically placed in the middle of the course to give you a well deserved high quality portfolio.





Future Technologies: Metaverse

79 Hours, 3 Months

The world as we know is about to evolve by major tech corporations such as Facebook, Microsoft, and Apple. They all have announced firm plans for the future of Internet Metaverse. This will increase the number of work opportunities for students. This is one of the next generations of technologies which will be in high demand in the coming years.

This program is designed to provide you with the skills you'll need to get started in the Metaverse Creation. If you are a professional, enthusiast, or hobbyist; this program will be your first step towards the future of Metaverse.

What will you learn in this Program?

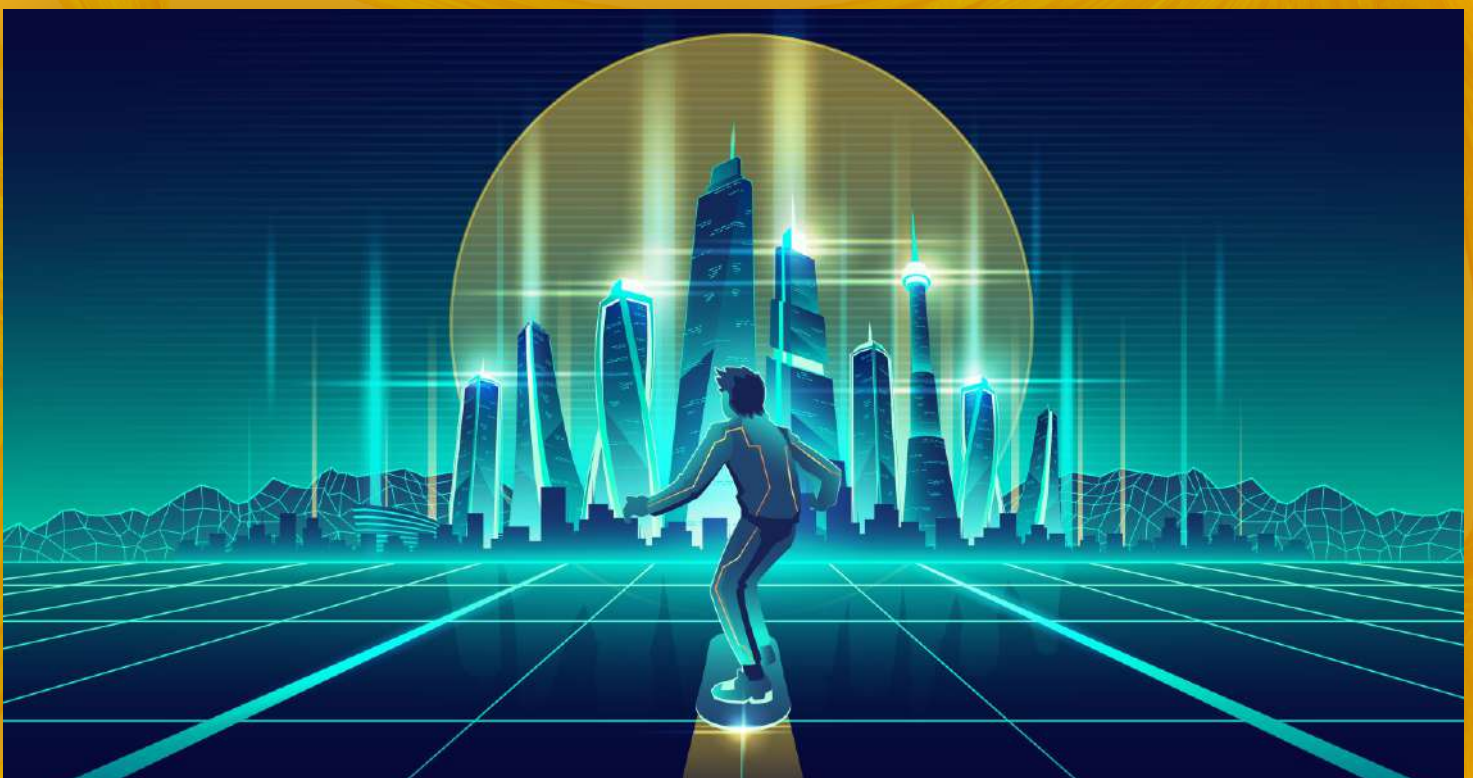
- Essentials of 2D and 3D graphic creation
- Optimizing 2D and 3D assets
- Essentials of environment creation
- Character and Avatar creation
- Creating engaging digital interactions
- Publishing 3 Metaverse Projects









