

**frameboxx 2.0**<sup>®</sup>  
animation | visual effects

Premier Academy for Media & Creative Arts



**BE A FRAMEBOXXER  
BECOME AN EXPERT**

[www.frameboxx.in](http://www.frameboxx.in)

# About Frameboxx 2.0

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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 problemsolving 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 25,000 students trained with more than 4,000 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 trainer's practical exposure, working on live projects contribute in the process of overall professional development of our students. Following such discipline, 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

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

## Vision

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

## Strategic Alliance

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

## Innovation

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- ▶ Introduced concepts of skill 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

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- ▶ Students work received national and international acclaim.
- ▶ Awards FICCI RAF Awards, Golden Cursor Animation Awards, AAROH Film Festival, Molim and CGT Awards





**Mr. Rajesh R. Turakhia**

## Founder's Message

As the Founder of Frameboxx Animation and Visual Effects Institute, I wanted to take a moment to connect with all of you.

At Frameboxx 2.0, our mission is to provide the best education and training in the fields of Animation, Visual Effects, Gaming, Graphics and Web. We strive to create an environment that encourages creativity, innovation, and excellence. Our goal is to equip you with the knowledge and skills that you need to succeed in this exciting and dynamic industry.

I am also part of the Sub-Task Force (Skilling) and member of the CII Sub Committee on AVGC and Immersive Media. So, I play an active role in formulating and suggesting the policy for the AVGC ecosystem. As per the latest statistics, The Indian Media and Entertainment industry is projected to increase at a CAGR of 13.5% from 2019 to 2024 and estimated to reach INR 180 billion by 2024.

Many of you are currently pursuing your dreams of becoming professional Animation and Visual Effects artists. You have already taken the first step by choosing Frameboxx 2.0 as your learning partner, and for that, I commend you. I urge you to stay focused on your goals, stay committed to your education, and always strive to improve. Remember that the road to success is not always easy, but with hard work and perseverance, you can achieve anything you set your mind to.

We welcome you to the Frameboxx 2.0 family and wish you all the very best in your studies and journey towards your future career. We are always here to support and help you reach your full potential.



**Mr. Ravi Gupta**

## From the CEO's Desk

As the CEO of Frameboxx Animation and Visual Effects Institute, I am honored to be a part of your journey towards becoming successful professionals in the Animation, Visual Effects, Gaming, and Comics (AVGC) industry.

In recent years, the AVGC industry has experienced exponential growth, and it is projected to continue expanding in the future. This means that there will be a significant demand for skilled professionals in this field, creating a vast range of exciting and lucrative career opportunities. India will grow immensely in this sector in the next decade. The growth projection is from current strength of 2 lakh artists to 20 lakh by 2030.

We are committed to providing you with the education, skills, and knowledge that you need to succeed in this dynamic industry. Our industry-relevant curriculum is designed to equip you with the latest techniques and technologies, giving you an edge in the job market.

We are also proud of our strong industry connections, which enable us to provide you with valuable internship and job opportunities. Our alumni have gone on to work with some of the most eminent studios and delivered projects of various highly acclaimed broadcasting contents. We are confident that you too can achieve great success with the right training and guidance.

As you continue your studies with Frameboxx 2.0, I encourage you to keep an eye on the future and take advantage of the numerous career opportunities available in the AVGC industry. With your talent, creativity, and dedication, I have no doubt that you will make a significant impact in this exciting field.



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

by

## Animation Career Review

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"**

*In the 'Animation Career Review' Magazine*

**Scan here**  
to see our Ranking





# International Partnership with Yorkville, Canada: Dual Degree



**YORKVILLE**  
UNIVERSITY

# Toronto Film School

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## Unreal Authorized Training Center



# Our Programs

Our skill-based training comprises of Degree, Specialization, Master 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 Program

- ▶ B.Sc. in Media Graphics & Animation  
36 Months + 6 Months Master Training Pg - 7 & 8

## Specialization Program

- ▶ 3D/VFX  
15 Months Pg - 9 & 10

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

- ▶ 3D Asset Creation  
24 Months Pg - 13 & 14
- ▶ 3D Product & Look Development  
24 Months Pg - 15 & 16
- ▶ Rigging & Animation  
24 Months Pg - 17 & 18
- ▶ FX & Dynamics  
24 Months Pg - 19 & 20
- ▶ Roto, Paint & Compositing  
24 Months Pg - 21 & 22
- ▶ Matchmove & Compositing  
24 Months Pg - 23 & 24

## MPGA (Master Program in Game Art)

- ▶ Game Art  
24 Months Pg - 25 & 26

## MPMG (Master Program in Motion Graphics)

- ▶ Motion Graphics  
24 Months Pg - 27 & 28

## Expert Programs

- ▶ Graphic, Broadcast & Social Media Marketing  
12 Months Pg - 29 & 30
- ▶ Graphic Designing & Video Editing  
8 Months Pg - 31 & 32
- ▶ Graphic Designing  
6 Months Pg - 33 & 34
- ▶ Web & UI/UX Design  
7 Months Pg - 35 & 36
- ▶ Web Development  
6 Months Pg - 37 & 38
- ▶ Architecture Visualization  
7 Months Pg - 39 & 40

## Photography

- ▶ Foundation  
1 Month Pg - 41 & 42
- ▶ Advanced  
2 Months Pg - 43 & 44
- ▶ Expert  
3 Months Pg - 45 & 46

## Future Technologies

- ▶ Virtual Reality  
5 Months Pg - 47 & 48
- ▶ Metaverse  
3 Months Pg - 49 & 50





# B.Sc in Media Graphics & Animation

2120 Hours (Training + Practical), 42 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 and aesthetic skills
- Various creative visualization techniques
- Website development and management
- 2D and 3D Animation
- Visual Effect tools and techniques
- Compositing of live action footages and CGI elements

## Applicable jobs after successful completion of this program:

- |                  |             |           |                                  |
|------------------|-------------|-----------|----------------------------------|
| - Previz         | - 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/Q0502, Q0504, Q0506, Q0507, Q0601, Q0701, Q1401, Q2501, Q2502, Q2503, Q3503, Q3504, Q3505.

*\*Duration of the course might change from 3 years to 4 years as per National Education Policy (2020). Course curriculum and fees will change accordingly.*





## Subjects / Topics

## Software Skills

## Industry Software

### 1<sup>ST</sup> Year

BMG 101 - Introduction to Computers & Internet  
 BMG 102 - Drawing and Sketching  
 BMG 103 - Color Theory  
 BMG 104 - Typography  
 BMG 105 - Computer Graphics P1 : Adobe Photoshop  
 BMG 106 - Computer Graphics P2 : Adobe Illustrator  
 BMG 107 - Technical and Creative Writing  
 BMG 108 - Intro to Multimedia and its Application  
 BMG 109 - Developing Presentations  
 BMG 110 - Design Principles  
 BMG 111 - Print Media Part 1 : Coral Draw  
 BMG 112 - Print Media Part 2 : Quark Express

 **Photoshop**  
 (Photo editing and Compositing)  
 **Illustrator**  
 (Vector graphics and Designing)  
 **QuarkXPress**  
 (Multi-page Designing)  
 **CorelDRAW**  
 (Vector graphics and Designing)  
 **PowerPoint**  
 (Powerful slide show presentation program)

 **Digital Photography**  
 **Lightroom**  
 **Spark AR**  
 **InDesign**  
 **Figma**

### 2<sup>nd</sup> Year

BMG 201 - Introduction to Web Development  
 BMG 202 - HTML  
 BMG 203 - Computer Animation : Introduction to Flash  
 BMG 204 - Content Digitization  
 BMG 205 - Content Authoring - Macromedia Dreamweaver  
 BMG 206 - Developing Dynamic Web Pages - Javascript and VB Scripts  
 BMG 207 - Video Production Basics  
 BMG 208 - Story Boarding  
 BMG 209 - Visual Communication  
 BMG 210 - Audio Editing: Sound Forge  
 BMG 211 - Video Editing: Adobe Premiere  
 BMG 212 - Advanced Video Effects

