frameboxx 2.0®
animation | visual effects
Premier Academy for Media & Creative Arts

Powered by UID
Ignite your ambition

BECOME A PROFESSIONAL
»»» JOB READY ARTIST

AI INTEGRATED COURSES

«« www.frameboxx.in »»

ABOUT FRAMEBOXX 2.0

In the era of prevailing creative art schools, redefining the age old training methods was necessary. A fresh approach to the training system was required. To fill this vacuum, Frameboxx was established with a vision to create industry-ready artists.

We offer latest course curricula to help students specialize their careers in Animation, VFX (Visual Effects), Gaming, Graphic Design, Web Design & Development, Photography, Editing, Multimedia, Broadcast design and other related creative and technical sectors.

Our skill-based training comprises of degree and specialized certificate courses that enhance professional competence and provides distinguished learning. Our course curriculum is the perfect mix of theory and practical sessions to learn the aesthetic values with real life problemsolving techniques. Innovation and a team of experienced and passionate instructors is the core strength of our training studio. To reinforce the curriculum we regularly conduct Master class sessions through leading industry evangelists.

Over 25,000 students trained with more than 4,000 currently in the system.

As stated earlier, we match the latest technological trends with our techniques to contribute in the growth of the student. Bringing fresh energy to our processes and emphasizing on our core strengths is a vital part of our mission. User-friendly working environment and quality training programs act as an artistic merit of our training studio. Training through experienced trainer's practical exposure, working on live projects contribute in the process of overall professional development of our students. Following such discipline, we have built an atmosphere that opens new gateways of creativity and innovation for our students.

Frameboxx has one of the most transparent placement portals that provides career opportunities to its students in leading Animation and VFX studios all over India. Our Students have worked on prestigious Hollywood and Bollywood feature film projects in studious such as DNEG, Technicolor Prime Focus, Framestore, Pixel Digital Studios, Rockstar, Red Chillies VFX, Weta Digital, Accenture, Dreamworks, Legend, Makuta Visual Effects, MPC, Viacom 18, Golden Robot, NY VFXWAALA, Tata Elxsi, Deluxe, Tau Films, Vistaprint, Bubble Creations, After, Labyrinth, philmCGI to name a few.

Become a part of this journey. Learn to animate your imagination and explore new dimensions of the digital world.

Be a Frameboxxer. Become an Expert.

Mission

To spread the latest industry knowledge to students and make them employable in their selected job profession

Vision

We are committed to produce high quality manpower to fuel the ever growing needs of the various verticals of Media & Entertainment industry

Strategic Alliance

Affiliation with Media & Entertainment Skills Council (MESC)
Partnership with international experts (Los Angeles based visual effects veteran Steve Wright)

Innovation

Introduced concepts of skill super-specialization which has become the norm in the industry
Students of Frameboxx worked on a 3D Animated feature film trailer (Jugnoo) with nationally acclaimed director- a first in the industry

Awards

Students work received national and international acclaim.
Awards FICCI RAF Awards, Golden Cursor Animation Awards, AAROHI Film Festival, Molim and CGT Awards

Mr. Rajesh R. Turakhia

Founder's Message

Welcome to Frameboxx 2.0 - where creativity meets technology, and innovation shapes the future!

The Animation, VFX, Gaming, and Digital Media industries are evolving at an extraordinary pace. With advancements in AI-driven content creation, real-time rendering, AR/VR, and the rise of the Metaverse, the demand for skilled professionals has never been greater.

The Indian Media & Entertainment industry is projected to surpass INR 300 billion by 2025, with AVGC and immersive media playing a pivotal role in this growth.

As the Founder of Frameboxx Animation & Visual Effects Institute and an active member of the Sub-Task Force (Skilling) and the CII Sub Committee on AVGC and Immersive Media, I am dedicated to shaping policies that empower the next generation of creative professionals. At Frameboxx 2.0, our commitment remains unwavering—to provide industry-focused training, hands-on experience, and future-ready skills that prepare you for success in this competitive landscape.

By choosing Frameboxx 2.0, you have already taken the first step toward a rewarding career in Animation, VFX, Gaming, UI/UX, Graphics, and emerging technologies. The journey ahead will challenge you, but remember—great things come to those who push boundaries, embrace innovation, and never stop learning.

We are proud to have you as part of the Frameboxx 2.0 family and are committed to guiding and supporting you every step of the way. Your future in this ever-evolving industry is bright - let's create, innovate, and achieve greatness together!

From the CEO's Desk

Mr. Ravi Gupta

As the CEO of Frameboxx Animation and Visual Effects Institute, I take immense pride in being a part of your transformative journey into the world of Animation, Visual Effects, Gaming, and Comics (AVGC).

The AVGC sector has evolved at an unprecedented pace, driven by innovations in AI, real-time rendering, virtual production, and immersive technologies like AR/VR and the Metaverse. India's AVGC industry is on track to become a global powerhouse, with projections estimating a tenfold increase in skilled professionals by 2030. From blockbuster films and AAA games to interactive media and virtual experiences, the demand for creative and technical talent has never been higher.

At Frameboxx 2.0, we are committed to equipping you with the skills and knowledge necessary to thrive in this dynamic industry. Our future-focused curriculum integrates cutting-edge tools, AI-powered workflows, and real-world industry insights to ensure that you stay ahead of the curve. We believe in hands-on learning, and our strong ties with leading studios and industry veterans provide invaluable internship and placement opportunities.

Our alumni have contributed to globally acclaimed projects across film, gaming, and digital entertainment. With the right training, passion, and perseverance, you too can shape the future of AVGC.

As you embark on this exciting journey, embrace innovation, refine your craft, and push the boundaries of creativity. The future is digital, immersive, and limitless—and you have the power to shape it.

Welcome to the next era of AVGC. Welcome to Frameboxx 2.0.

Frameboxx 2.0 stands strong on the International
Standards of Quality Education and Job Oriented Training

Top 25 International Animation Schools and Colleges 2020 International Rankings by

»» Animation Career Review ««

Ranking	School	Country
1	Sheridan College	Canada
2	Gobelins	France
3	Rubika	France, Canada, India
4	Bournemouth University	England
5	Ecole Superieure des Metiers Artistiques (ESMA)	France
6	MOPA	France
7	Animation Workshop/VIA University College	Denmark
8	RMIT University Australia	Australia
9	Media Design School	New Zealand
10	Griffith University	Australia
11	Emily Carr University of Art + Design	British Columbia
12	University of Technology Sydney	Australia
13	Royal College of Art	England
14	Teesside University	England
15	ArtFX	France
16	ChungKang College of Cultural Industries	South Korea
17	Image Campus	Argentina
18	Escape Studios	England
19	University of Hertfordshire	England
20	**Frameboxx 2.0**	**India**
21	Beijing Film Academy	China
22	University of Melbourne	Australia
23	School of Digital Arts	Canada
24	Bezalel Academy of Arts and Design	Israel
25	University of the West of England	England

Frameboxx 2.0

Is Proud to be ranked in the list of

"Top 25 International

Animation Schools and Colleges-

2020 International Rankings"

In the 'Animation Career Review' Magazine

Scan here
to see our ranking
»»»

International Partnership with Yorkville, Canada: Dual Degree

YORKVILLE UNIVERSITY

Toronto Film School

Unreal Authorized Training Center

AUTHORIZED TRAINING CENTER 2023

OUR PROGRAMS

Our skill-based training comprises of Degree, Specialization, Master and Expert programs that enhance professional competence and provides distinguished learning. Our program curriculum is the perfect mix of theory and practical sessions to learn the aesthetic values with real life problem solving techniques.

Team of experienced, innovative and passionate instructors is the core strength of our training studio. We regularly conduct master class sessions through industry evangelists.

Our programs are aligned with MESC QPNOS: MES/Q0401, Q0502, Q0504, Q0506, Q0507, Q0510, Q0515, Q0601, Q0701, Q0702, Q0703, Q0704, Q0705, Q0706, Q0708, Q0904, Q0905, Q1401, Q2501, Q2502, Q2503, Q2505, Q2508, Q3501, Q3503, Q3504, Q3505.

