

B.VOC. IN ANIMATION & VISUAL EFFECTS (3 YEARS)

MOVIES | TV & WEB SERIES | ADS

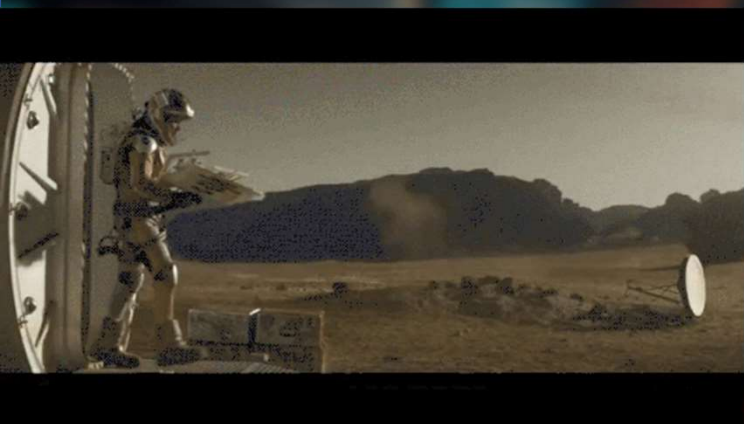
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B.VOC IN ANIMATION & VFX

MOVIES | TV & WEB SERIES | ADS

DURATION : 3 YEARS



This comprehensive program covers a broad spectrum of art, design, and digital media skills. Students learn illustration, 3D modeling, rigging, animation, dynamics, and advanced visual effects using industry-standard software such as Maya, Z-Brush, Houdini, and more. The curriculum equips students with the knowledge and tools to excel in the world of digital media and visual effects production.

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SEMESTER – 1 | FUNDAMENTALS OF ART, DESIGN & COMPUTER GRAPHICS (6 MONTHS)



MODULES COVERED

**SKETCHING, COLOUR THEORY, STORY, CHARACTER DESIGN,
DIGITAL ILLUSTRATION, STORYBOARD, COMPUTER GRAPHICS, VIDEO & AUDIO EDITING**

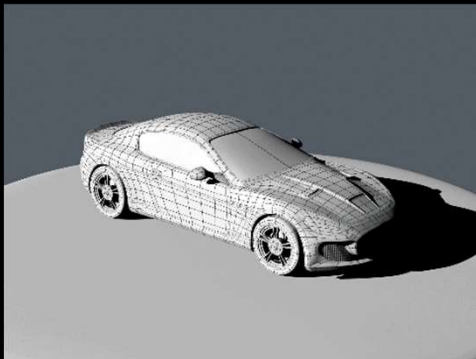
SOFTWARE | ILLUSTRATOR, PHOTOSHOP, PREMIERE. AUDITION

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SEMESTER 2 | MODELING AND TEXTURING (6 MONTHS)



MODULES COVERED

**3D MODELLING, ADVANCE MODELING & SCULPTING,
TEXTURING, REALISTIC CHARACTER MODELING AND TEXTURING**

SOFTWARE | MAYA, Z-BRUSH

B.VOC in ANIMATION & VFX

MOVIES | TV & WEB SERIES | ADS

DURATION : 3 YEARS

SEMESTER 3 | LIGHTING, RIGGING & CHARACTER ANIMATION (6 MONTHS)



MODULES COVERED

**LIGHTING, RIGGING, 3D CHARACTER ANIMATION,
ADVANCED CHARACTER ANIMATION**

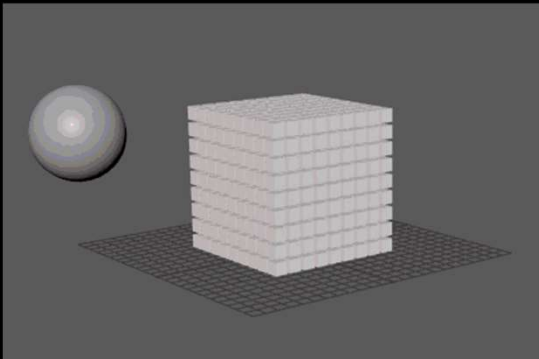
SOFTWARE | MAYA, ARNOLD

B.VOC in ANIMATION & VFX

MOVIES | TV & WEB SERIES | ADS

DURATION : 3 YEARS

SEMESTER 4 | DYNAMICS AND MOTION GRAPHICS (6 MONTHS)



