



Diploma in Animation

800 Hours, 24 Months

This Diploma Program is from TMV (Tilak Maharashtra Vidyapeeth).

This Program is designed to equip students with fundamental skills for entering the animation industry. Across four semesters, students learn essential techniques such as sketching and character construction in pre-production, along with software training in industry-standard tools like CorelDRAW, Adobe Photoshop, Illustrator and more.

Key 3D animation skills are developed using 3ds Max, focusing on modeling, texturing, lighting, rendering, and animation. Advanced topics such as dynamics and visual effects are introduced in later semesters, with hands-on projects culminating in a short film creation.



What will you learn in this program?

- Fundamentals of Sketching and Designing
- Graphic Design Tools and Techniques
- Learn 3D Animation
- Creating a 3D Short Film Project

Applicable jobs after successful completion of this program:

- Previz
- Motion Graphics
- Animation
- Character Concept art
- 3D Modeling
- Texturing
- Graphic Designer
- Video Editing
- Lighting

Semester - I

Semester 1

- 1 - Fundamentals of Sketching
- 2 - Graphics - 1
- 3 - Character Construction
- 4 - 3D Modeling
- 5 - Introduction to Digital Arts

Practical

Practical

Practical

Practical

Practical

 Photoshop CorelDRAW 3ds Max Prompting of Aesthetics | ChatGPT and Google Gemini AI | Adobe Fire Fly

Semester - II

Semester 2

- 1 - Texturing
- 2 - Lighting & Rendering
- 3 - 3ds Max -1
- 4 - Graphics - 2

Practical

Practical

Theory

Practical

 3ds Max Illustrator Prompting Aesthetics of Animation | Kling AI

Semester - III

Semester 3

- 1 - Animation
- 2 - Dynamics
- 3 - 3ds Max -2
- 4 - Editing
- 5 - VFX

Practical

Practical

Theory

Theory+Practical

Theory+Practical

 3ds Max After Effects Premiere Pro Adobe Premiere AI Tool Kit | Adobe After FX AI Tool Kit | Eleven Labs | Runway ML | Clip Champ

Semester - IV

Semester 4

- 1 - 3D Based Project and Viva

Theory+Practical

 ComfyUI | Luma AI