 **HTML 5**  
 (Coding language for web pages)  
 **CSS 3**  
 (Website styling & formatting)  
 **JavaScript**  
 (Client side scripting for interactive website)  
 **Dreamweaver**  
 (Fully featured web and programming editor)  
 **Premiere Pro**  
 (Video editing and effects)  
 **Sound Forge**  
 (Audio editing)  
 **Flash**  
 (2D Animation and web applications software)

 **Animate**  
 **After Effects**  
 **Element 3D**  
 **Trapcode Suite**  
 **Cinema 4D**  
 **FCP**

### 3<sup>rd</sup> Year

BMG 301 - Animation Principles  
 BMG 302 - Introduction to Maya  
 BMG 303 - Character Set up & Animation in Maya  
 BMG 304 - Advanced Maya  
 BMG 305 - Introduction to 3ds Max  
 BMG 306 - Advanced 3ds Max  
 BMG 307 - Character Animation  
 BMG 308 - CG Film making  
 BMG 309 - Project Work  
 BMG 310 - Environment Science

 **3ds Max**  
 (Powerful 3D software for gaming, architecture and assets)  
 **Maya**  
 (Powerful 3D software for movies, series and visual effects)

 **ZBrush**  
 **Substance Painter**  
 **Substance Designer**  
 **PF Track**  
 **SilhouetteFX**  
 **Nuke**

## Specialization with Demoreel (6 Months)

### 3D Animation

- Houdini
- 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

**720 Hours (Training + Practical), 18 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/Q0502, Q0504, Q0506, Q0507, Q0601, Q0701, Q1401, Q2501, Q2502, Q2503, Q3503, Q3504, Q3505.

**Fees: Rs. 2,50,000**





## Module 1: Foundation (12 Months)

Sr. No.	Softwares	Hours
1	 Pre-production (Sketching and storyboarding)	60
2	 Photoshop (Photo editing and compositing)	40
3	 3ds Max - Introduction (3D software for gaming, architecture and assets)	50
4	 Maya - Foundation (Advanced 3D software for movies, series and visual effects)	220
5	 After Effects (Visual effects, motion graphics and compositing)	70
6	 Premiere Pro (Video editing and effects)	30
7	 Adobe Audition (Sound editing and effects)	10
		<b>480</b>

## Module 2 : Specialization (6 Months)

Select one of the following









### 3D Asset & Look Dev

Sr. No.	Softwares	Hours
1	 Maya	80
2	 Maya	20
3	 Substance Painter	40
4	 Zbrush	40
5	 Katana	40
6	 Arnold	20
		<b>240</b>


### Rigging & Animation

Sr. No.	Softwares	Hours
1	 Maya	100
2	 Maya	20
3	 3Ds Max	20
4	 Maya	100
		<b>240</b>

### FX & Dynamics

Sr. No.	Softwares	Hours
1	 3ds Max	30
2	 Maya	60
3	 After effects	30
4	 Rayfire	20
5	 Fume Fx/ After Burn	20
6	 Thinking Particles	20
7	 Maya	40
8	 PF Track	20
		<b>240</b>

### Compositing

Sr. No.	Softwares	Hours
1	 After effects	30
2	 Maya	20
3	 Mocha	30
4	 PF Track	40
5	 Silhouette	30
6	 Nuke	90
		<b>240</b>



# Flow of Master Programs

This course is designed to equip students with the technical and creative skills required to master in the field of 3D Animation and Visual effects. The course is structured into three distinct levels of proficiency, namely Beginner, Intermediate, and Master.

The **Beginner** level is designed to provide students with a strong foundation in fundamentals of 3D animation and visual effects. This level covers the basic concepts, principles, and techniques involved in 3D modeling, texturing, lighting, rigging, animation, dynamics and compositing. Through a combination of theoretical learning and hands-on practical exercises, students gain a thorough understanding of the core concepts and tools of 3D Animation and Visual Effects.

The **Intermediate** level is tailored to enable students to specialize in one of the four available streams, namely 3D Asset & Look Dev, 3D Rigging and Animation, FX & Dynamics and Compositing. The curriculum is designed to deepen students' understanding of their chosen stream and to equip them with specialized tools and techniques used in the industry.

The **Master** level is the final stage of the course, where students hone their skills in their elected stream to become proficient professionals. Students are given the opportunity to apply their knowledge and skills to real-world industry projects, and to create a portfolio of work that showcases their abilities. Through a combination of project-based learning and industry-focused training, students are equipped with the skills and knowledge necessary to succeed in this highly competitive and dynamic field.

After completion, Student can pursue career opportunities in a diverse range of industries, working on Indian and International projects spanning Films, web series, Advertising, E-Learning and various other domains of broadcast media. The demand for skilled 3D artists and visual effects professionals is constantly growing, making this a highly rewarding and lucrative field to work in.



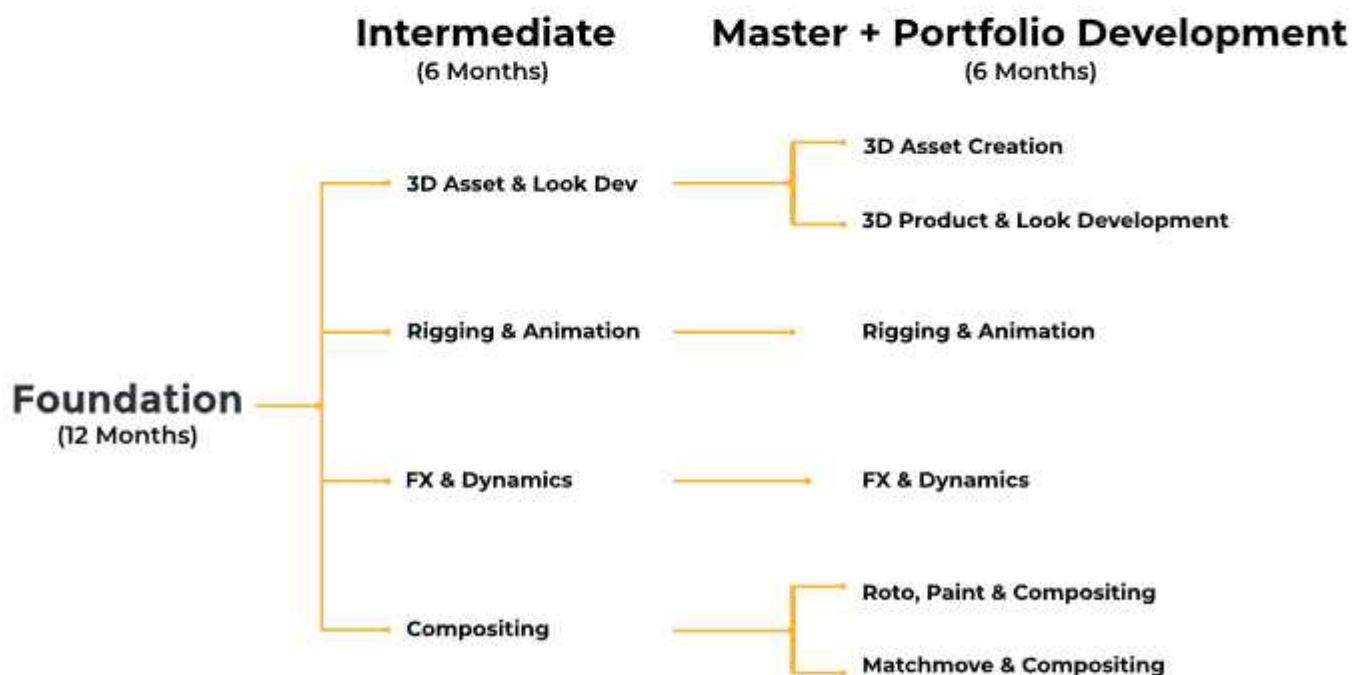


# Overview of Learning Journey

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.

**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





# MPAV: 3D Asset Creation

**960 Hours (Training + Practical), 24 Months**

This course is designed to equip students with the technical and creative skills required to master in the field of 3D Asset Creation.

The course includes 3D Modeling & Texturing techniques used for Films, TV series and Games. After completion, Student can pursue career opportunities in a diverse range of industries, working on Indian and International projects spanning Films, web series, Advertising, E-Learning and various other domains.