Degree Program

- B.Sc. in 3D Animation and Visual Effects — 42 Months ..... Pg - 7 & 8

MPGA (Master Program in Game Art)

- Game Art — 30 Months ..... Pg - 11 & 12

MPAV (Master Program in Animation & Visual Effects)

- 3D Asset Creation — 30 Months ..... Pg - 13 & 14
- Rigging & Animation — 30 Months ..... Pg - 15 & 16
- FX & Dynamics — 30 Months ..... Pg - 17 & 18
- Roto, Paint, Matchmove & Compositing — 30 Months ..... Pg - 19 & 20

MPMG (Master Program in Motion Graphics)

- Motion Graphics — 24 Months ..... Pg - 21 & 22

Specialization Program

- 3D/VFX — 24 Months ..... Pg - 23 & 24

Expert Programs

- Graphic, Broadcast & Social Media Design — 12 Months ..... Pg - 25 & 26
- Graphic Designing & Video Editing — 8 Months ..... Pg - 27 & 28
- Graphic Designing — 6 Months ..... Pg - 29 & 30
- Web & UI/UX Design — 7 Months ..... Pg - 31 & 32
- Web Development — 6 Months ..... Pg - 33 & 34
- Architecture Visualization — 7 Months ..... Pg - 35 & 36

Future Technologies

- Generative AI — 2 Months ..... Pg - 37 & 38
- Virtual Reality — 5 Months ..... Pg - 39 & 40
- Metaverse — 3 Months ..... Pg - 41 & 42

B.SC. IN 3D ANIMATION & VISUAL EFFECTS

3435 Hours (Training + Practical)

36 Months +
6 Months Portfolio Development

AI INTEGRATED COURSE

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.*

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

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

1st Year

Semester I
Digital Photo Manipulation | Color Theory and Design Principles
Communication Skills (English) | Drawing and Sketching | Storyboarding
> Photoshop > InDesign > Animate (Fundamentals)
AI Prompting Aesthetics | ChatGPT and Google Gemini AI | Leonardo AI | Adobe Fire Fly

Semester II
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
AI Adobe Premiere AI Tool Kit | Adobe After Effects AI Tool Kit | Suno AI

2nd Year

Semester III
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
AI Prompting Aesthetics for Animation | Midjourney | Runway ML

Semester IV
3D Animation - Level 01 | 3D Rigging | Creative Writing | Rotoscopy & Paint
Camera Tracking and Matchmove
> Maya > Silhoutte > 3DEqualizer > PFTrack > (AI Generative) for AVGC
AI Kling AI | Eleven Labs | ClipChamp

3rd Year

Semester V
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)
AI ComfyUI

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

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

APPLICABLE JOBS

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
- Matchmove Artist
- Paint Artist
- Compositor

FLOW OF MASTER PROGRAMS

This course is designed to equip students with the technical and creative skills required to master in the field of 3D Animation and Visual effects. The course is structured into three distinct levels of proficiency, Namely Beginner, Intermediate, and Master.

The Beginner level is designed to provide students with a strong foundation in the fundamentals of 3D animation and visual effects. This level covers the basic concepts, principles, and techniques involved in 3D modeling, texturing, lighting, rigging, animation, dynamics and compositing. Through a combination of theoretical learning and hands-on practical exercises, students gain a thorough understanding of the core concepts and tools of 3D animation and visual effects.

The Intermediate level is tailored to enable students to specialize in one of the four available streams, namely 3D Asset & Look Dev, 3D Rigging and Animation, FX and Dynamics and Compositing. The Intermediate level curriculum is designed to deepen students' understanding of their chosen stream and to equip them with specialized tools and techniques used in the industry.

The Master level is the final stage of the course, where students hone their skills in their elected stream to become proficient professionals. At this level, students are given the opportunity to apply their knowledge and skills to real-world industry projects, and to create a portfolio of work that showcases their abilities. Through a combination of project-based learning and industry-focused training, students are equipped with the skills and knowledge necessary to succeed in this highly competitive and dynamic field.

In the final module, students will bring their skills together to create a 3D or VFX short film, simulating a real-world production pipeline. They'll work through each stage of the filmmaking process – from concept development and storyboarding to final compositing. Additionally, students will explore Unreal Engine to enhance their projects with real-time rendering techniques and interactive storytelling, preparing them to adapt to cutting-edge practices in the industry.

After completion, Student can pursue career opportunities in a diverse range of industries, working on Indian and International projects spanning Films, Web Series, Advertising, E-Learning and various other domains of broadcast media. The demand for skilled 3D artists and visual effects professionals is constantly growing, making this a highly rewarding and lucrative field to work in.

Overview of the Learning Journey

As the name suggests, all these courses aim to mentor you in all areas of Animation, Visual Effects and Gaming. It empowers you with multiple skill sets, thus giving you an edge over your peers. You have access to case studies and research material provided by us. You will also be interacting with our Subject Matter Experts, who have worked on projects that have been acclaimed both nationally and internationally.

After successful course completion, you will develop the following job skills:-

- 2D Storyboarding
- Matte Painting
- 3D Animation (Previs, Modeling, Texturing, Lighting, Rigging, Animation, FX)
- Visual Effects (Roto, Paint, Cleanup, 3D Tracking, Matchmoving, Compositing)
- CG Generalist
- VFX Generalist
- Motion Graphics, Broadcast Designing
- Graphic Designer
- Video Editor