Applicable jobs after successful completion of the Expert Program in Metaverse:

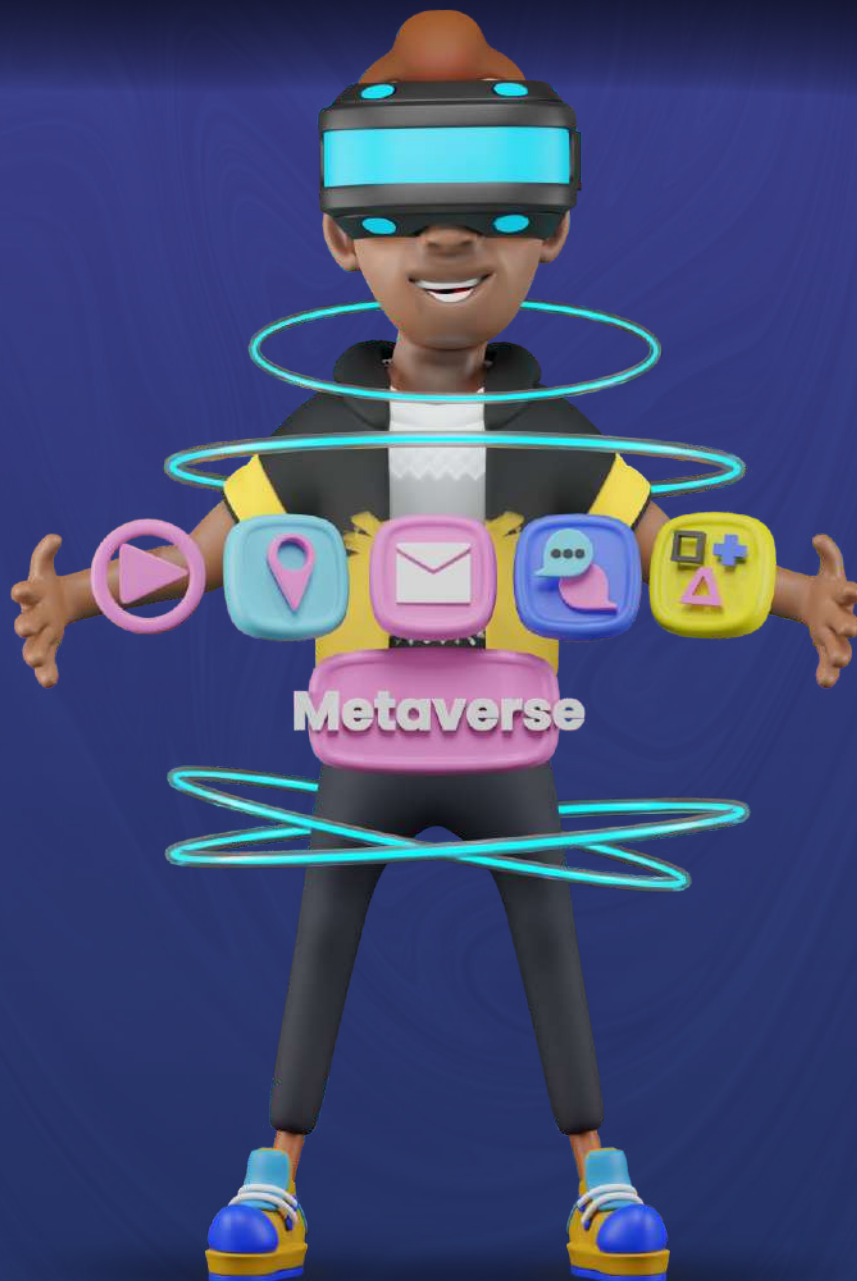
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| - Environment Designer | - World Builder for Metaverse | - Metaverse Safety Manager |
| - Avatar Designer | - Concept Artist | - Metaverse Storyteller |
| - Asset Artist | - Metaverse Planner | - QA and QC |
| - Technical Artist | - Ecosystem Developer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

This program is aligned with MESC QPNOS: MES/Q0401, Q0502, Q0504, Q507, Q0601, Q0701, Q2502, Q2503, Q3503.