## **What will you learn in this Program?**

- Understanding of aesthetics - Important for creating visually appealing and functional designs.
- Detailed Anatomy & 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 humans.
- Creature Modeling - 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 environment, Product and Character: Creating a cohesive visual style for a project, important for achieving a consistent and appealing look.

## **Applicable jobs after successful completion of this program:**

- 3D Character Modeler
- 3D Vehicle Modeler
- 3D Prop/Env Modeler
- 3D Texturing Artist








This program is aligned with MESIC QPNOS: MES/Q0502, Q2501, Q2503, Q3503, Q3505.

**Fees: Rs. 3,30,000**














## Module 1 : Foundation (12 Months)

Sr. No.	Softwares	Hours
1	 Pre-production (Sketching and storyboarding)	60
2	 Photoshop (Photo editing and compositing)	40
3	 3ds Max - Introduction (3D software for gaming, architecture and assets)	50
4	 Maya - Foundation (Advanced 3D software for movies, series and visual effects)	220
5	 After Effects (Visual effects, motion graphics and compositing)	70
6	 Premiere Pro (Video editing and effects)	30
7	 Adobe Audition (Sound editing and effects)	10
		<b>480</b>

## Module 2 : Intermediate (6 Months)

Sr. No.	Softwares	Hours
1	 Maya (Product/ stylized props/ vehicles/ env/ toon character/ semi real character Modeling)	80
2	 Maya (Texturing)	20
3	 Substance Painter (Incredibly powerful 3D painting tool)	40
4	 Zbrush (Digital sculpting tool)	40
5	 Katana (Powerful tool for look development and lighting)	40
6	 Arnold (Lighting & look development)	20
		<b>240</b>

## Module 3 : Master + Portfolio Development (6 Months)

Sr. No.	Softwares	Hours
1	 Maya (Env/ props/ hyper real character/ creature)	80
2	 Marvelous Designer (Creating cloth simulation)	20
3	 Maya (Advanced texturing)	20
4	 Substance Designer (Incredibly powerful 3d painting tool)	40
5	 Mari (High-resolution digital 3D texture painting)	30
6	 Zbrush (Advanced digital sculpting tool)	24
7	 Arnold (Advanced tool for lighting and look development)	16
8	 Nuke (Advanced node base compositing software)	10
		<b>240</b>



# MPAV: 3D Product & Look Development

**960 Hours (Training + Practical), 24 Months**

This course is designed to provide students with the skills and knowledge necessary to create high quality 3D product visuals for a range of industries, including advertising, entertainment, and manufacturing. The course typically covers topics such as 3D modeling, texturing, lighting, animation, rendering, and compositing.

Overall, this course is ideal for students who are interested in pursuing a career in product design, advertising, or animation, and who have a passion for creating visually stunning 3D product visuals.

## **What will you learn in this Program?**

- Understanding of aesthetics - Important for creating visually appealing and functional design, It covers the principles of color theory, branding, and visual communication.
- Modeling techniques used for creating complex shapes and structures.
- Deep understanding of Composition, Color theory, Design and Lighting Principles.
- Advanced Lighting techniques to create realistic and compelling visuals.
- Adding life to stunning visuals using real life technique of camera and product animation.
- Look development - Creating a cohesive visual style for a project, important for creating high quality 3D product visuals.
- Rendering and Compositing to achieve the final output

## **Applicable jobs after successful completion of this program:**

- 3D Product Modeler
- 3D Look Development Artist
- 3D Lighting Artist
- 3D Compositor

This program is aligned with MESIC QPNOS: MES/Q0504, Q2501, Q2503, Q3503, Q3505.








**Fees: Rs. 3,30,000**

NOTE BOOK






## Module 1 : Foundation (12 Months)

Sr. No.	Softwares	Hours
1	 Pre-production (Sketching and storyboarding)	60
2	 Photoshop (Photo editing and compositing)	40
3	 3ds Max - Introduction (3D software for gaming, architecture and assets)	50
4	 Maya - Foundation (Advanced 3D software for movies, series and visual effects)	220
5	 After Effects (Visual effects, motion graphics and compositing)	70
6	 Premiere Pro (Video editing and effects)	30
7	 Adobe Audition (Sound editing and effects)	10
		<b>480</b>

## Module 2 : Intermediate (6 Months)

Sr. No.	Softwares	Hours
1	 Maya (Product/ stylized props/ vehicles/ env/ toon character/ semi real character Modeling)	80
2	 Maya (Texturing)	20
3	 Substance Painter (Incredibly powerful 3D painting tool)	40
4	 Zbrush (Digital sculpting tool)	40
5	 Katana (Powerful tool for look development and lighting)	40
6	 Arnold (Lighting & look development)	20
		<b>240</b>

## Module 3 : Master + Portfolio Development (6 Months)

Sr. No.	Softwares	Hours
1	 Maya (Env/ props/ hyper real character/ creature)	90
2	 Substance Painter (Advanced texturing and 3d painting)	30
3	 Katana (Advanced lighting techniques)	30
4	 Arnold (Advanced tool for lighting & look development)	30
5	 Cinema 4D (Advanced tool for lighting & look development)	40
6	 Nuke (Advanced node based 3D compositing)	20
		<b>240</b>



# MPAV: Rigging & Animation

**960 Hours (Training + Practical), 24 Months**

This program is designed to provide a comprehensive understanding of regular to technical animation skills. You will acquire extensive knowledge and practical experience in various animation styles. Rigging and animation are crucial components for bringing characters to life, whether they are humans, aliens, creatures, or vehicles. These two elements are the fine art of creating believable and relatable stories through your animations.

With the animation industry constantly evolving, this program will expose you to various animation styles that have been developed to date and those that are currently emerging. You will have the opportunity to explore different techniques and styles to create unique and engaging animations that meet the industry standards.

## **What will you learn in this Program?**

- Creation of proper control rigs as per project requirement.
- Creating rigs for Props, Mechanical and toon character.
- Understanding of using muscle rig for realistic human and creature character.
- Creation of 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

## **Applicable jobs after successful completion of this program:**

- 3D Rigger
- 3D Animator
- 3D Layout Artist







This program is aligned with MESC QPNOS: MES/Q0503, Q0507, Q0701, Q2502.

**Fees: Rs. 3,30,000**











## Module 1 : Foundation (12 Months)

Sr. No.	Softwares	Hours
1	 Pre-production (Sketching and storyboarding)	60
2	 Photoshop (Photo editing and compositing)	40
3	 3ds Max - Introduction (3D software for gaming, architecture and assets)	50
4	 Maya - Foundation (Advanced 3D software for movies, series and visual effects)	220
5	 After Effects (Visual effects, motion graphics and compositing)	70
6	 Premiere Pro (Video editing and effects)	30
7	 Adobe Audition (Sound editing and effects)	10
		<b>480</b>

## Module 2 : Intermediate (6 Months)

Sr. No.	Softwares	Hours
1	 Maya (Rigging – props/mechanical/toon/blendshapes)	100
2	 Maya (Skinning)	20
3	 3ds Max (Understanding of biped tools and skinning)	20
4	 Maya (Animation – product/mech/toon/props)	100
		<b>240</b>

## Module 3 : Master + Portfolio Development (6 Months)

Sr. No.	Softwares	Hours
1	 Maya (Rigging – facial, hyper realistic char, quadruped, muscles)	80
2	 Maya (Advanced skinning)	20
3	 Maya (Animation – character, quadruped, facial, performance act)	100
4	 Motion Capture (Data processing)	20
5	 Katana (Advanced look development and Rendering)	14
6	 After Effects (3D compositing)	6
		<b>240</b>



# MPAV: FX & Dynamics

**960 Hours (Training + Practical), 24 Months**

This program is designed to equip you with the skills necessary to create stunning and realistic 3D dynamics effects using particle simulations considered as one of the most challenging aspects of animation, visual effects, and gaming industry.

Creating dynamic effects that are visually compelling and align with the genre of the project requires careful attention to detail. It is essential to continually tweak the effects to meet the director's vision and improve the overall quality of the final product.

The workflow and pipeline for creating particle simulations are continually evolving with each project, making it necessary to stay updated with the latest technology and industry standards. This program will provide you with hands-on experience with the latest software and tools used in the industry to create high-quality 3D dynamics effects.

