



# B.Sc. in 3D Animation & Visual Effects

**3435 Hours (Training + Practical), 36 Months**

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:

### Entry Level

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

### Middle Level

- Hard surface Modeling Artist
- Texturing Artist
- Lighting Artist
- Rigging Artist
- Animator
- Rendering Artist
- Matchmove Artist

### Senior Level

- 3D Sculpting Artist
- Fx Artist
- Roto Artist
- Paint Artist
- Compositor

This program is aligned with MESIC 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

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

#### Semester 1

- 1 - Digital Photo Manipulation Practical
- 2 - Color Theory and Design Principles Theory
- 3 - Communication Skills (English) Theory
- 4 - Drawing and Sketching Practical
- 5 - Storyboarding Practical

 Photoshop

#### Semester 2

- 1 - Digital Illustration Practical
- 2 - Audio and Video Editing Practical
- 3 - Creative Visualization and Ideation Theory
- 4 - 2D Motion Graphics Practical
- 5 - Graphic Designer/Storyboarding Practical

 Illustrator

 Audition

 Premiere Pro

 After Effects

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

#### Semester 3

- 1 - 3D Modeling and Texturing Practical
- 2 - 3D Lighting and Rendering Theory
- 3 - Photogrammetry Theory
- 4 - Digital Photography Practical
- 5 - 3D Modeling Practical

 Maya

 Arnold

 Photoshop

 Lightroom

 Katana

 Substance Painter

#### Semester 4

- 1 - 3D Animation - Level 01 Practical
- 2 - 3D Rigging Practical
- 3 - Creative Writing Theory
- 4 - Rotoscopy & Paint Practical
- 5 - Camera Tracking and Matchmove Practical

 Maya

 Silhouette

 3DE 3DEquilizer

 PFTrack

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

#### Semester 5

- 1 - Advanced 3D Modeling Practical
- 2 - Advanced 3D Animation Practical
- 3 - Acting for Animation Practical
- 4 - 3D Sculpting and Advanced Texturing Practical
- 5 - 3D Animator Practical

 Maya

 Substance Painter

 ZBrush

 Mari

 Substance Designer

#### Semester 6

- 1 - Node Based Compositing Practical
- 2 - 3D Fx and Simulation Practical
- 3 - Presentation Skills Practical
- 4 - Game Level Design Basics Practical
- 5 - Compositor Practical

 Nuke

 Houdini

 Mocha

 Maya

 Unreal Engine