



B.Sc. in Animation & Multimedia

2120 Hours, 42 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 MESOC QPNOS: MES/Q0401, Q0502, Q0504, Q0506, Q0507, Q0601, Q0701, Q1401, Q2502, Q2503, Q3503, Q3504, Q3505.



Subjects / Topics

Software Skills

Industry Software

1ST Year

Semester 1

- P1 - Graphics (Sketching & Drawing)
- P2 - Desktop Publishing (CorelDRAW, Photoshop & PageMaker)
- P3 - Digital Art Photography 1



Photoshop
(Photo editing and Compositing)



CorelDRAW
(Vector graphics and Designing)



Pagemaker
(Multi page Designing)



Illustrator



InDesign



Lightroom



Spark AR



Figma

Semester 2

- P4 - Digital Art Photography 2
- P5 - Transferring Digital Photographs
- P6 - Advertising

2nd Year

Semester 3

- P1 - Fundamentals of Web Designing & Java Script
- P2 - HTML Basics
- P3 - 2D Animation - Introduction to Flash



HTML 5
(Coding language for web pages)



JavaScript
(Client side scripting for interactive website)



Flash
(2D Animation and web applications software)



3ds Max
(Powerful 3D software for gaming, architecture and assets)



Animate



CSS 3



Dreamweaver



PF Track



SilhouetteFX

Semester 4

- P4 - Flash Website Design
- P5 - 3D Introduction & advanced (Modeling & Animation) Part 1
- P6 - 3D Introduction & advanced (Modeling & Animation) Part 2

3rd Year

Semester 5

- P1 - Video Introduction & Advanced
- P2 - Digital Video Editing
- P3 - Sound Editing



Premiere Pro
(Video editing and effects)



Sound Forge
(Audio editing)



After Effects
(Visual effects, motion graphics and compositing)



Element 3D



Trapcode Suite



ZBrush



Substance Painter



Substance Designer



Maya



Cinema 4D



Nuke

Semester 6

- P4 - Script Writing and Story Board Designing
- P5 - Realistic Concept of Animation & Special Effects
- P6 - Director



Director
(Multi-Media Designing)

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.