## **What will you learn 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.
- Optimize 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.

## **Applicable jobs after successful completion of this program:**

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








This program is aligned with MESQ QPNOS: MES/Q0504, Q3505.

**Fees: Rs. 3,30,000**














## Module 1 : Foundation (12 Months)

Sr. No.	Softwares	Hours
1	 Pre-production (Sketching and storyboarding)	60
2	 Photoshop (Photo editing and compositing)	40
3	 3ds Max - Introduction (3D software for gaming, architecture and assets)	50
4	 Maya - Foundation (Advanced 3D software for movies, series and visual effects)	220
5	 After Effects (Visual effects, motion graphics and compositing)	70
6	 Premiere Pro (Video editing and effects)	30
7	 Adobe Audition (Sound editing and effects)	10
		<b>480</b>

## Module 2 : Intermediate (6 Months)

Sr. No.	Softwares	Hours
1	 3ds Max (Particle flow dynamics system)	30
2	 Maya (Particles, dynamics and fluids)	60
3	 After effects (Trapecode/video co-pilot)	30
4	 Rayfire (High end plugin to create shattering and explosion effects)	20
5	 Fume Fx/ After Burn (Plugins for creating realistic fire and smoke effects)	20
6	 Thinking Particles (Advanced plugin for particles effects)	20
7	 Maya (Cloth/hair/fur)	40
8	 PF Track (Camera tracking)	20
		<b>240</b>

## Module 3 : Master + Portfolio Development (6 Months)

Sr. No.	Softwares	Hours
1	 Maya (Bifrost)	40
2	 Maya (Hair/fur XGEN)	20
3	 Marvelous Designer (Advance cloth simulation)	20
4	 Houdini (High-end dynamics and effects)	130
5	 Nuke (Node base compositing)	30
		<b>240</b>



# MPAV: Roto, Paint & Compositing

**960 Hours (Training + Practical), 24 Months**

This comprehensive rotoscoping, paint, and compositing course covers the entire spectrum from basic techniques to advanced workflows, including compositing. You'll receive hands-on training with a variety of projects that will help you develop your skills, and you'll have access to feedback and support to guide you towards a career in the VFX industry.

The course is designed by experienced professionals who have worked in the film and animation industries, providing you with a deep understanding of the techniques and workflows used in professional settings.

## What will you learn in this Program?

- Introduction to rotoscoping, paint, and compositing.
- Understanding the VFX pipeline and industry-standard software tools.
- Advanced rotoscoping techniques such as tracking, stabilization, and matte creation.
- Paint techniques including wire removal, object removal, and clean-up.
- Working with green screens, mattes, and alpha channels.
- Compositing techniques such as layering, blending modes, and color correction.
- Multi-pass compositing and integrating 3D elements
- Advanced color grading and finishing techniques.
- Building a professional demo reel to showcase your skills and work.

## Applicable jobs after successful completion of this program:

- Roto Artist
- Compositor
- Paint Artist








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

**Fees: Rs. 3,30,000**





## Module 1 : Foundation (12 Months)

Sr. No.	Softwares	Hours
1	 Pre-production (Sketching and storyboarding)	60
2	 Photoshop (Photo editing and compositing)	40
3	 3ds Max - Introduction (3D software for gaming, architecture and assets)	50
4	 Maya - Foundation (Advanced 3D software for movies, series and visual effects)	220
5	 After Effects (Visual effects, motion graphics and compositing)	70
6	 Premiere Pro (Video editing and effects)	30
7	 Adobe Audition (Sound editing and effects)	10
		<b>480</b>

## Module 2 : Intermediate (6 Months)

Sr. No.	Softwares	Hours
1	 After effects (Advance layer based compositing)	30
2	 Maya (Camera pass rendering, camera projection)	20
3	 Mocha (2d Planar tracking and rotoscoping tool)	30
4	 PF Track (Node based 3D camera tracking software)	40
5	 Silhouette (Versatile tool for rotoscoping & paint)	30
6	 Nuke (Hi-end Node base compositing software for Films and Series)	90
		<b>240</b>

## Module 3 : Master + Portfolio Development (6 Months)

Sr. No.	Softwares	Hours
1	 Photoshop (Sequence paint)	40
2	 Silhouette (Advanced roto & paint)	60
3	 Mocha (2D Planar tracking and rotoscoping tool)	20
4	 Nuke (Hi-end node base compositing software for films and series)	120
		<b>240</b>



# MPAV: Matchmove & Compositing

**960 Hours (Training + Practical), 24 Months**

This program centers around 3D Tracking, Matchmoving & Compositing, which is considered one of the most thrilling and demanding modules in the Visual Effects Industry. It is an essential tool for creating awe-inspiring cinematic sequences by seamlessly integrating CG elements with live action footage.

By using this technique, the Director has the freedom to unleash their creative vision for storytelling without any constraints or limitations to execute 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 this program:**

- 3D Tracking / Matchmove Artist
- Rotomation Artist
- Compositor








This program is aligned with MESIC QPNOS: MES/Q3504, Q3505.

**Fees: Rs. 3,30,000**





## Module 1 : Foundation (12 Months)

Sr. No.	Softwares	Hours
1	 Pre-production (Sketching and storyboarding)	60
2	 Photoshop (Photo editing and compositing)	40
3	 3ds Max - Introduction (3D software for gaming, architecture and assets)	50
4	 Maya - Foundation (Advanced 3D software for movies, series and visual effects)	220
5	 After Effects (Visual effects, motion graphics and compositing)	80
6	 Premiere Pro (Video editing and effects)	20
7	 Adobe Audition (Sound editing and effects)	10
		<b>480</b>

## Module 2 : Intermediate (6 Months)

Sr. No.	Softwares	Hours
1	 After effects (Advance layer based compositing)	30
2	 Maya (Camera pass rendering, camera projection)	20
3	 Mocha (2d Planar tracking and rotoscoping tool)	30
4	 PF Track (Node based 3D camera tracking software)	40
5	 Silhouette (Versatile tool for rotoscoping & paint)	30
6	 Nuke (Hi-end Node base compositing software for Films and Series)	90
		<b>240</b>

## Module 3 : Master + Portfolio Development (6 Months)

Sr. No.	Softwares	Hours
1	 3d Equalizer (Powerful Matchmoving Software)	60
2	 Maya (Camera Tracking)	20
3	 Syntheyes (Advanced Camera Tracking software)	40
4	 Nuke (Hi-end Node base compositing software for Films and Series)	120
		<b>240</b>



# MPGA: Game Art

**980 Hours (Training + Practical), 24 Months**

The Masters in Game Art is a specialized program designed to equip students with the technical and creative skills required to excel in the field of Game asset design and integration. During the course, students learn how to create compelling characters, environments, weapons, vehicles and other game assets, utilizing various software tools such as Autodesk Maya, ZBrush, Substance Painter and integration using Unity and Unreal engine. They also develop skills in storytelling, concept art, game design, and project management, which are essential for success in the industry.

## **What will you learn in this Program?**

- Learn to create 3D art assets for various game genres, including characters, environments, weapons and props.
- Gain expertise in industry-standard software and tools.
- Understand the 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.
- Learn to work with game engines such as Unreal and Unity, and how to optimize assets for different platforms and devices.
- Explore emerging technologies like augmented reality (AR) and virtual reality (VR), and learn how to use them to enhance the player experience.
- Deployment and optimization all 3D elements for faster rendering.

