



B.Sc. in Media Graphics & Animation

1880 Hours, 39 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.



Software Skills

- 1st Year
-  Photoshop
 -  Illustrator
 -  InDesign
 -  CoreIDRAW


Artistic Skills

- ▶ Introduction to Computer Internet
- ▶ Drawing and Sketching
- ▶ Color Theory
- ▶ Typography
- ▶ Computer Graphics - I Photoshop
- ▶ Introduction to Multimedia
- ▶ Motion Graphics
- ▶ Technical and Creative Writing
- ▶ Developing Presentation
- ▶ Design Principles
- ▶ Digital Photography





Latest Industry Knowledge

-  Spark AR
-  QuarkXPress
-  Power Point
-  Digital Photography
-  After Effects
-  Lightroom
-  Figma

2nd Year

-  HTML 5
-  CSS 3
-  JavaScript
-  Dreamweaver
-  Premiere Pro
-  Sound Forge
-  Flash

- ▶ Introduction to Web Development
- ▶ HTML & CSS
- ▶ Computer Animation : Introduction to Flash
- ▶ Video-Production Basics
- ▶ Visual Communication
- ▶ Story Boarding
- ▶ Advanced After Effects
- ▶ 3D Motion Graphics
- ▶ Developing Dynamic Web Pages using Java and VB Scripts
- ▶ Content Authoring on Web using Dreamweaver
- ▶ Content Digitization
- ▶ Audio - Editing : Sound Forge
- ▶ Video - Editing : Adobe Premiere Pro
- ▶ Advanced Video Effects
- ▶ Introduction to Procedural Generation
- ▶ 3D Sculpting

-  Animate
-  Cinema 4D
-  ZBrush
-  Houdini
-  Substance Painter
-  Element 3D
-  Trapcode Suite
-  Look Dev Plugins
-  FCP

3rd Year

-  3ds Max
-  Maya
-  Nuke

- ▶ Animation Principles
- ▶ Environment Science
- ▶ Introduction to 3ds max
- ▶ Advanced 3ds Max
- ▶ Character Animation
- ▶ Match Move
- ▶ Advanced Paint and Rotoscoping
- ▶ Introduction to Maya
- ▶ Advanced Maya
- ▶ Character Set up & Animation in Maya
- ▶ CG Film Making
- ▶ Compositing
- ▶ Advanced Match move

-  SilhouetteFX
-  PF Track
-  3DEqualizer

Specialization
(6 Months
with
Demoreel)

- ▶ Advanced Sculpting with ZBrush
- ▶ 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.