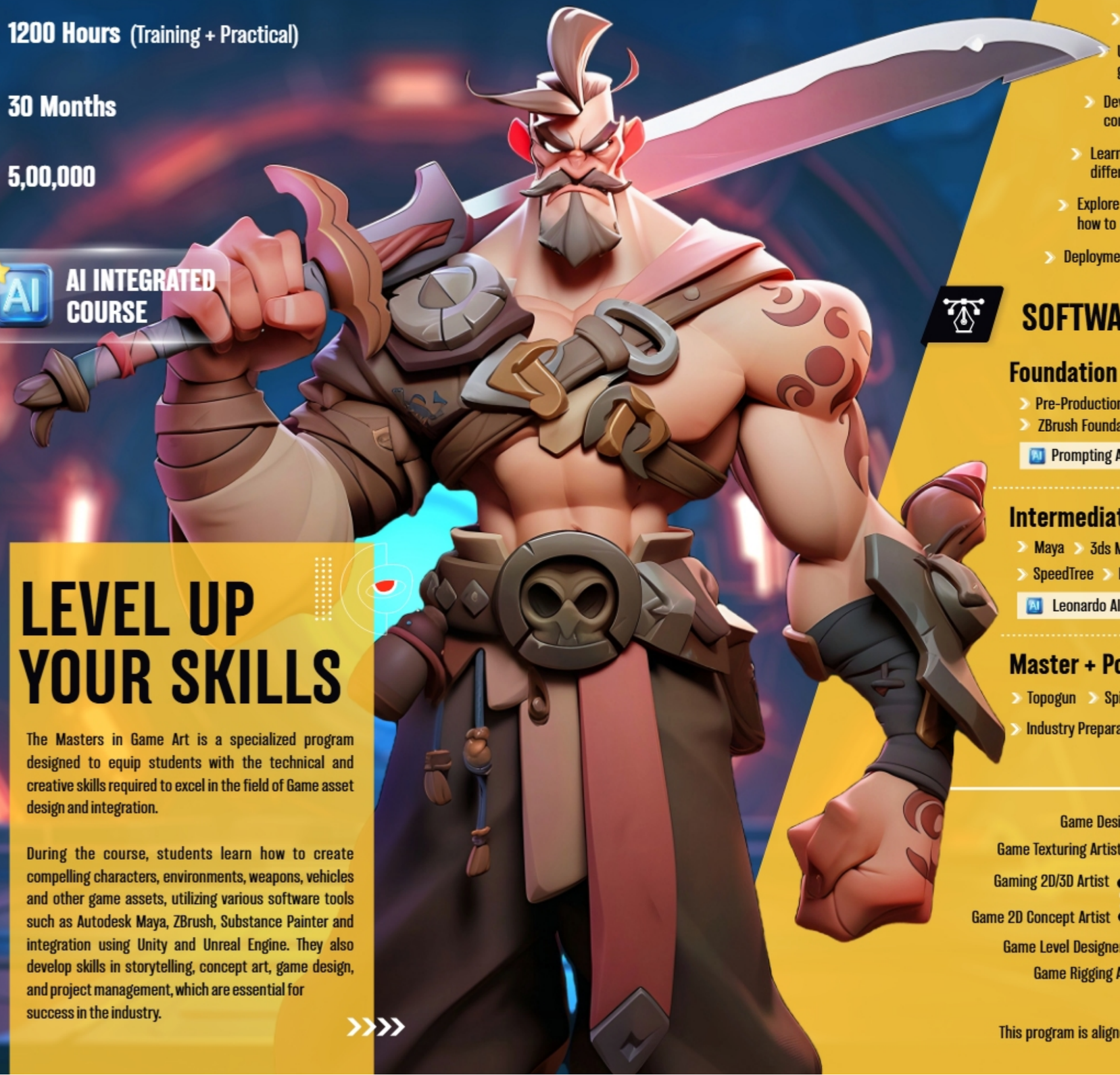
MPGA: GAME ART

1200 Hours (Training + Practical)

30 Months

5,00,000

AI INTEGRATED COURSE



LEVEL UP YOUR SKILLS

The Masters in Game Art is a specialized program designed to equip students with the technical and creative skills required to excel in the field of Game asset design and integration.

During the course, students learn how to create compelling characters, environments, weapons, vehicles and other game assets, utilizing various software tools such as Autodesk Maya, ZBrush, Substance Painter and integration using Unity and Unreal Engine. They also develop skills in storytelling, concept art, game design, and project management, which are essential for success in the industry.

WHAT'S COVERED IN THIS PROGRAM?

- Learn to create 3D art assets for various game genres, including characters, environments, weapons and props
- Gain expertise in industry-standard software and tools
- Understand the principles of game design, including storytelling, world-building, and game mechanics
- Develop skills in concept art, illustration, and character design to create unique and compelling game worlds
- Learn to work with game engines such as Unreal and Unity, and how to optimize assets for different platforms and devices
- Explore emerging technologies like Augmented Reality (AR) and virtual reality (VR), and learn how to use them to enhance the player experience
- Deployment and optimization all 3D elements for faster rendering

SOFTWARES COVERED

Foundation (11 Months / 440 Hours)

Pre-Production · Photoshop · Sketchup · Maya-Foundation · 3ds Max · ZBrush Foundation · Substance Painter

AI Prompting Aesthetics | ChatGPT and Google Gemini AI

Intermediate (10 Months / 390 Hours)

Maya · 3ds Max · Houdini · ZBrush · Substance Painter · Substance Designer · SpeedTree · Marmoset Toolbag

AI Leonardo AI | Kling AI

Master + Portfolio Development (9 Months / 370 Hours)

Topogun · Spine · Mari · Spark AR, VR · Unity Engine · Unreal Engine · Industry Preparation · Capstone Project · Portfolio Development & Presentation

*Few topics will be covered online

APPLICABLE JOBS

- Game Designer
- Game Texturing Artist
- Gaming 2D/3D Artist
- Game 2D Concept Artist
- Game Level Designer
- Game Rigging Artist
- Game Prop Artist
- Game Animator
- Game 2D/3D Character Artist
- Game Environment Artist
- Unity/Unreal Engine Artist
- Game VFX Artist

This program is aligned with MESC QPNOS: MES/Q0502, Q0504, Q0510, Q0701, Q2501, Q2502, Q2503

MPAV: 3D ASSET CREATION

1275 Hours (Training + Practical)

30 Months

4,00,000

AI INTEGRATED COURSE

SCULPT YOUR CAREER

This course is designed to equip students with the technical and creative skills required to master in the field of 3D Asset Creation.

The course includes 3D Modeling & Texturing techniques used for Films, Tv series and Games.

After completion, Student can pursue career opportunities in a diverse range of industries, working on Indian and International projects spanning Films, Web series, Advertising, E-Learning and various other domains.

WHAT'S COVERED IN THIS PROGRAM?

- Understanding of aesthetics - Important for creating visually appealing and functional designs
- Detailed Anatomy & Muscle study - Essential for creating realistic and believable character and creature models
- Prop Modeling/BG/Environment/Automotive Modeling - Different techniques used in 3D asset creation for creating objects, environments, and vehicles
- Character Modeling - Involves creating accurate and proportionate 3D models of humans
- Creature Modeling - Involves creating 3D models of fantastical or imaginary creatures
- Hi-end Texturing - Involves creating highly detailed and realistic textures for 3D models to achieve a polished and professional final product
- Look development for various environment, Product and Character: Creating a cohesive visual style for a project, important for achieving a consistent and appealing look
- Develop a 3D Animated Shortfilm
- Master the art of Unreal Engine to create stunning real-time visuals

SOFTWARES COVERED

Foundation (12 Months / 510 Hours)

Pre-Production · Introduction to Film-Making · Photoshop · 3ds max · Maya – Foundation · Introduction to Generative AI · After Effects · Premiere Pro · Audition

AI Prompting Aesthetics for Animation | ChatGPT & Google Gemini AI | Leonardo AI | Midjourney | ComfyUI for VFX

Intermediate + Portfolio Development (6 Months / 255 Hours)

Maya · Blender · Substance Painter · ZBrush · Arnold · Portfolio Development

AI Runway ML | Kling AI | Eleven Labs | Clipchamp

Master + Portfolio Development (6 Months / 270 Hours)

Maya · Marvelous Designer · Substance Designer · Mari · ZBrush · Reality Capture · Katana · Cinema 4D · Nuke

Short Film Development (6 Months / 240 Hours)

3D Short Film Development · Unreal Engine

*Few topics will be covered online

APPLICABLE JOBS

- 3D Character Modeler
- 3D Prop/Env Modeler
- 3D Vehicle Modeler
- 3D Texturing Artist
- 3D Lighting Artist
- 3D Rendering Artist
- Unreal Engine Arstist

This program is aligned with MESC QPNOS: MES/Q0502, Q0504, Q0510, Q0701, Q2501, Q2502, Q2503