## **Applicable jobs after successful completion of this program:**

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

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

**Fees: Rs. 5,00,000**












## Module 1: Foundation (8 Months)

Sr. No.	Softwares	Hours
1	 Pre-production (Sketching, concept art for game designs)	60
2	 Photoshop (Photo editing and compositing)	40
3	 3ds Max (3D software for gaming and assets)	60
4	 Maya - Foundation (3D software for game asset)	100
5	 Zbrush (Sculpting software)	30
6	 Megascans (Fundamentals of megascans)	30
		<b>320</b>

## Module 2 : Intermediate (8 Months)

Sr. No.	Softwares	Hours
1	 3ds Max (Game props and env modeling)	50
2	 Maya (Detailed character modeling)	100
3	 Houdini (Procedural modeling & game development toolkit)	50
4	 Zbrush (Digital sculpting software)	40
5	 Substance Painter (Incredibly powerful 3D painting tool)	40
6	 Substance Designer (Advanced seamless texture creation)	30
7	 Marvelous Designer (Advanced cloth designer tool)	20
8	 Marmoset Toolbag (Realtime rendering and texture baking tool)	10
		<b>340</b>

## Module 3 : Master + Portfolio Development (8 Months)

Sr. No.	Softwares	Hours
1	 Topogun (Advanced retopology software)	10
2	 Speed tree for games (Creating high detailed vegetation for games)	10
3	 Spark AR, VR (Augmented reality platform to create AR effects for mobile cameras)	10
4	 Mari (High-resolution advanced texture painting)	30
5	 Unity Engine (Asset integration game engine)	100
6	 Unreal Engine (Game development platform)	160
		<b>320</b>



# MPMG: Motion Graphics

**880 Hours (Training + Practical), 24 Months**

This course is designed to equip students with the skills and knowledge to create compelling, visually engaging motion graphics that communicate a message effectively.

This program is designed to produce outstanding motion graphics for a range of media, including movies, web series, TV shows, commercials, social media, broadcasting, and more. These videos are crucial for enhancing brand recognition, creating awareness, and generating revenue.

With motion graphics, you can convey a compelling narrative through visual means. Depending on the project and genre, we tailor the animation style to suit your specific needs. Our process typically begins with storyboarding and progresses to using a variety of 2D and 3D software to create stunning motion graphics.

## **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 Design principles and marketing psychology.
- Creating videos for various mediums including feature film, OTT, TVC, web, broadcast media, games, social media and many others.
- File formats and technical parameters of broadcasting system (editing, sizing, coloring and more).
- Infographics, Typography, Title design, and many other styles of text animation.
- Use of leading industry standard plugins for faster production pipeline.
- Learn how to use industry-standard software tools such as Adobe After Effects, Cinema 4D, Maya, Houdini & more.
- Developing a portfolio of work to showcase skills and creativity to potential clients or employers.

## **Applicable jobs after successful completion of this program:**

- Motion Graphics Artist
- Broadcast Design Artist









This program is aligned with MESIC QPNOS: MES/Q0701, Q1401, Q3505.

**Fees: Rs. 3,30,000**














## Module 1: Foundation (8 Months)

Sr. No.	Softwares	Hours
1	 Pre-production	40
2	 Photoshop (Image editing software)	40
3	 Illustrator (Vector graphics software)	40
4	 After Effects (Layer based animation and compositing)	40
5	 Premiere Pro (Video editing software)	30
6	 3ds Max (Introduction to 3D)	40
7	 Maya (3D asset and animation foundation)	80
8	 Adobe Audition (Sound editing and effects)	10
		<b>320</b>

## Module 2 : Intermediate (2D Motion Graphics) (5 Months)

Sr. No.	Softwares	Hours
1	 After Effects (Advanced infographics & broadcast design)	80
2	 Animate CC (2D traditional animation)	20
3	 After Effects (Typography & title animation)	20
4	 After Effects Plugin (Duik bassel for character animation)	40
5	 Mocha (Advanced rotoscoping software)	20
6	 Photoshop (Paint & wire removal)	20
		<b>200</b>

## Module 3 : Master (3D Motion graphics) (9 Months)

Sr. No.	Softwares	Hours
1	 Cinema 4D (Advanced 3D motion graphics)	150
2	 Houdini (Node based advance 3D motion graphics)	50
3	 Maya (Mash - motion graphics features)	50
4	 3ds Max (Node based thinking particles)	40
5	 Nuke (Advanced node based compositing)	30
6	 After Effects (Element 3D)	20
7	 Trapecode (After effects particles system)	20
		<b>360</b>

## Module 4 : Portfolio Development: 2 Months



## Expert Program: Graphic, Broadcast and Social Media Marketing

**480 Hours (Training + Practical), 12 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 growing continuously. It is used in wide array of verticals of Media & Entertainment industries. From print media to digital, it is seen in all mediums of marketing and publications.

### **What will you learn in this program?**

- Drawing & Perspective.
- Design Principles.
- Printing parameters.
- Creative Visualization.
- Aesthetics Skills.
- Color Theory.
- Layout Design.
- 2D and 3D Motion Graphics.

### **Applicable jobs after successful completion of this program:**

- |                          |                          |                               |
|--------------------------|--------------------------|-------------------------------|
| - 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/Q0601, Q0702, Q1401.












**Fees: Rs. 1,25,000**



DIGITAL MARKETING



## Module 1: Foundation (6 Months)

Sr. No.	Softwares / Skills	Hours
1	 Social Media Platforms	2
2	 Drawing	20
3	 Design Theory	10
4	 Print Theory	6
5	 Digital Photography with Lightroom	20
6	 Photoshop with Spark AR (Augmented reality platform to create AR effects for mobile cameras)	50
7	 Illustrator (Vector graphics and designing)	50
8	 InDesign (Digital multi page layouting)	30
9	 CorelDRAW (Vector graphics and designing)	50
10	 Web Design	4
11	 Fundamental of UI/UX	8
		<b>250</b>

## Module 2: Expert (6 Months)

Sr. No.	Softwares / Skills	Hours
1	 Animation (12 Principles)	6
2	 Animate (2D Animation software)	40
3	 Premiere Pro (Video editing and effects)	30
4	 After Effects (Visual effects, motion graphics and compositing)	50
5	 Cinema 4D (Powerful 3D motion graphics software)	44
6	 Adobe Audition (Sound editing and effects)	10
7	 Facebook Ads & Messenger Chatbot Marketing	2
8	 Instagram Marketing	2
9	 YouTube Marketing	2
10	 Pinterest Marketing	2
11	 LinkedIn Marketing	2
12	 Quora Marketing	1
13	 Twitter Marketing	1
14	 Project and Portfolio	38
		<b>230</b>



## Expert Program: Graphic Designing & Video Editing

**320 Hours (Training + Practical), 8 Months**

This program focuses on training for Graphic Design, Video Editing & 2D Motion Graphic which is widely used in Media & Entertainment industries.

From editing feature films to creating cinematic event, wedding & corporate videos with 2D motion graphics, a skilled artist can create a memorable experience out of a handful of images and videos.

### **What will you learn in this program?**

- Creative Visualization
- Aesthetics Skills
- Design Theory
- Color Theory
- Layout Design
- Printing Parameters
- Video Editing
- 2D Motion Graphics
- Effects & Enhancements
- Fundamental of Audio

### **Applicable jobs after successful completion of this program:**

- |                        |                             |
|------------------------|-----------------------------|
| - Graphic Designer     | - Illustrator               |
| - Creative Visualizer  | - Video Editor              |
| - Photo Editing Artist | - 2D Motion Graphics Artist |











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

**Fees: Rs. 75,000**





## Module 1: Foundation (8 Months)

Sr. No.	Softwares / Skills		Hours
1		Design Theory	10
2		Print Theory	6
3		Photoshop (Photo editing and compositing)	50
4		Illustrator (Vector graphics and designing)	50
5		InDesign (Digital multi page layouting)	24
6		CorelDRAW (Vector graphics and designing)	50
7		Premiere Pro (Video editing and effects)	30
8		After Effects (Visual effects, motion graphics and compositing)	40
9		Adobe Audition (Sound editing and effects)	10
10		Project and Portfolio	50
			<b>320</b>





# Expert Program: Graphic Designing

**240 Hours (Training + Practical), 6 Months**

Designing is the process of Visual communication using typography, Illustrations, Images and Shapes. This course has been specially crafted for the aspiring Graphic Designer within you.

Graphic Designing is used for print to digital media, it is seen in all mediums of marketing and publications. In this course, we will be training you for designing related to print & digital media. From yearly design trends and aesthetics to creating multi page layouts – everything is taken care of.