Fees: Rs. 50,000



Sr. No.	Softwares / Platforms		Hours
1		Photoshop	10
2		3ds Max	30
3		Substance Painter	08
4		Marmoset	02
5		Unity	20
6		Ready Player Me	02
7		Mozilla Spoke	05
8		Mozilla Hubs	02
			79





Future Technologies: Virtual Reality

130 Hours, 5 Months

This program is your first step into the fascinating world of Virtual Reality (VR).

Use Virtual Reality to upskill your creative and technical knowledge for the exciting Applications, Media & Entertainment Industry and much more.

Prerequisites:

1. Student Should be familiar with one of the image editing tool (Adobe Photoshop).
2. Should have understanding of 3D.
3. Student Should have basic knowledge of C#.

What will you learn in this Program?

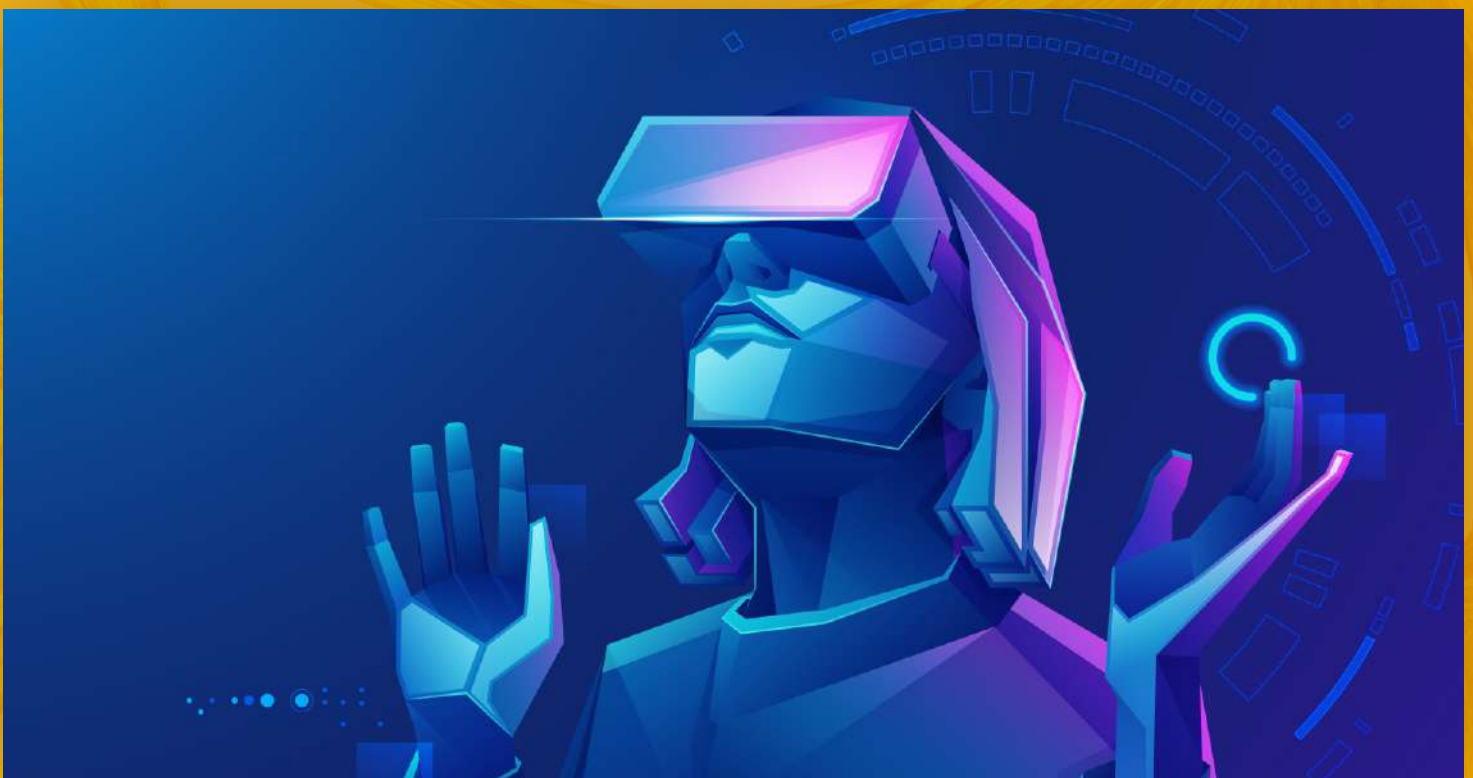
- All important jargon of the VR and related technologies
- Creation and optimization of 2D and 3D assets with VR perspective
- Essentials of Storyboarding
- Rigging and Animation in VR
- VR Application building
- Creating a Framework in Unity
- Building 2 standalone VR Applications