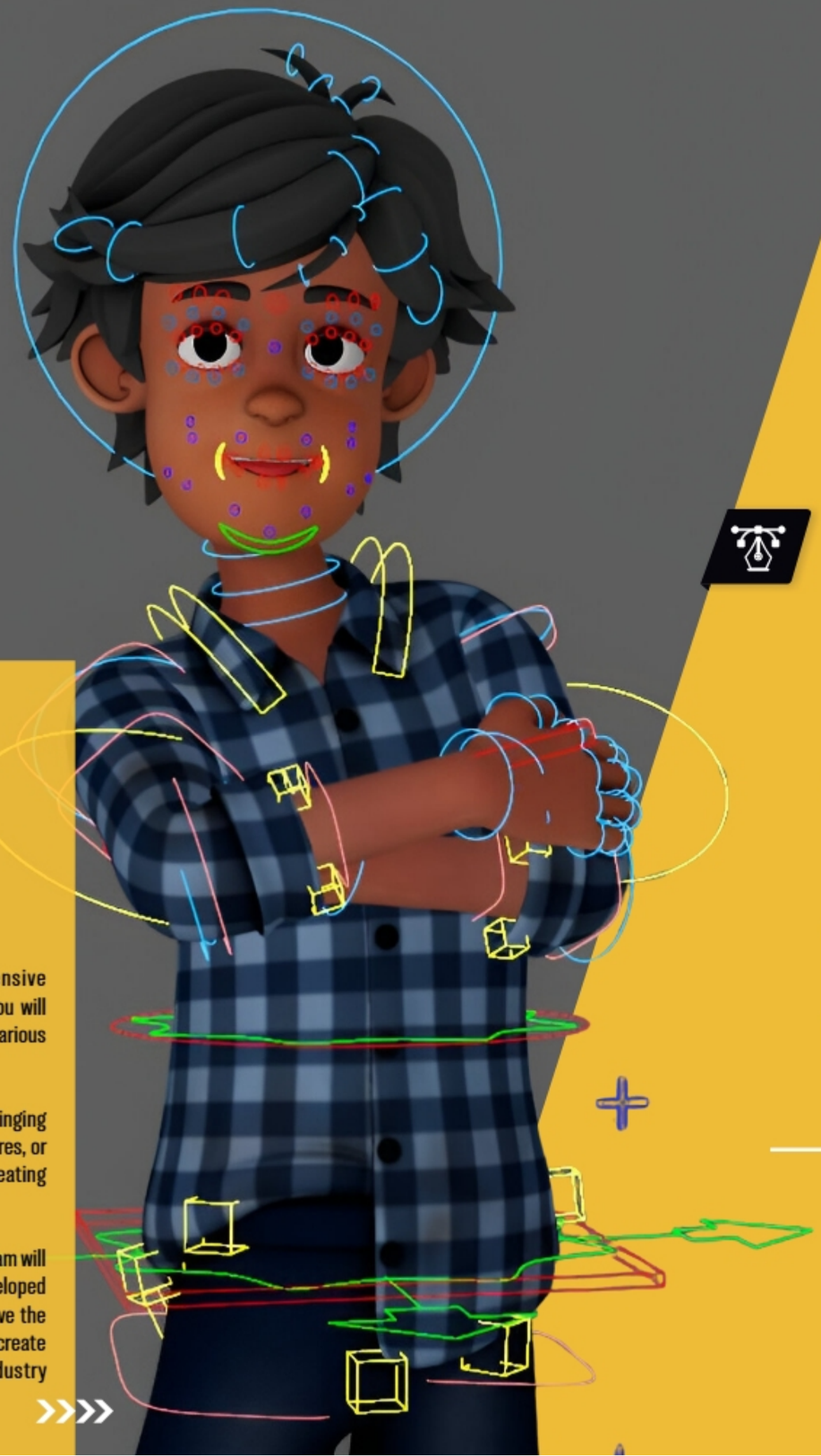
MPAV: RIGGING & ANIMATION

1250 Hours (Training + Practical)

30 Months

4,00,000

AI INTEGRATED COURSE



BRING CHARACTERS TO LIFE

This program is designed to provide a comprehensive understanding of regular to technical animation skills. You will acquire extensive knowledge and practical experience in various animation styles.

Rigging and animation are crucial components for bringing characters to life, whether they are humans, aliens, creatures, or vehicles. These two elements are the fine art of creating believable and relatable stories through your animations.

With the animation industry constantly evolving, this program will expose you to various animation styles that have been developed to date and those that are currently emerging. You will have the opportunity to explore different techniques and styles to create unique and engaging animations that meet the industry standards.

WHAT'S COVERED IN THIS PROGRAM?

- Creation of proper control rigs as per project requirement
- Creating rigs for Props, Mechanical and Toon character
- Understanding of using muscle rig for realistic human and creature character
- Creation of custom rigs to increase productivity
- Rigging set up to take care of CHF (Cloth, Hair, Fur) and other related Physics
- Techniques to make the production pipeline better
- Thorough understanding of Principles of Animation
- Shot preparation using acting for Animation
- Achieve various Animation styles as per the project genre
- Develop overall artistic sense and creativity
- Develop a 3D Animated Shortfilm
- Master the art of Unreal Engine to create stunning real-time visuals

SOFTWARES COVERED

Foundation (12 Months / 510 Hours)

Pre-production › Introduction to Film-Making › Photoshop › 3ds max › Maya – Foundation › Introduction to Generative AI › After Effects › Premiere Pro › Audition

AI Prompting Aesthetics for Animation | ChatGPT & Google Gemini AI | Leonardo AI | Midjourney | ComfyUI for VFX

Intermediate + Portfolio Development (6 Months / 250 Hours)

Maya › 3ds Max › Blender › Portfolio Development

AI Runway ML | Kling AI | Eleven Labs | Clipchamp

Master + Portfolio Development (6 Months / 250 Hours)

Maya › Motion Capture › Arnold › After Effects

Short Film Development (6 Months / 240 Hours)

3D Short Film Development › Unreal Engine

*Few topics will be covered online

APPLICABLE JOBS

- 3D Animator
- 3D Rigger
- 3D Layout Artist

This program is aligned with MESC QPNOS: MES/Q0503, Q0507, Q0701, Q2501, Q2502, Q3501.

MPAV: FX & DYNAMICS

1205 Hours (Training + Practical)

30 Months

4,00,000

AI INTEGRATED COURSE

CREATE STUNNING VISUALS

This program is designed to equip you with the skills necessary to create stunning and realistic 3D dynamics effects using particle simulations considered as one of the most challenging aspects of animation, visual effects, and gaming industry.

Creating dynamic effects that are visually compelling and align with the genre of the project requires careful attention to detail. It is essential to continually tweak the effects to meet the director's vision and improve the overall quality of the final product.

The workflow and pipeline for creating particle simulations are continually evolving with each project, making it necessary to stay updated with the latest technology and industry standards. This program will provide you with hands-on experience with the latest software and tools used in the industry to create high-quality 3D dynamics effects.

WHAT'S COVERED IN THIS PROGRAM?

- Refine and develop your aesthetic and technical skills
- Learn industry-standard techniques for working with cloth, hair, and fur (CHF)
- Gain experience working on a shot single-handedly, including modeling, texturing, dynamics, lighting, and animation
- Manipulate 3D models and textures to meet project requirements
- Optimize the complete scene for maximum impact
- Work with various simulations, including fluids/liquids, object shattering and fracture. (such as buildings, glass, and vehicles), blasts, debris, fire, smoke, blood, energy (such as balls, blasts, vortex, and shockwaves), weather, storm clouds, and more
- Develop a 3D Animated Shortfilm
- Master the art of Unreal Engine to create stunning real-time visuals

SOFTWARES COVERED

Foundation (12 Months / 510 Hours)

Pre-production › Introduction to Film-Making › Photoshop › 3ds max › Maya – foundation › Introduction to Generative AI › After Effects › Premiere Pro › Audition

AI Prompting Aesthetics for Animation | ChatGPT & Google Gemini AI | Leonardo AI | Midjourney | ComfyUI for VFX

Intermediate + Portfolio Development (6 Months / 235 Hours)

Maya Dynamics › Blender Fx › After Effects › Phoniex FD › tyFlow › Maya X Gen › Houdini › PFTrack › Portfolio Development

AI Runway ML | Kling AI | Eleven Labs | Clipchamp

Master + Portfolio Development (6 Months / 220 Hours)

Maya › Marvelous Designer › Houdini › Nuke

Short Film Development (6 Months / 240 Hours)

3D Short Film Development › Unreal Engine

*Few topics will be covered online

APPLICABLE JOBS

3D FX / Simulation Artist
(Water / Fire / Expositions / Natural phenomena and more)

This program is aligned with MESC QPNOS: MES/Q0504, Q2501, Q3501, Q3505.

MPAV: ROTO, PAINT, MATCHMOVE & COMPOSITING

1185 Hours (Training + Practical)

30 Months

4,00,000

AI INTEGRATED COURSE

SEAMLESS VFX INTEGRATION

This comprehensive rotoscoping, paint, Matchmove and compositing course covers the entire spectrum from basic techniques to advanced workflows, including compositing. You'll receive hands-on training with a variety of projects that will help you develop your skills, and you'll have access to feedback and support to guide you towards a career in the VFX industry.

The course is designed by experienced professionals who have worked in the film and animation industries, providing you with a deep understanding of the techniques and workflows used in professional settings.

WHAT'S COVERED IN THIS PROGRAM?

