

B.SC. IN 3D ANIMATION & VISUAL EFFECTS



3435 Hours (Training + Practical)



**36 Months +
6 Months Portfolio Development**

GATEWAY TO A CREATIVE FUTURE

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.

**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.*

www.frameboxx.in



WHAT'S COVERED IN THIS PROGRAM?

- > Various design principles and aesthetic skills
- > 2D and 3D Animation
- > Various creative visualization techniques
- > Visual Effect tools and techniques
- > Website development and management
- > Compositing of live action footages and CGI elements



TOPICS / SOFTWARES COVERED

Semester I

1st Year

Semester II

Digital Photo Manipulation | Color Theory and Design Principles
Communication Skills (English) | Drawing and Sketching | Storyboarding
> Photoshop > InDesign > Animate (Fundamentals)

Digital Illustration | Audio and Video Editing | Creative Visualization and Ideation
2D Motion Graphics | Graphic Designer/Storyboarding
> Illustrator > Audition > After Effects > Trapcode > Adobe XD > Premiere Pro
> Element 3D

Semester III

2nd Year

Semester IV

3D Modeling and Texturing | 3D Lighting and Rendering | Photogrammetry
Digital Photography | 3D Modeling
> Maya > Davinci Resolve > Lightroom > Katana > 3ds Max (Fundamentals)
> Arnold > Substance Painter > Reality Capture

3D Animation - Level 01 | 3D Rigging | Creative Writing | Rotoscopy & Paint
Camera Tracking and Matchmove
> Maya > Silhouette > 3DEquillizer > PFTrack > (AI Generative) for AVGC

Semester V

3rd Year

Semester VI

Advanced 3D Modeling | Advanced 3D Animation | Acting for Animation
3D Sculpting and Advanced Texturing | 3D Animator
> Maya > Substance Painter > ZBrush > Substance Designer > Mari
> Blender (Fundamentals)

Node Based Compositing | 3D Fx and Simulation | Presentation Skills
Game Level Design Basics | Compositor
> Nuke > Houdini > Mocha > Maya Xgen > Unreal Engine

Master Classes + Portfolio & Showreel Development with Industry Professionals Guidance (6 Months)

>>> **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

>>> **Senior Level**

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



This program is aligned with MES C QPNOS: MES/Q0401, Q0502, Q0504, Q0506, Q0507, Q0515, Q0601, Q0701, Q1401, Q2501, Q2502, Q2503, Q3501, Q3503, Q3504, Q3505.