



B.Sc. in Media Graphics & Animation

2120 Hours, 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
- Aesthetics skills
- Various 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 Media Graphics & Animation 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 MESIC QPNOS: MES/Q0401, Q0502, Q0504, Q0506, Q0507, Q0601, Q0701, Q1401, Q2502, Q2503, Q3503, Q3504, Q3505.



Subjects / Topics






Software Skills

Industry Software

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

1ST Year







-  **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**

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

2nd Year







-  **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**

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

3rd Year

-  **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.