- Introduction to rotoscoping, paint, and compositing
- Understanding the VFX pipeline and industry-standard software tools
- Advanced rotoscoping techniques such as tracking, stabilization, and matte creation
- Paint techniques including wire removal, object removal, and clean-up
- Working with green screens, mattes, and alpha channels
- Setup of trackers and pointers for live action shooting
- Understanding core concepts of film cameras including lens, fps, shutter speed, aperture, shooting formats and various others
- Object tracking techniques
- Compositing techniques such as layering, blending modes, and color correction
- Multi-pass compositing and integrating 3D elements
- Advanced color grading and finishing techniques
- Building a professional demo reel to showcase your skills and work

SOFTWARES COVERED

Foundation (12 Months / 510 Hours)

Pre-production · Introduction to Film-Making · Photoshop · 3ds max · Maya – foundation · Introduction to Generative AI · After Effects · Premiere Pro · Audition

AI Prompting Aesthetics for Animation | ChatGPT & Google Gemini AI | Leonardo AI | Midjourney | ComfyUI for VFX

Intermediate + Portfolio Development (6 Months / 195 Hours)

After Effects · Maya · Mocha · PFTrack · Silhouette · DaVinci Resolve · Portfolio Development

AI Luma AI for VFX

Master + Portfolio Development (6 Months / 240 Hours)

Photoshop · 3D Equilizer · Rotomation · Nuke

Short Film Development (6 Months / 240 Hours)

3D Short Film Development · Unreal Engine

*Few topics will be covered online

APPLICABLE JOBS

- Roto Artist
- Paint Artist
- 3D Tracking / Matchmoving Artist
- Rotomation Artist
- Compositor

This program is aligned with MESC QPNOS: MES/Q0506, Q2501, Q3501, Q3504, Q3505.

MPMG: MOTION GRAPHICS

960 Hours (Training + Practical)

24 Months

4,00,000

AI INTEGRATED COURSE

ANIMATE YOUR IDEAS

This course is designed to equip students with the skills and knowledge to create compelling, visually engaging motion graphics that communicate a message effectively.

This program prepares you to create exceptional motion graphics for movies, TV shows, commercials, social media, and more, enhancing brand recognition, awareness, and revenue. You'll learn to craft compelling visual narratives tailored to project needs and genres. Starting with storyboarding, the program guides you through using 2D and 3D software to produce stunning motion graphics.

WHAT'S COVERED IN THIS PROGRAM?

- Complete production pipeline of Motion Graphics
- Pipeline of multiple 2D and 3D softwares to create desired output
- Understanding of Design principles and marketing psychology
- Creating videos for various mediums including feature film, OTT, TVC, web, broadcast media, games, social media and many others
- File formats and technical parameters of broadcasting system (editing, sizing, coloring and more)
- Infographics, Typography, Title design, and many other styles of text animation
- Use of leading industry standard plugins for faster production pipeline
- Learn how to use industry-standard software tools such as Adobe After Effects, Cinema 4D, Maya, Houdini & more
- Developing a portfolio of work to showcase skills and creativity to potential clients or employers

SOFTWARES COVERED

Foundation (8 Months / 320 Hours)

Pre-production · Photoshop · Illustrator · Premiere Pro · Audition · After Effects · 3ds Max - Fundamental · Maya - Foundation

AI Prompting Aesthetics for Graphics | ChatGPT and Google Gemini AI | Leonardo AI | Adobe Fire Fly

Intermediate (5 Months / 200 Hours)

Animate CC - Fundamental · After Effects · Mocha - Fundamental · Photoshop

AI Adobe Premiere AI Tool Kit | Adobe After Effects AI Tool Kit | Suno AI

Master + Portfolio Development (9 Months / 360 Hours)

Cinema 4D · Houdini · Maya · 3ds Max · Nuke · After Effects · Trapecode

PORTFOLIO DEVELOPMENT (2 MONTHS / 80 Hours)

*Few topics will be covered online

APPLICABLE JOBS

- Motion Graphics Artist
- Broadcast Design Artist

This program is aligned with MESC QPNOS: MES/Q0701, Q0704, Q1401, Q2501, Q3501, Q3505.

SPECIALIZATION PROGRAM: 3D / VFX

960 Hours (Training + Practical)

24 Months

3,00,000

AI INTEGRATED COURSE

DESIGN BEYOND LIMITS

This program focuses on providing the required knowledge to start your career in the spectacular Media & Entertainment Industry. It works as a stepping stone of your professional journey.

Now-a-days, Animation and VFX are an integral part of Movies, Web series, TVCs and many other broadcasting formats. They help to narrate the storytelling on an enhanced way. It had become a must tool of every Director to properly execute their conceived ideas into reality.

WHAT'S COVERED IN THIS PROGRAM?

- All necessary things to get the jump start in the industry including 2D and 3D Animation, VFX, Photography and Editing
- Holistic knowledge of the industry and work around
- In the 2nd module, you will decide your career goal: 3D or VFX. You will select one module as per your passion and one-to-one discussion with your trainers

SOFTWARES COVERED

Foundation (12 Months / 480 Hours)

- Pre-Production
- Introduction to Film-Making
- Photoshop
- 3ds max
- Audition
- Maya – Foundation
- Introduction to Generative AI
- After Effects
- Premiere Pro

AI Prompting Aesthetics for Animation | ChatGPT & Google Gemini AI | Leonardo AI | Midjourney | ComfyUI for VFX

Specialization (6 months / 240 Hours)

Select one of the following

3D Asset & Look Dev
- Maya
- Blender
- Substance Painter
- ZBrush
- Portfolio Development

FX & Dynamics
- Maya Dynamics
- Blender Fx
- After Effects
- Phoniex FD
- tyFlow
- Maya X Gen
- Houdini
- PFTrack
- Portfolio Development

Compositing
- After Effects
- Maya
- Mocha
- PFTrack
- Silhouette
- DaVinci Resolve
- Portfolio Development

Rigging & Animation
- Maya
- 3ds Max
- Blender
- Portfolio Development

AI Runway ML | Kling AI | Eleven Labs | Clipchamp | Luma AI for VFX

Short Film Development (6 Months / 240 Hours)

- 3D Short Film Development
- Unreal Engine

*Few topics will be covered online

3D SPECIALIZATION

APPLICABLE JOBS

- Previs
- Storyboarding
- Matte Painting
- Modeling
- Texturing
- Lighting
- Rigging
- Animation
- FX

- Roto
- Paint
- Cleanup
- 3D Tracking
- Matchmoving
- Compositing
- FX
- Motion Graphics

VFX SPECIALIZATION

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

EXPERT PROGRAM: GRAPHIC, BROADCAST & SOCIAL MEDIA DESIGN

450 Hours (Training + Practical)

12 Months

1,50,000

AI INTEGRATED COURSE

CREATE. ENGAGE. INSPIRE.

This program focuses on teaching Graphic Designing for Broadcast mediums (Movies, Web series, Commercials, Documentaries, TV Serials and others) and Social Media Channels (Facebook, WhatsApp, Instagram, Pinterest, Twitter, LinkedIn, Snapchat, YouTube and more).

Graphic Designing industry is massive and growing continuously. It is used in wide array of verticals of Media & Entertainment industries. From print media to digital, it is seen in all mediums of marketing and publications.

WHAT'S COVERED IN THIS PROGRAM?

- Drawing & Perspective
- Aesthetics Skills
- Video Editing
- Design Principles
- Color Theory
- Fundamental of Audio
- Printing parameters
- Layout Design
- Creative Visualization
- 2D and 3D Motion Graphics

SOFTWARES COVERED

Foundation (6 Months / 225 Hours)

- Social Media Platforms
- Foundation of Drawing
- Fundamental of Design Theory
- Fundamental of Print Theory
- Digital Photography with Lightroom
- Photoshop with Spark AR
- Illustrator
- InDesign
- CorelDRAW
- Fundamental of Web Design
- Fundamental of UI/UX

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

Expert (6 Months / 225 Hours)

- Principal of Animation
- Animate
- Premiere Pro
- Audition
- After Effects
- Cinema 4D
- Social Media Design
- DaVinci Resolve
- Project and Portfolio

AI Adobe Premiere AI Tool Kit | Adobe After Effects AI Tool Kit | Suno AI

*Few topics will be covered online

APPLICABLE JOBS

- Graphic Designer
- Motion Graphics Artist
- Concept Artist
- Illustrator
- Website Designer
- App Interface Designer
- Creative Visualizer
- Social Media Marketer
- PR and Social Media Manager

This program is aligned with MESC QPNOS: MES/Q0601, Q0702, Q0704, Q1401, Q2501, Q3501.

EXPERT PROGRAM: GRAPHIC DESIGNING & VIDEO EDITING

320 Hours (Training + Practical)

8 Months

85,000

AI INTEGRATED COURSE

FRAME YOUR CREATIVITY

This program focuses on training for Graphic Design, Video Editing & 2D Motion Graphic which is widely used in Media & Entertainment industries. From editing feature films to creating cinematic event, wedding & corporate videos with 2D motion graphics, a skilled artist can create a memorable experience out of a handful of images and videos.