Applicable jobs after successful completion of the Expert Program in Virtual Reality:

- | | | |
|-------------------------------|--------------------------------|------------------------|
| - Training | - Software Developer / Manager | - Asset Creator |
| - Architectural Visualization | - Gameplay and Tools Engineer | - VR Prototyper |
| - Product Visualization | - Simulation Artist | - Mixed Reality Artist |

This program is aligned with MESC QPNOS: MES/Q0401, Q0502, Q0504, Q0507, Q0601, Q0701, Q2502, Q2503, Q3503.

Fees: Rs. 90,000



Sr. No.	Softwares / Platforms	Topics	Hours
1	 VR	Introduction to Virtual Reality	02
2	 Photoshop	Introduction to 2D Graphics	10
3	 3ds Max	Introduction to 3D Graphics	30
4	 Unity	Introduction to Unity	50
5	 Unity  3ds Max  Photoshop	Creating a VR Training Simulator	28
6	Portals	Publishing and Distribution	10
			130



ArtStation

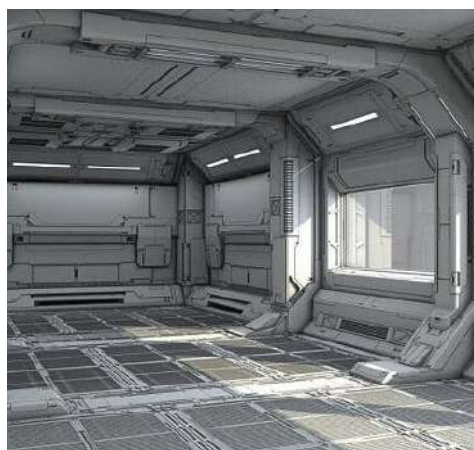
ArtStation is a global community of Artists. It is an online platform where artists can upload his/her portfolio.

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 talents of our students.

<https://www.artstation.com/frameboxx>



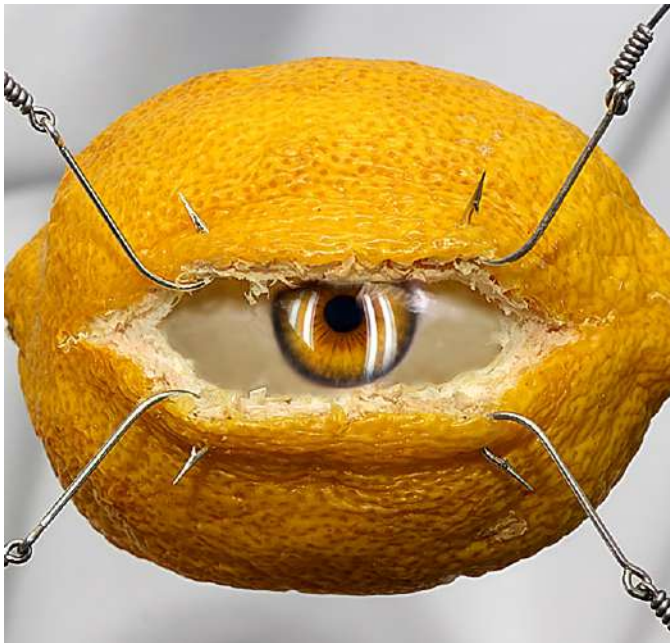
ArtStation



Rockstar

Rockstar is our in-house bimonthly 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.



Rockstar



Student's Artwork

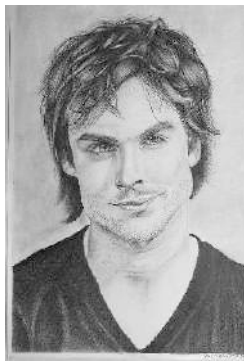




Student's Artwork



Student's Artwork



Student Placements



Student Placements



All studio logos are property of their respective owners.

