



B.Sc in Animation and VFX

3675 Hours, 36 Months + 6 Months Portfolio Development

This Animation Degree program is from TMV (Tilak Maharashtra Vidyapeeth).

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
- 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:

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|------------------|-------------|-----------|--------------------|
| - Previz | - Texturing | - FX | - Compositing |
| - Storyboarding | - Lighting | - Roto | - Motion Graphics |
| - Matte Painting | - Rigging | - Paint | - Graphic Designer |
| - Modeling | - Animation | - Cleanup | |

This program is aligned with MESC QPNOS: MES/Q0401, Q0502, Q0504, Q0506, Q0507, Q0515, Q0601, Q0701, Q1401, Q2501, Q2502, Q2503, Q3501, 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

Practical/Theory

Software Skills

1ST Year

Semester 1

- 1 - English I
- 2 - Concept Development
- 3 - Animation Pipeline and Principle
- 4 - Introduction to Digital Art
- 5 - Photography
- 6 - Gender Perspective/Yoga/Graphology

Theory
Practical
Practical
Practical
Practical
Practical



Adobe Photoshop



CorelDRAW



Lightroom



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

Semester 2

- 1 - English II
- 2 - 2D Digital Animation
- 3 - Storytelling & Storyboarding
- 4 - Communication and Plastic Art
- 5 - Graphic Design
- 6 - Self Defence - judo/Moral Values
- 7 - Generic IKS

Theory
Practical
Practical
Theory
Practical
Practical
Theory



InDesign



Audition



Animate CC



3ds Max (Fundamental)



Leonardo AI

2nd Year

Semester 3

- 1 - Introduction to AI
- 2 - Video Editing
- 3 - 3D Assets Modeling
- 4 - Animation Technique
- 5 - UI/UX Design
- 6 - Communication Skills
- 7 - Environmental Study

Practical
Practical
Practical
Practical
Practical
Practical
Theory



Maya



AI (Generative) for AVGC



Adobe XD



Adobe Premiere Pro



Illustrator



Blender (Fundamentals)



3ds Max (Fundamentals)



Adobe Premiere AI Tool Kit | Midjourney | Suno AI

Semester 4

- 1 - 3D Advanced Modeling
- 2 - 3D Texturing
- 3 - Compositing Techniques
- 4 - Camera Tracking & Match Moving
- 5 - Internship / Project

Practical
Practical
Practical
Practical



Maya



Reality Capture



Substance Painter



3DEquillizer



Element 3D



ZBrush



Trapecode



Advanced After Effects



Adobe After FX AI Tool Kit | Prompting Aesthetics for Animation | Runway ML | Eleven Labs

3rd Year

Semester 5

- 1 - Rotoscopy and Paint
- 2 - Advanced Compositing Techniques
- 3 - Rigging and Skinning
- 4 - Stereoscopic Techniques
- 5 - Advanced 3D Animation
- 6 - 3D Dynamics

Practical
Practical
Practical
Practical
Practical
Practical



Maya



Silhouette



Nuke



Maya Bifrost



Mocha



Maya Xgen



PFTrack



Kling AI | ClipChamp

Semester 6

- 1 - Lighting and Rendering
- 2 - Digital Background Design and Development
- 3 - Motion Graphics
- 4 - Internship / Project

Practical
Practical
Practical
Practical



Houdini



Maya Arnold



Mari



Katana



After Effects



Unreal Engine



ComfyUI | Luma AI



Substance Designer

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