WHAT'S COVERED IN THIS PROGRAM?

- Creative Visualization
- Layout Design
- Aesthetics Skills
- Printing Parameters
- Design Theory
- Video Editing
- Color Theory
- 2D Motion Graphics
- Effects & Enhancements
- Fundamental of Audio

SOFTWARES COVERED

Foundation (8 Months / 320 Hours)

- Fundamental of Design Theory
- Fundamental of Print Theory
- Photoshop
- Illustrator
- InDesign
- CorelDRAW
- Premiere Pro
- Audition
- After Effects
- Project and Portfolio

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

*Few topics will be covered online

APPLICABLE JOBS

- Graphic Designer
- Illustrator
- Creative Visualizer
- Video Editor
- Photo Editing Artist
- 2D Motion Graphics Artist

This program is aligned with MESC QPNOS: MES/Q0601, Q1401, Q3501.

EXPERT PROGRAM: GRAPHIC DESIGNING

240 Hours (Training + Practical)

6 Months

60,000

AI INTEGRATED COURSE

DESIGN YOUR IDEAS

Designing is the process of visual communication using Typography, Illustrations, Images and Shapes. This course has been specially crafted for the aspiring Graphic Designer within you.

Graphic Designing is used for print to digital media, it is seen in all mediums of marketing and publications. In this course, we will be training you for designing related to print & digital media. From yearly design trends and aesthetics to creating multi page layouts – everything is taken care of.

WHAT'S COVERED IN THIS PROGRAM?

- Creative Visualization
- Typography
- Design Theory
- Layout Design
- Color Theory
- Printing Parameters

SOFTWARES COVERED

Foundation (6 Months / 240 Hours)

- Fundamental of Design Theory
- Fundamental of Print Theory
- Photoshop
- Illustrator
- InDesign
- CorelDRAW
- Project and Portfolio

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

*Few topics will be covered online

APPLICABLE JOBS

- Graphic Designer
- Creative Visualization
- Concept Artist
- Photo Editing Artist
- Illustrator

This program is aligned with MESC QPNOS: MES/Q0601.

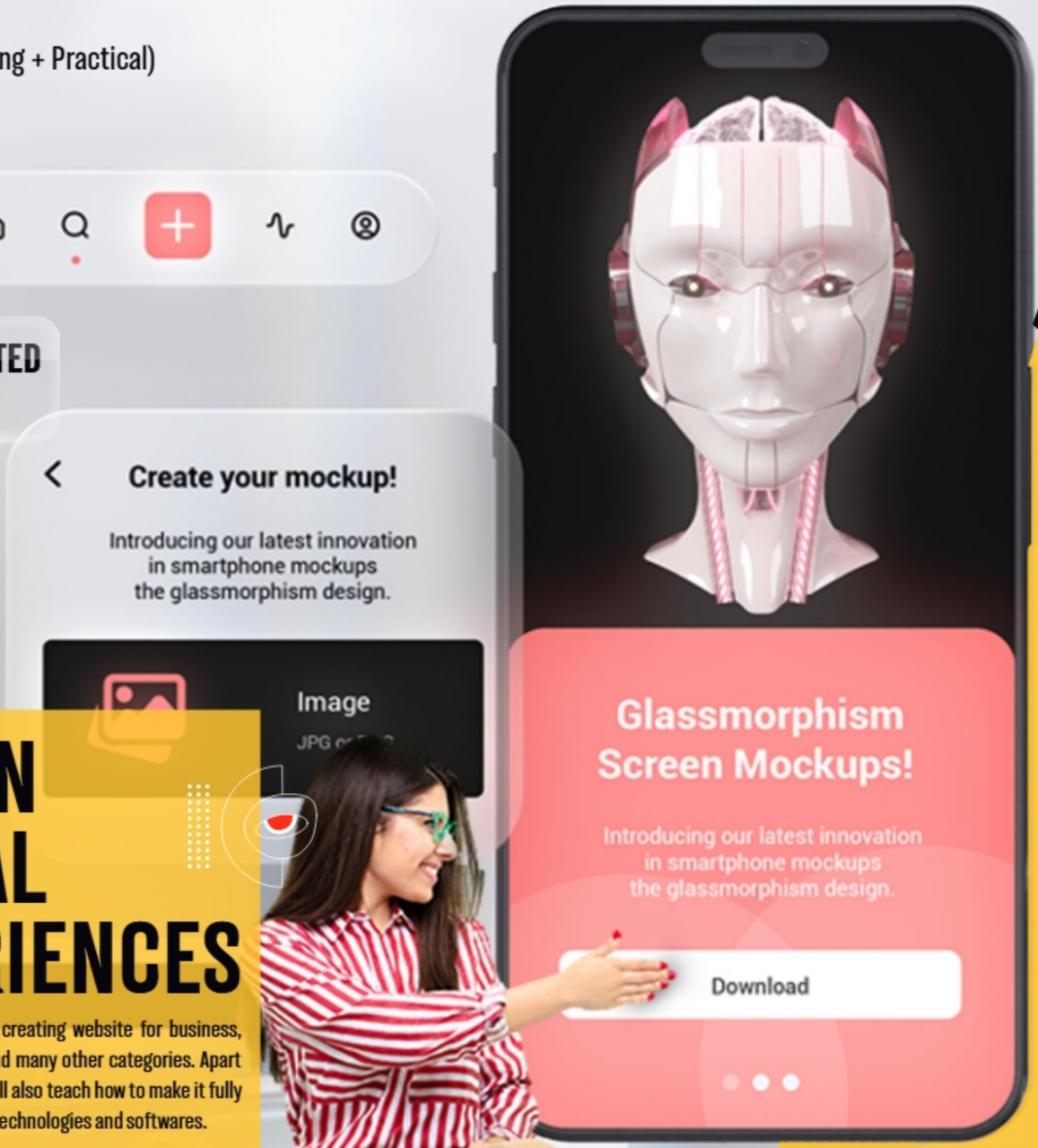
EXPERT PROGRAM: WEB & UI / UX DESIGN

300 Hours (Training + Practical)

7 Months

85,000

AI INTEGRATED COURSE



DESIGN DIGITAL EXPERIENCES

This program focuses on creating website for business, blogging, news, gaming and many other categories. Apart from beautiful design, it will also teach how to make it fully functional using all latest technologies and softwares.

In today's digital age, majority of businesses are online. So a professional looking website is an essential part of your marketing strategy. Creating unique website will make you stand apart in the crowd and will help to generate more leads and revenue. Well-built website also gives credibility to your business. In a long run, it helps to improve your SEO score, baked by user rating and trust factors. All these parameters establish your brand in the market.

WHAT'S COVERED IN THIS PROGRAM?

- Complete website design
- Critical functions to handle all online processes
- Graphics creation as per client requirement
- UI (User Interface) and UX (User Experience)
- Required back-end coding for smooth functioning of website

SOFTWARES COVERED

Foundation (3 Months / 134 Hours)

- Fundamental of Web Design & Development
- Photoshop
- Illustrator
- Fundamental of UX Design
- Fundamental of UI Design
- XD
- Figma

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

Expert (4 Months / 166 Hours)

- HTML 5
- CSS 3
- Dreamweaver
- Bootstrap
- Project and Portfolio

*Few topics will be covered online

APPLICABLE JOBS

- UI / UX Designer
- Web Designer
- Graphic Designer

This program is aligned with MESC QPNOS: MES/Q0601.

EXPERT PROGRAM: WEB DEVELOPMENT

240 Hours (Training + Practical)

6 Months

85,000

CODE TO CREATION

This program focuses on the technical aspects of website creation, covering coding, page interconnectivity, database management, debugging, content integration, and more. You'll learn to optimize websites for fast loading, responsive layouts, secure browsing, and the latest tools.

The program also addresses varying client needs, such as robust payment gateways for e-commerce or traffic handling for news sites.

WHAT'S COVERED IN THIS PROGRAM?