## **What will you learn in this Program?**

- Creative Visualization
- Design Theory
- Color Theory
- Typography
- Layout Design
- Printing Parameters

## **Applicable jobs after successful completion of this program:**

- Graphic Designer
- Photo Editing Artist
- Creative Visualization
- Illustrator
- Concept Artist








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

**Fees: Rs. 45,000**





## Module 1: Courses (6 Months)

Sr. No.	Softwares / Skills	Hours
1	 Design Theory	10
2	 Print Theory	6
3	 Photoshop (Photo editing and compositing)	50
4	 Illustrator (Vector graphics and designing)	50
5	 InDesign (Digital multi page layouting)	24
6	 CorelDRAW (Vector graphics and designing)	50
7	 Project and Portfolio	50
		<b>240</b>





## Expert Program: Web & UI / UX Design

**300 Hours (Training + Practical), 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, backed 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 this program:**

- Web Designer
- UI / UX Designer
- Graphic Designer








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

**Fees: Rs. 85,000**





## Module 1 : Foundation (4 Months)

Sr. No.	Softwares / Skills	Hours
1	 Web Design & Development	4
2	 Photoshop (Photo editing and compositing)	46
3	 Illustrator (Vector graphics and designing)	46
4	 UX Design	6
5	 UI Design	8
6	 XD (UI/UX design & collaboration tool)	34
7	 Figma (Vector graphics editor and prototyping tool)	12
		<b>156</b>

## Module 2: Expert (3 Months)

Sr. No.	Softwares / Skills	Hours
1	 HTML 5 (Coding language for web pages)	32
2	 CSS 3 (Website styling & formatting)	52
3	 Dreamweaver (Fully featured web and programming editor)	12
4	 Bootstrap (Website styling & formatting)	28
5	 Project and Portfolio	20
		<b>144</b>





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.

### What will you learn in this program?



- Applicable jobs after successful completion of this program:**

- Fees: Rs. 85,000**





## Module 1 : Foundation (3 Months)

Sr. No.	Softwares	Hours
1	 JavaScript (Client side scripting for interactive website)	50
2	 JQuery (Javascript library for coding)	30
		<b>80</b>

## Module 2 : Expert (3 Months)

Sr. No.	Softwares	Hours
1	 PHP (Coding language for web development)	40
2	 MySQL (Database management for website and servers)	32
3	 WordPress (Content management system)	24
4	 Dreamweaver (Fully featured web and programming editor)	24
	 Project and Portfolio	40
		<b>160</b>





## Expert Program: Architecture Visualization

**280 Hours (Training + Practical), 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 this program:**

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

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

**Fees: Rs. 85,000**





## Module 1 : Foundation (2 Months)

Sr. No.	Softwares	Hours
1	 Photoshop (Photo editing and compositing)	40
2	 Foundation AutoCAD Designer	12
3	 +  Google Sketchup + V-Ray (3D Designing & rendering)	36
		<b>88</b>

## Module 2: Expert (5 Months)

Sr. No.	Softwares	Hours
1	 +  3ds Max + V-Ray (Powerful 3D software for gaming, architecture, assets and Rendering)	100
2	 Corona Render (Renderer for architectural visualization)	10
3	 Lumion (3D Rendering software)	12
4	 After Effects (Visual effects, motion graphics and compositing)	18
5	 Premiere Pro (Video editing and effects)	12
6	 Project and Portfolio	40
		<b>192</b>





# 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 this program:**

- Assistant Photographer
- Commercial Photographer
- Freelance Photographer

This program is aligned with MESC QPNOS: MES/Q0904.

**Fees: Rs. 15,000**





## Courses

Sr. No.	Softwares / Skills		Hours
1		Photography (Capturing the moments)	23
2		Photoshop (Photo editing and compositing)	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 this program:**

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

This program is aligned with MESC QPNOS: MES/Q0904.

**Fees: Rs. 25,000**





## Courses

Sr. No.	Softwares / Skills		Hours
1		Photography (Capturing the moments)	56
2		Photoshop (Photo editing and compositing)	03
3		Lightroom (Powerful photo editor and camera app)	01
			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 this program:**

- |                          |                              |                           |
|--------------------------|------------------------------|---------------------------|
| - Freelance Photographer | - Stock Photographer         | - Pre-Wedding and Wedding |
| - Fashion Photographer   | - Advertising Photographer   | - Photographer            |
| - Event Photographer     | - Architectural Photographer | - Sports Photographer     |
| - Portrait Photographer  | - Travel Photographer        | - News Photographer       |

This program is aligned with MESC QPNOS: MES/Q0904.

**Fees: Rs. 50,000**





## Courses

Sr. No.	Softwares / Skills		Hours
1	 Photography (Capturing the moments)		78
2	 Photoshop (Photo editing and compositing)		03
3	 Lightroom (Powerful photo editor and camera app)		01
			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: Virtual Reality

**132 Hours (Training + Practical), 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:**

- Student Should be familiar with one of the image editing tool (Adobe Photoshop).
- Should have understanding of 3D.
- 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 a Standalone Application.

## **Applicable jobs after successful completion of this program:**

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










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

**Fees: Rs. 90,000**





# Courses

Sr. No.	Softwares / Platforms	Topics	Hours
1	 VR (computer-generated environment with scenes and objects that appear to be real)	Introduction to Virtual Reality	02
2	 Photoshop (Photo editing and compositing)	Introduction to 2D Graphics	10
3	 3ds Max (Powerful 3D software for gaming, architecture and assets)	Introduction to 3D Graphics	30
4	 Unity (Cross-platform game engine)	Introduction to Unity	50
5	 Substance Painter (Incredibly powerful 3D painting tool)	3D Painting	10
6	 Unity  3ds Max  Photoshop	Creating a VR Training Simulator	18
7	 Portals	Publishing and Distribution	10
			<b>132</b>





# Future Technologies: Metaverse

**79 Hours (Training + Practical), 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 your first Metaverse

## **Applicable jobs after successful completion of this program:**

- |                        |                               |                            |
|------------------------|-------------------------------|----------------------------|
| - 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/Q2501, Q2503, 0509, Q2505.

**Fees: Rs. 50,000**





## Courses

Sr. No.	Softwares / Platforms		Hours
1		Photoshop (Photo editing and compositing)	10
2		3ds Max (Powerful 3D software for gaming, architecture and assets)	30
3		Substance Painter (Incredibly powerful 3D painting tool)	08
4		Marmoset (3D production tools)	02
5		Unity (Cross-platform game engine)	20
6		Read Player Me (Create full body 3D avatar)	02
7		Mozilla Spoke (Creating virtual scenes)	05
8		Mozilla Hubs (VR chatroom designed for every headset and browser)	02
			<b>79</b>

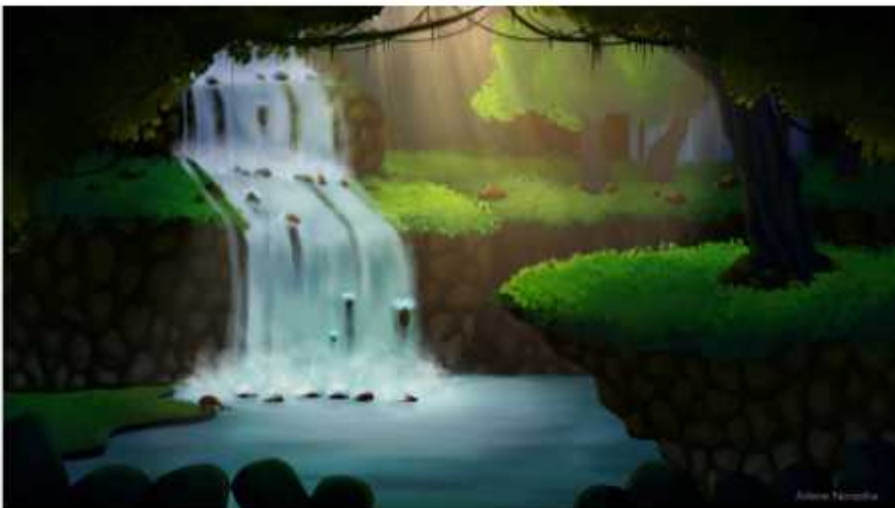


# ArtStation

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.