Hall of Fame



Aniket Ujjainkar

*Creature Asst.
Tech Director
@
Weta Digital*



Emad Shaikh

*Digital
Compositor
@
Double Negative*



Harshada Lodha

*Matchmover
@
MPC*



Tarunesh Acharya

*Motion Graphics
Artist
@
ICD Studios*



Indrajeet Sisodiya

*Senior
Compositor
@
Pixomondo*



Yogesh Waghale

*Motion Graphic
Designer
@
B4U Television*

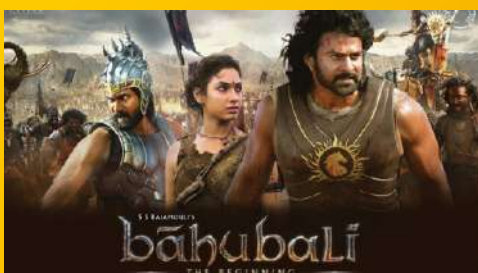
Hall of Fame



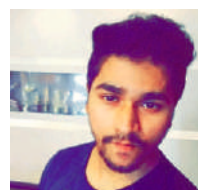
Sunny Mindhe
Fashion & Commercial
Photographer
@
ISO Curry (Studio Owner)



Yoghesh Badhe
Compositor
@
Reliance
Mediaworks Ltd.



Nikita Saini
Line
Producer
@
Makuta VFX



Pratik Shevalkar
FX Technical
Director
@
Double Negative



Oneil Fernandes
Senior
Compositor
@
Pixomondo



Puneeth PB
Creature/Character
Animator
@
MPC

Student's Testimonial



Jinkal Shah - Frameboxx Alumni

Motion Graphics Artist & Graphic Designer - Directi

“ The knowledge that I got from Frameboxx is really helping me at my workplace. Here, learning is always fun. My mentors have always been helpful in solving my doubts and queries. I've participated in various competitions at Frameboxx and they have motivated me to take my work to the next level. To anyone who is interested in learning, I would suggest that you learn at Frameboxx. ”



Hemantkumar Das - Frameboxx Alumni

Designing & Social Media Executive - Frameboxx 2.0

“ I was a degree student at Frameboxx Andheri. The trainers are very knowledgeable and friendly. It's fun to learn design and animation in such an excellent institute like Frameboxx. I got to build a good portfolio by participating in Rockstar Frameboxxer Competition and getting my work assessed by industry experts. ”



Yogesh Badhe - Frameboxx Alumni

VFX Supervisor and Compositing Lead - Future Works Media Ltd.

“ On my first day at Frameboxx, I had a basic idea that I wanted to be a part of the Media & Entertainment business. It's all thanks to the great environment and my mentors that I could understand my true potential and I chose a satisfying career. The industry knowledge and technical expertise of my mentors helped me in finding my areas of focus. I am really proud to be a Frameboxxer. ”



Pravin Shivsharan - Frameboxx Alumni

Composer - Mr. X Inc

“ I completed my Animation and VFX course at Frameboxx. Since my interest from the beginning was VFX Compositing, my mentors at Frameboxx guided me in the nuances of Rotoscopy, paint, chroma key extraction and CG compositing. I was given regular projects and tasks pertaining to VFX compositing and these tasks helped me to put together an impressive demoreel. I am really happy to be a Frameboxxer. ”



Prasad Khandve - Frameboxx Alumni

Graphic Designer at Radio Spice 104.9 FM, Perth, Australia.

“ I am a Degree student at Frameboxx Animation & Visual Effects. The teachers are excellent and friendly. They never fail to amaze me with their immense knowledge and skills. The infrastructure is very suitable for creative minds. They helped me make my portfolio stand out and I got the internship after the first year itself. They conduct regular weekend workshops which are very informative and fun. I definitely recommend Frameboxx, if you are interested in Media Graphics and Animation. ”

Student's Testimonial



Yogesh Waghela - Frameboxx Alumni

Sr. Motion Graphics Designer - B4U TV Network India Ltd.