- Client side scripting
- Server side scripting
- Techniques to connect front-end and back-end
- Domain related operations
- Management of CMS (Content management system)
- Entire project planning and execution

SOFTWARES COVERED

Foundation (3 Months / 80 Hours)

- JavaScript
- Jquery

Expert (3 Months / 160 Hours)

- PHP
- MySQL
- WordPress
- Dreamweaver
- Project and Portfolio

*Few topics will be covered online

APPLICABLE JOBS

- Website Developer / Programmer
- WordPress Theme Designer
- Back-end Developer
- JavaScript Developer
- Full Stack Developer
- CMS Manager

This program is aligned with MESC QPNOS: MES/Q0601.

EXPERT PROGRAM: ARCHITECTURE VISUALIZATION

280 Hours (Training + Practical)

7 Months

85,000

VISUALIZE WITH PRECISION

This program focuses on executing 3D Architectural views from various perspectives and lighting conditions. At the end, it enables you to create walkthroughs as per client requirements. It is a challenging process, where you develop new ideas to accomplish every project.

The program is designed to help all interior and exterior designers, architectural students and 3D visualizers to sharpen their skills and render photo realistic views. The complete design process will enable you to create the structure, which remains true to all creative, technical and aesthetic aspects.

WHAT'S COVERED IN THIS PROGRAM?

- Techniques to read the 2D drawings
- Tips and tricks to manipulate 3D models, textures and lighting as per the requirement
- Optimization process of the entire scene
- Industry standard rendering techniques for photo realistic Architectural views
- Creation of 3D Architectural Walkthroughs
- Presentation techniques
- Marketing collaterals for print and digital media
- Brochure creation

SOFTWARES COVERED

Foundation (4 Months / 162 Hours)

- Photoshop
- Foundation AutoCAD Designer
- 3ds Max
- V-Ray
- Google Sketchup - Foundation

Expert (3 Months / 118 Hours)

- Corona Render
- Lumion
- After Effects
- Premiere Pro
- Project and Portfolio

*Few topics will be covered online

APPLICABLE JOBS

- 3D Architectural Visualizer
- Modeling
- Texturing
- Lighting
- Interior Designer
- Exterior Designer

This program is aligned with MESC QPNOS: MES/Q0504, Q2501, Q2503, Q3503.

FUTURE TECHNOLOGIES: GENERATIVE AI

30 Hours (Training + Practical)

2 Months

25,000

AI INTEGRATED COURSE

AI-POWERED CREATIVITY

AI generative art opens a world of creativity and efficiency, allowing artists, designers, and enthusiasts to push the boundaries of visual expression. AI-powered tools like generative adversarial networks and diffusion models enable the rapid creation of unique, intricate artworks that might take hours or days to produce manually. These tools offer customization, allowing users to adjust styles, textures, and details to suit specific needs while exploring aesthetic possibilities beyond traditional techniques.

For professionals, AI streamlines workflows, sparks innovation, and democratizes high-quality art production, blending human creativity with machine ingenuity for a new era of artistic exploration.

WHAT'S COVERED IN THIS PROGRAM?

- Master cutting-edge AI tools to stay ahead in the creative industry
- Gain hands-on experience with leading visual generative AI platforms
- Unleash creativity by blending art and technology seamlessly
- Explore industry applications in advertising, gaming, and filmmaking
- Learn from experts to excel in technical and artistic AI skills
- Build an impressive portfolio of AI-generated visuals
- Future-proof your career with advanced AI-driven design skills

SOFTWARES COVERED (30 Hours)

- Prompting Aesthetics
- ChatGPT and Google Gemini AI
- Leonardo AI
- Adobe Fire Fly
- Adobe Premiere AI Tool Kit
- Adobe After Effects AI Tool Kit
- Suno AI
- Midjourney
- Eleven Labs
- Clip Champ
- Runway ML
- Kling AI
- ComfyUI
- Luma AI

*This course will be covered online

APPLICABLE JOBS

- AI Artist
- Prompt Artist

FUTURE TECHNOLOGIES: VIRTUAL REALITY

132 Hours (Training + Practical)

5 Months

90,000

AI INTEGRATED COURSE

STEP INTO THE FUTURE

This program is your first step into the fascinating world of Virtual Reality (VR). Use Virtual Reality to upskill your creative and technical knowledge for the exciting Applications, Media & Entertainment Industry and much more.

WHAT'S COVERED IN THIS PROGRAM?

- All important jargon of the VR and related technologies
- Creation and optimization of 2D and 3D assets with VR perspective
- Essentials of Storyboarding
- Rigging and Animation in VR
- VR Application building
- Building a Standalone Application
- Creating a Framework in Unity

SOFTWARES / PLATFORMS COVERED (120 Hours)

- Virtual reality (VR)
- Photoshop
- 3ds Max
- Unity
- Substance Painter
- Portals
- ComfyUI | Luma AI

*Few topics will be covered online

APPLICABLE JOBS

- Training
- Simulation Artist
- Product Visualization
- Software Developer / Manager
- Gameplay & Tools Engineer
- Architectural Visualization
- Asset Creator
- VR Prototyper
- Mixed Reality Artist

This program is aligned with MESC QPNOS: MES/Q0509, Q2501, Q2505.

FUTURE TECHNOLOGIES: METAVERSE

80 Hours (Training + Practical)

3 Months

50,000

AI INTEGRATED COURSE

BUILD YOUR DIGITAL WORLD

The world as we know is about to evolve by major tech corporations such as Facebook, Microsoft, and Apple. They all have announced firm plans for the future of Internet Metaverse. This will increase the number of work opportunities for students. This is one of the next generations of technologies which will be in high demand in the coming years.

This program is designed to provide you with the skills you'll need to get started in the Metaverse Creation. If you are a professional, enthusiast, or hobbyist; this program will be your first step towards the future of Metaverse.

WHAT'S COVERED IN THIS PROGRAM?

- Essentials of 2D and 3D graphic creation
- Optimizing 2D and 3D assets
- Essentials of environment creation
- Character and Avatar creation
- Creating engaging digital interactions
- Publishing your first Metaverse

SOFTWARES / PLATFORMS COVERED (80 Hours)

Photoshop › 3ds Max › Substance Painter › Marmoset › Unity
Read Player Me › Mozilla Spoke › Mozilla Hubs
Midjourney | Runway ML

*Few topics will be covered online

APPLICABLE JOBS

- Environment Designer
- Avatar Designer
- Asset Artist
- Technical Artist
- World Builder for Metaverse
- Concept Artist
- Metaverse Planner
- Ecosystem Developer
- Metaverse Safety Manager
- Metaverse Storyteller
- QA and QC
- Metaverse Tester

This program is aligned with MESC QPNOS: MES/Q2501, Q2503, 0509, Q2505.