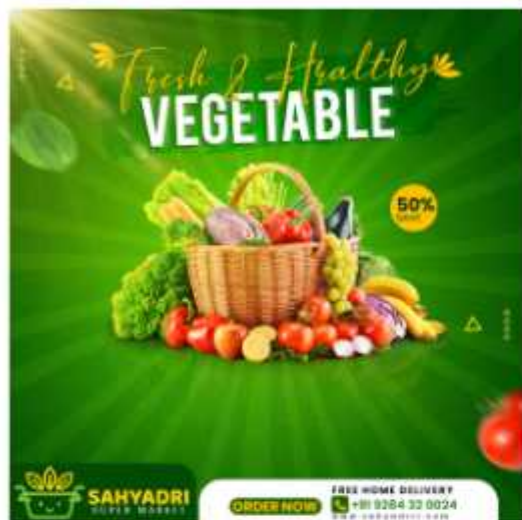




# Rockstar



# Student's Artwork





## Student's Artwork



## Student's Artwork





# Student's Artwork



# Student's Artwork





# Student's Artwork



# Student Placements



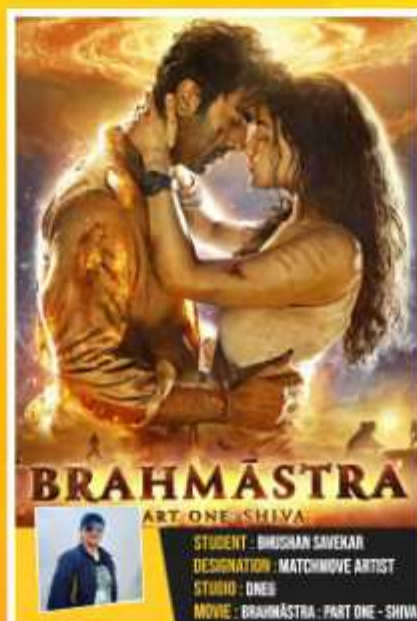
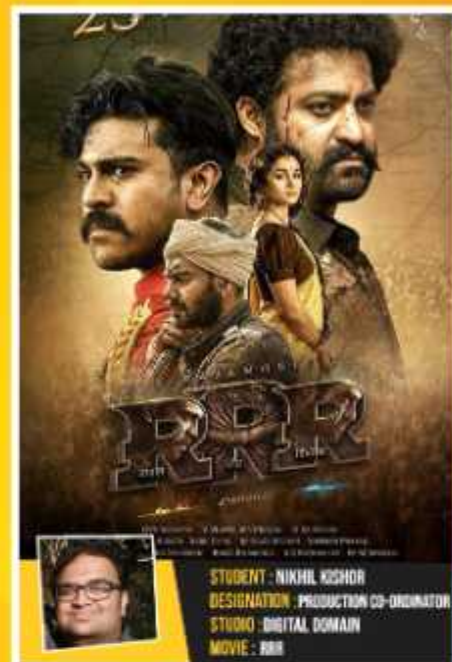


# Student Placements



All studio logos are property of their respective owners.

# Hall of Fame





# Hall of Fame





# Student's Testimonial



**Akshay Pawar**

Roto Artist - Framestore Studio Mumbai

“ I started my VFX journey at Frameboxx in the year 2021. It has been a great experience in this institution. The faculty has been very helpful and kind. I have learned a lot of new things on this journey. There are a lot of sessions held by other experienced artists and designers which have helped a lot of students to learn new things. I am grateful to be a part of the Frameboxx family. ”



**Almina Patankar**

Graphic Designer - Botree Software International

“ I am happy to be a product of this esteemed institution. Frameboxx not only provides a platform to enrich my art but also emphasizes on the all-around development. They have very interactive teachers who made everyone excited to learn. I got ample opportunities to enhance my skills and learned my true passion. I cherish each moment spent in extra-curricular activities and will remember these moments forever. ”



**Arun Mohan**

Fashion & Commercial Photographer and Proprietor - ISO CURRY

“ My journey as a Fashion and Commercial photographer started with Frameboxx. Learning here was fun. The technical skills of the mentors and their co-operative approach encouraged me to do more than what we are capable of. ”



**Ayafaj Mulani**

Jr Paint Artist - Yashraj Film Studio, Pune

“ Frameboxx has arranged a campus interview for many kinds of placement from which I have been selected for Paint Artist in YRF Studios. Frameboxx is truly a one-of-a-kind institute, along with the campus and the vibe the faculty is also friendly and very supportive. One of the best parts of this institute is that it offers co-curricular activities and seminars which help the students to gain more knowledge about this field. Apart from just the curriculum that we signed up for, we are also given industry-related knowledge, tips, and tricks which give us an upper edge over the other candidates when it comes to interviews and jobs. In short, it has been an amazing journey overall. ”



**Harshwardhan Pokharkar**

Paint Artist - yFX Studio

“ I thank Frameboxx faculties for putting in all the efforts to groom us and make us VFX professionals. It was a wonderful experience at Frameboxx 2.0 ”



# Student's Testimonial



**Sampriti Sharma**  
Freelance - 3D Artist

“Frameboxx provided me with a strong foundation in the principles of animation and helped me develop my skills in various software and techniques. The instructors were very supportive and always available to answer my questions. The institute also provided me with opportunities to work on real projects, which helped me build my portfolio. I highly recommend this institute to anyone looking to pursue a career in animation.”



**Neha Jodawat**  
Graphic designer - Alphabi consultancy

“Hello friends, I completed my course from Frameboxx 2.0. During my course, I get full support from my mentors to clear my doubts. After completing the course, placement cell helped me to get job. Currently, I work as Graphics Designer at Alphabi consultancy.

Thank you Frameboxx 2.0.”



**Shivam Gupta**  
Graphic Designer - The Production House

“I completed my course from Frameboxx 2.0. I thank all my technical and management team to help me to get my dream job.

Currently, I work as a Graphics Designer at The Production House.”



**Vinit Lalan**  
VFX Lighting Artist - Yash Raj Film

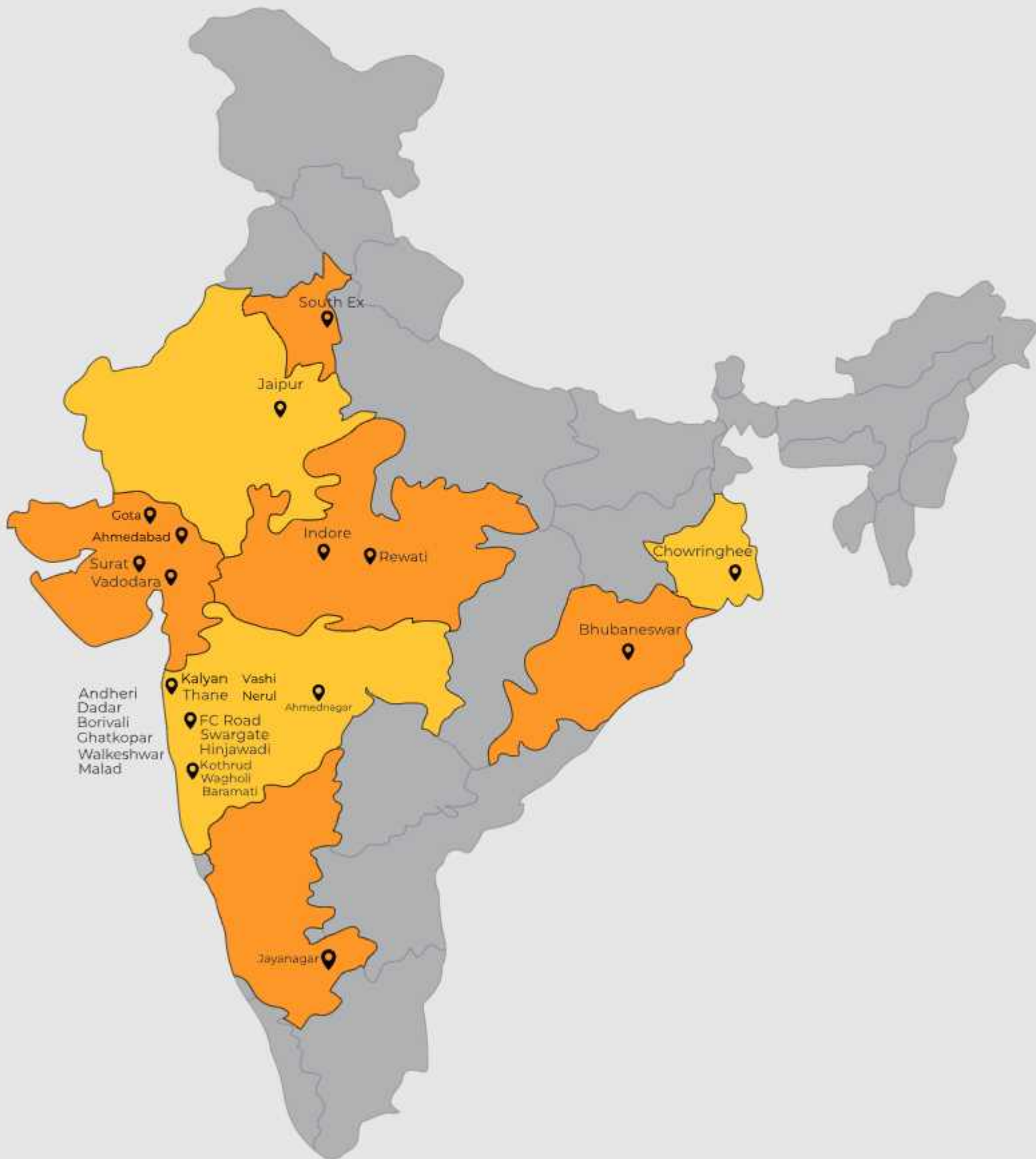
“I was a part of Frameboxx 2.0 and my overall experience with Frameboxx 2.0 was amazing and it almost been 3 years I completed my course. After completing my course from Frameboxx, I was brought up by an opportunity to work with a big Bollywood movie studio 'Yash Raj Film' as a VFX Lighting and Lookdev artist. I worked on the latest blockbuster movie 'PATHAAN'. So if you are someone who like to work on some big projects and wants to be a part of crew, then I highly recommend you to join Frameboxx and be a part of this amazing institute.”



