





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:

- Previz - Texturing - Compositing - FX

- Motion Graphics - Storyboarding - Roto - Lighting

- Matte Painting - Paint - Graphic Designer - Rigging

- Cleanup - Modeling - Animation

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.

1ST Year

Semester 1

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- 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

Lightroom

Ps

Lr

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**

M

Xd

Ai

3

Id **InDesign**

- An **Animate CC**

Αu

3ds Max (Fundamental)

AI (Generative) for

Adobe Premiere Pro

AVGC

Blender (Fundamentals)

Audition

CorelDRAW

Leonardo Al

Maya

Adobe XD

Illustrator

3ds Max

Semester 3

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

Semester 4

- 1 3D Advanced Modeling
- 2 3D Texturing

Semester 5

- 3 Compositing Techniques
- 4 Camera Tracking & Match Moving
- 5 Internship / Project

Year

- **Practical**
- **Practical**
- **Practical**
- **Practical**
- **Practical**
- **Practical**
- **Theory**
- **Practical**
- **Practical**
- **Practical**
- **Practical**

Practical

Practical

Practical

Practical

Practical

Practical

- M
 - Maya
- **Reality Capture**

- **Substance Painter**

(Fundamentals)

Adobe Premiere Al Tool Kit | Midjourney | Suno Al

- 3DE 3DEquilizer
- Аe **Element 3D**
- 文

70

ZBrush

- Ae
 - **Trapecode**
- **Advanced After Effects**
- Adobe After FX AI Tool Kit | Prompting Aesthetics

for Animation | Runway ML | Eleven Labs

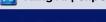
- M Maya
- **Silhoutte**

- Nuke Mocha
- M

Si

Maya Bifrost Maya Xgen

- - **PFTrack**
- Kling AI | ClipChamp



Houdini Mari

After Effects

- **Maya Arnold**
- Katana
- (U)
- **Unreal Engine**
- S
- **Substance Designer**

3rd Year

- 1 Rotoscopy and Paint
- 2 Advanced Compositing Techniques 3 - Rigging and Skinning
- 4 Stereoscopic Techniques
- 5 Advanced 3D Animation 6 - 3D Dynamics
- Semester 6
- 1 Lighting and Rendering
- 2 Digital Background Design and Development
- 3 Motion Graphics 4 - Internship / Project

- **Practical Practical**
- **Practical**
- **Practical**
- ComfyUI | Luma AI