MODULES COVERED

DYNAMICS, MASH, TECHNICAL ANIMATION, BIFROST, MOTION GRAPHICS

SOFTWARE | MAYA, MASH, XGEN, BULLET, BIFROST, AFTER EFFECTS

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MOVIES | TV & WEB SERIES | ADS

DURATION : 3 YEARS

SEMESTER 5 | VISUAL EFFECTS (6 MONTHS)



MODULES COVERED

**3D OBJECT BASED PARTICLE, ROTO, PAINT, KEYING, WIRE REMOVAL, TRACKING, CGI INTEGRATION,
CAMERA PROJECTION, VFX COMPOSITING, ADVANCED LIGHTING**

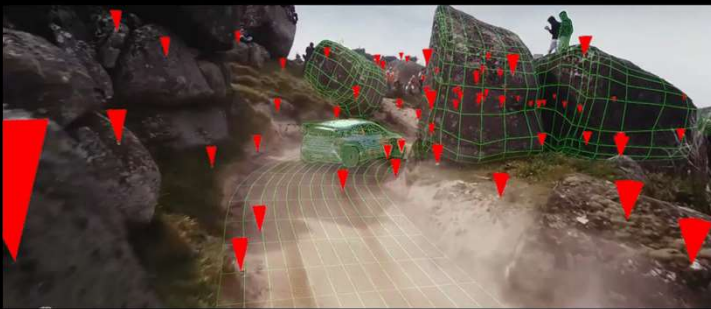
SOFTWARE | ELEMENT 3D, NUKE, MAYA, ARNOLD

B.VOC in ANIMATION & VFX

MOVIES | TV & WEB SERIES | ADS

DURATION : 3 YEARS

SEMESTER 6 | ADVANCED VISUAL EFFECTS (6 MONTHS)



MODULES COVERED

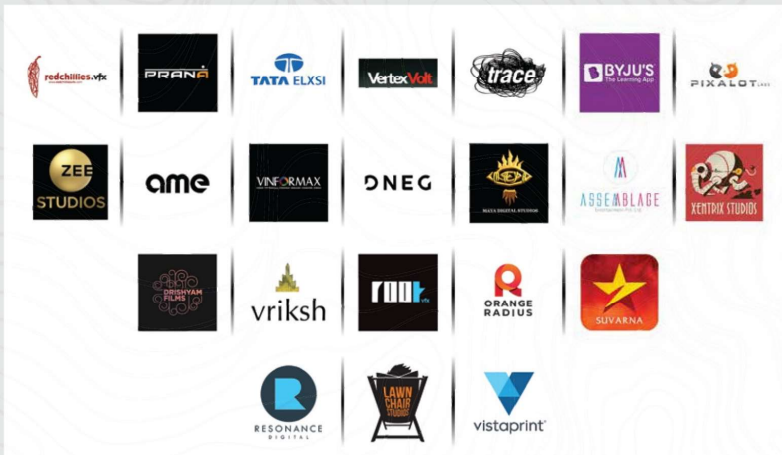
ADVANCED ROTOSCOPY, MANUAL & GEOMETRY BASED AND OBJECT TRACKING, PROCEDURAL MODELING, PYRO FX AND PARTICLE EFFECTS, SPECIAL EFFECTS

SOFTWARE | SILHOUETTEFX, 3D EQUALIZER, HOUDINI

CAREER OPPORTUNITIES

- Illustrator
- Graphic Designer
- Storyboard Artist
- Character Designer
- Background Painter
- Stop Motion Animator
- Architectural Animator
- Product Designer
- Texture Artist
- Lighting Technician
- Character Rigger
- Character Animator
- Roto Artist
- Matchmover
- Matte Painter
- Pipeline TD
- Video Game Designer
- VFX Producer
- CG Supervisor
- VFX Supervisor
- Compositing Artist
- Effects Animator
- Render Wrangler
- Tracking Artist
- Advertising art director
- Printmaker
- Exhibition designer
- Fine artist
- Interior and spatial designer
- Landscape architect
- Medical illustrator
- Multimedia specialist

TOP RECRUITERS



STUDENTS PLACED



ENROLL NOW !

Join an emerging New-Age Career in
ANIMATION & VISUAL EFFECTS