**Yogesh Devare**  
Roto Artist - Folks VFX

“Learning in Frameboxx was one of my great decision. I really got a Industry Level Training from Expert Trainers. Faculty's are so good and helping which helped me to groom myself and become a Job Ready person.”

## 28 And Counting ...





# MAHARASHTRA

## MUMBAI

### ANDHERI

Opp. Fun Republic  
9819504485, andheri@frameboxx.in

### DADAR

Mhatre Pen Building  
9321623789, dadar@frameboxx.in

### BORIVALI

Thakkar Shopping Mall  
9167860600, borivali@frameboxx.in

### GHATKOPAR

New Laxmi Shopping Centre  
9892413122, ghatkopar@frameboxx.in

### WALKESHWAR

Krishanaraj Society, Malabar Hill  
9137012006, bomis@frameboxx.in

### MALAD

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

## PUNE

### FC ROAD

3rd Floor, Surya Bhavan  
8087797779, fcroad@frameboxx.in

### SWARGATE

C tower, Vega centre  
8468858361, swargate@frameboxx.in

### HINJAWADI

Near Rajiv Gandhi IT Park  
8956276676, alard@frameboxx.in

### KOTHRUD

Opp. Yashwantrao Chavan Natyagruha  
9552565927, kothrud@frameboxx.in

### WAGHOLI

Lexicon Estate  
9011359192, wagholi@frameboxx.in

### BARAMATI

Nira-Baramati Rd,  
9890615191, baramati@frameboxx.in

## NAVI MUMBAI

### NERUL

Shanti Apartment  
9082229727, nerul@frameboxx.in

### VASHI

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

## THANE

### KALYAN

New Krishna Building  
8591298835, kalyan@frameboxx.in

### THANE

Paradise Tower  
9594949955, thane@frameboxx.in

## AHMEDNAGAR

### AHMEDNAGAR

Next to Patil Hospital  
9423558296, ahmednagar@frameboxx.in

## MADHYA PRADESH

### INDORE

Kamal Kiran Apartment  
9300009992, indore@frameboxx.in

### REWATI

Behind Aurobindo Hospital  
9109954955, indore@frameboxx.in

### AHMEDABAD

Opp. Rakshashaki Circle  
8460066199, shahibaug@frameboxx.in

### GOTA

Opp. Bhagwat Vidyapith  
9265321860, kanika@frameboxxers.com

### SURAT

Nr. Shyambaba Temple  
9998845660, surat@frameboxx.in

### VADODARA

Profit Centre  
9104645660, vadodara@frameboxx.in

## GUJARAT

## RAJASTHAN

### JAIPUR

Gaurav Tower-I Malviya Nagar  
9928844747, jaipur@frameboxx.in

## NEW DELHI

### SOUTH EX

South Extension Part 1  
8510044159, southex@frameboxx.in

## WEST BENGAL

### CHOWRINGHEE

Chatterjee International Centre  
9330776787, chowringhee@frameboxx.in

## ODISHA

### BHUBANESWAR

Opposite University Law College  
9337476780, bhubneshwar@frameboxx.in

## BENGALURU

### JAYANAGAR

28th A Cross, 10th Main Rd, 4th Block  
9886324085, jayanagar@frameboxx.in



# Exclusive Webinars

**Frameboxx 3.0**  
Frameboxx is a leading provider of digital marketing solutions.

**Exclusive Free Webinar**  
**Digital Painting (Landscape)**

by **Parth Kapadia**  
Digital Marketing Specialist

6th May, Saturday, 2023  
at 4:00 pm on YouTube



**Frameboxx 3.0**  
Frameboxx is a leading provider of digital marketing solutions.

**Exclusive Free Webinar**  
**3D Environment in After Effects with Element 3D**

by **Sanjaya Sahoo**  
Digital Marketing Specialist

1st April, Saturday, 2023  
at 4:00 pm on YouTube



**Frameboxx 3.0**  
Frameboxx is a leading provider of digital marketing solutions.

**Exclusive Free Webinar**  
**Introduction To Responsive Web Design**

by **Harpreet Kaur**  
Digital Marketing Specialist

4th March, Saturday, 2023  
at 4:00 pm on YouTube



**Frameboxx 3.0**  
Frameboxx is a leading provider of digital marketing solutions.

**Exclusive Free Webinar**  
**Visualization of the floor plan in SketchUp and Lumion**

by **Rahul Prabhu**  
Digital Marketing Specialist

7th February, Saturday, 2023  
at 4:00 pm on YouTube



**Frameboxx 3.0**  
Frameboxx is a leading provider of digital marketing solutions.

**Exclusive Free Webinar**  
**Becoming a Metaverse Creator: Limitless Creativity & Opportunity**

by **Omkar Pimple**  
Digital Marketing Specialist

7th January, Saturday, 2023  
at 4:00 pm on YouTube

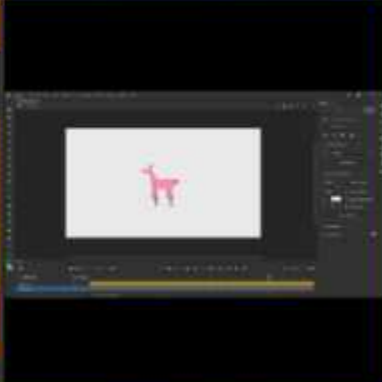


**Frameboxx 3.0**  
Frameboxx is a leading provider of digital marketing solutions.

**Exclusive Free Webinar**  
**The Magic of Quadruped Walk Cycles**

by **Kunal Kotawadekar**  
Digital Marketing Specialist

10th December, Saturday, 2022  
at 4:00 pm on YouTube



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# Proudly Affiliated with

## Government Bodies



## Universities



## Schools and Colleges



## Animation, VFX & Gaming Studios



## International Partnership with Yorkville, Canada: Dual Degree



## Unreal Authorized Training Center



## Education Loan Partners



# Why Frameboxx?



- ❖ Studio Internship
- ❖ 'Incubator program' as per studio pipeline and workflow
- ❖ 100% Placement assistance
- ❖ Education loan facility available
- ❖ Regular studio visits
- ❖ National competition 'Rockstar' to nurture creative and technical skills
- ❖ ArtStation Channel to provide international recognition to students
- ❖ Course curriculum developed by industry experts
- ❖ 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 2.0

### Head Office

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

**Call:** 022 66753203 / 06 **WhatsApp:** +91 9297769776

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

