



M.Sc in Media Graphics in Animation & VFX

2580 Hours, 24 Months

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

The M.Sc. in Media Graphics in Animation & VFX is a comprehensive two-year program designed to develop advanced skills in Animation and VFX. Students begin with foundational training in traditional and digital arts, 2D and 3D animation, scriptwriting, sound design, and motion graphics.

The program advances to specialized techniques in VFX, character design, and compositing, using industry-standard tools such as Houdini, Maya, and Nuke. Practical knowledge is reinforced through internships, a final project in a form of short film in 2d/3d animation or VFX. By the end, students are equipped with a professional portfolio, ready for careers in animation and VFX.



What will you learn in this program?

- Advance Digital art and Illustration
- 2D and 3D Animation
- Advance VFX Techniques
- Short Film Making
- Portfolio Development

Applicable jobs after successful completion of this program:

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|------------------|-------------|-----------|--------------------|
| - Previz | - Texturing | - FX | - Compositing |
| - Storyboarding | - Lighting | - Roto | - Motion Graphics |
| - Matte Painting | - Rigging | - Paint | - Graphic Designer |
| - Modeling | - Animation | - Cleanup | |

Subjects / Topics

Practical/Theory

Software Skills

1ST Year

Semester 1

1 - Development with Traditional& Digital Art	Practical	 Photoshop
2 - Advanced Digital Enhancement	Practical	
3 - 2D Animation	Practical	 Illustrator
4 - Script Writing & StoryBoard Designing	Practical	 Animate CC
5 - Miniature designing	Practical	
6 - Sound Designing/Voice Modulation	Practical	 Audition

 Prompting of Aesthetics | ChatGPT and Google Gemini AI | Adobe Fire Fly

Semester 2

1 - Advancement of 2D Animation	Practical	 Animate CC	 Sampler
2 - Advancement of 3D Design	Practical	 3ds Max	 Substance Painter
3 - Media Law and Ethics	Theory	 Maya	 Substance Designer
4 - UV Layouts & Texturing	Practical	 ZBrush	 Mari
5 - Motion Graphics	Practical		
6 - Book Review / Film Review	Theory	 Reality Capture	 After Effects
		 Cinema 4D	

 Adobe After Effects AI Tool Kit | Prompting Aesthetics of Animation | Kling AI

2nd Year

Semester 3

1 - Advanced VFX Techniques	Practical	 Houdini	 tyFlow
2 - Compositing CGI with a Live-Action Scene	Practical		
3 - Next-Gen Character Design	Practical	 Phoenix FD	 Maya
4 - Advance Character Setup & Animation	Practical	 Maya Bifrost	 Nuke
5 - 3D Tracking & Match Moving	Practical	 Maya Xgen	 ZBrush
6 - Communication Skill / Entrepreneurship Development	Theory		
7 - Internship	Practical	 Silhouette	 Syntheyes
		 Marvelous Designer	

 Eleven Labs | Runway ML | Clip Champ

Semester 4

1 - 2D Animation Project / 3D Animation Project / VFX Project	Practical Theory
2 - Research Methodology	Practical
3 - Project Dissertation & Viva	Practical
4 - Portfolio Presentation	

 ComfyUI | Luma AI