“ One thing I loved about Frameboxx is that all the teachers thought all subjects very nicely. I got amazing technical support from my mentors. They took out time for me to understand my skill sets and recommend to me a career that best suited my skills and area of interest. They pulled out all stops to ensure that I got the perfect career where my skills were utilized in the best way possible. ”



Sagar Shah - Frameboxx Alumni

Art Director - Autumn Winter Communication & Designs

“ I am a passionate art director and designer with no arts school experience. I came to Frameboxx to learn a few software and ended up learning a lot more. It's here that I found my true calling- Advertising design. Thanks to the focused mentoring at Frameboxx, I got individual attention and built a career based on my talent and interest. ”



Tejaswini Suwarna- Frameboxx Alumni

Sr. UI/UX Designer - HEPTA

“ I am a passionate art director and designer with no arts school experience. I came to Frameboxx to learn a few software and ended up learning a lot more. It's here that I found my true calling- Advertising design. Thanks to the focused mentoring at Frameboxx, I got individual attention and built a career based on my talent and interest. ”



Ajinkya Pandit - Frameboxx Alumni

Web Designer & Developer - Nine Tech

“ I had a great time learning at Frameboxx. The mentors at Frameboxx are technically skilled and are very cooperative. The overall environment is growth oriented as well. I would say the same for the placement department at Frameboxx that provided me the best opportunity as soon as I finished the course. ”



Paresh Waifalkar- Frameboxx Alumni

Game Asset Designer - Pixel Tech

“ Not only did this experience teach me the proper techniques of gaming, but it also made me an independent learner. I learnt how to stick with a problem and find different ways of solving it. Most significantly, the experience taught me the skills that will enable me to continually develop my technical skills beyond the classroom. ”

Exclusive Webinars

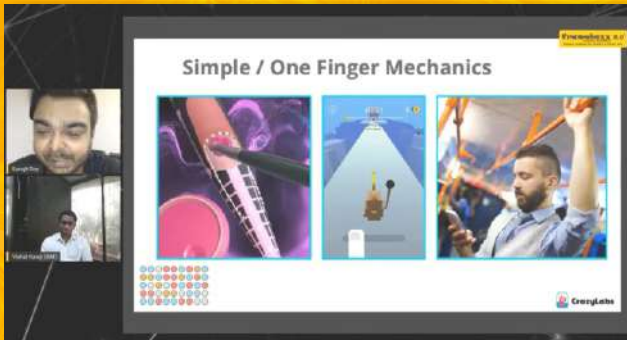
**Dr. Max Howard:
His Animated Journey**



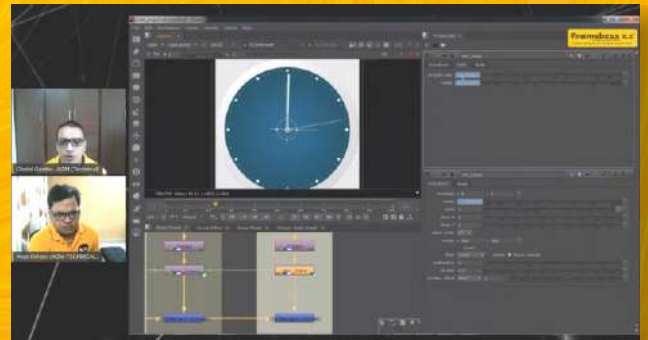
VFX: A perfect blend of Creativity and Technology with Steve Wright



Earn Paid Internship and create a brand new Hyper-Casual Game



Mathematics for Animation, Games & VFX



Counseling Session: Career in Graphics, Animation, VFX & Multimedia



Art of Short Film Making



Scan the QR Code

Kindly subscribe our official YouTube channel to get updated regarding all upcoming webinars

 /myframeboxx

Proudly Affiliated with

Government Bodies



Universities, Colleges



Animation, VFX & Gaming Studios



Education Loan Partners



Technology Partners





Why Frameboxx?

- ❖ Studio Internship
- ❖ 'Incubator program' as per studio pipeline and workflow
- ❖ 100% Placement assistance
- ❖ Education loan facility available
- ❖ Regular studio visits
- ❖ Internal competition 'Rockstar' to nurture creative and technical skills
- ❖ 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
- ❖ Blended Technology- enabled education
- ❖ Unlimited practice hours

Frameboxx 2.0

Head Office

107, 1st Floor, Sri Krishna, New link road,
Opp. Fun Republic, Andheri (West), Mumbai - 400053

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Email: info@frameboxx.in **Website:** www.frameboxx.in