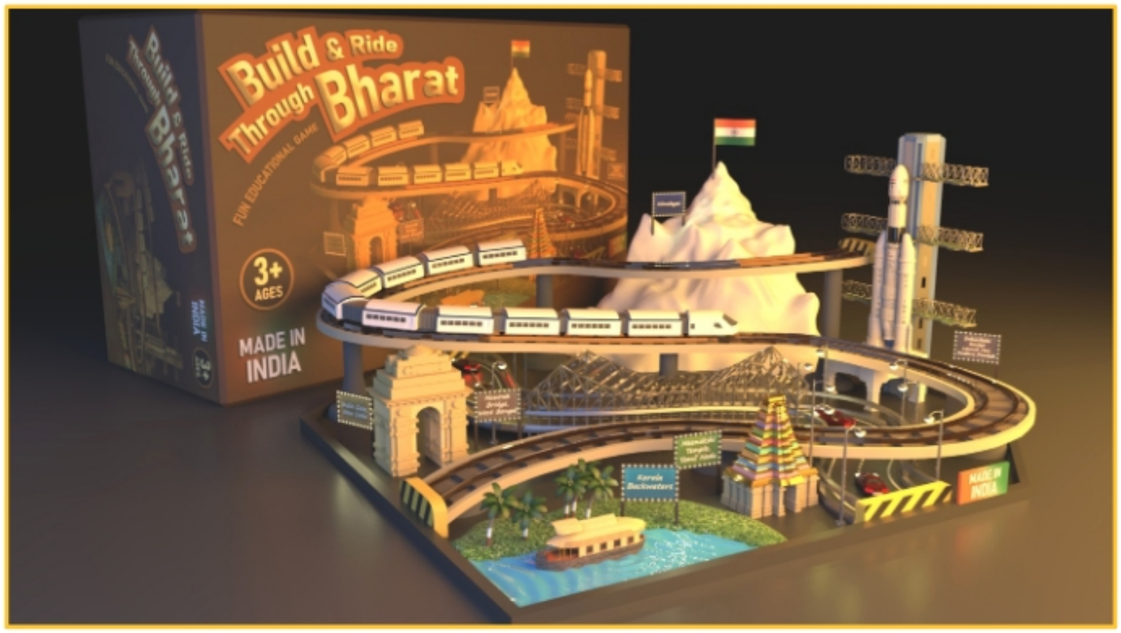
ARTSTATION

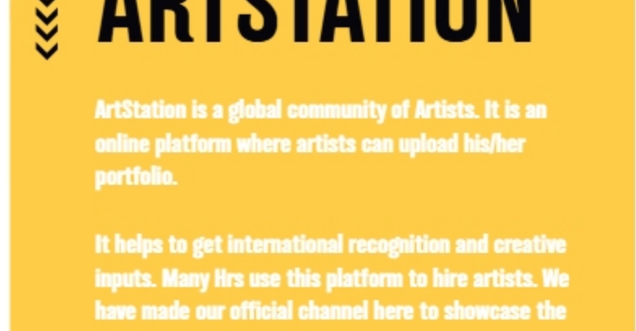
ArtStation is a global community of Artists. It is an online platform where artists can upload his/her portfolio.

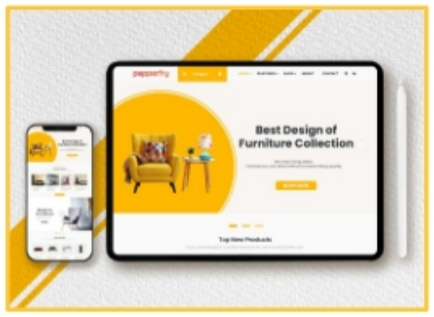
It helps to get international recognition and creative inputs. Many Hrs use this platform to hire artists. We have made our official channel here to showcase the best talents of our students.

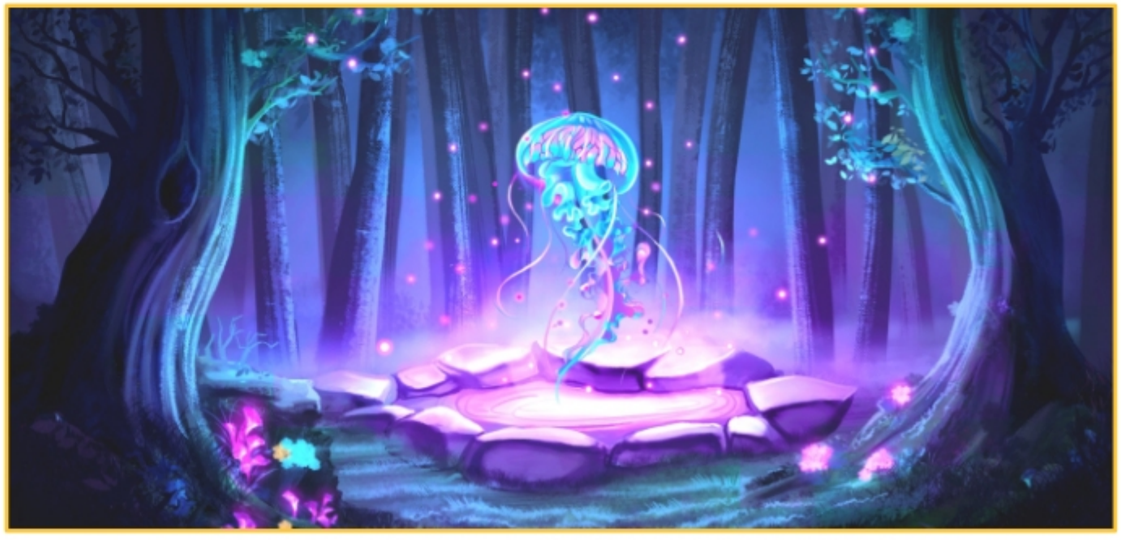
SCAN TO SEE OUR STUDENT'S ARTWORK

https://www.artstation.com/frameboxx





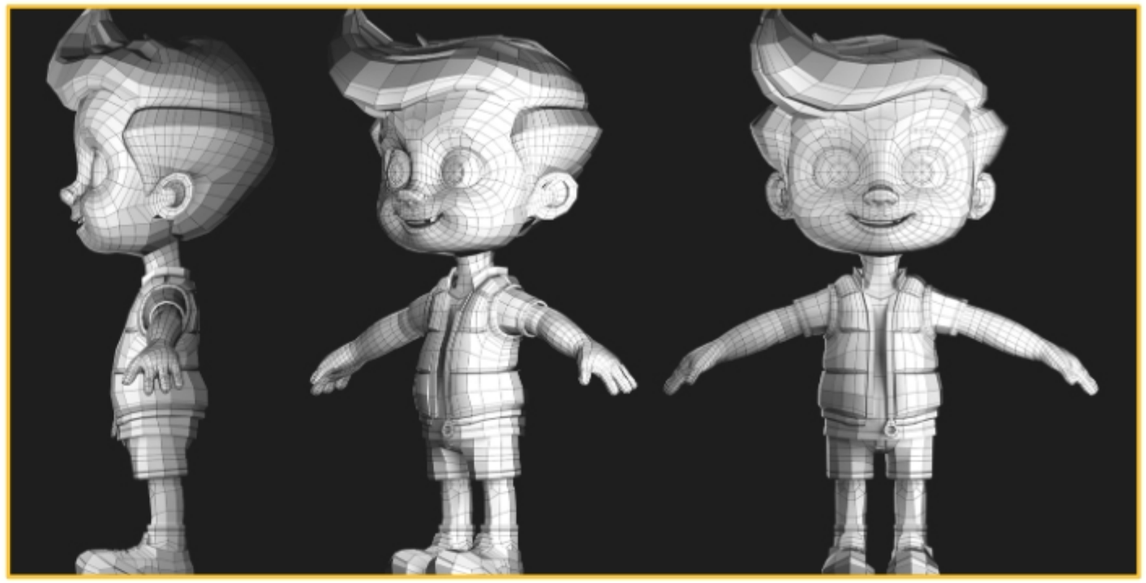




ROCKSTAR

Rockstar is our in-house bimonthly competition in various genres of Animation, Visual Effects, Gaming, Graphic Design and Photography. The goal is to nurture the creative and technical skills of students.

There are various cash prizes and trophies to be won for students.



STUDENT'S ARTWORK

STUDENT PLACEMENTS

All studio logos are property of their respective owners.

All studio logos are property of their respective owners.

HALL OF FAME

Congratulations to all our alumni for being part of the VFX Team behind the making of

"Indian 2", "Deadpool", "The Wild Robot" & "Vijay 69"

Isha Tekale

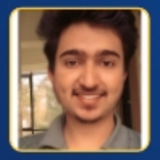
Tahir Shaikh

Revati Nijawante

Tushar Avhad

Nikhil Sandanshiv

Prathamesh Dhumal



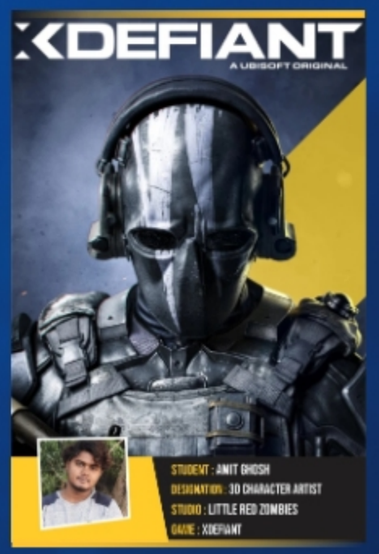
Mayur Gaikwad

Samiksha Shukla

Akash Kadam

Shubham Thorat

Pratik Horane



STUDENT'S TESTIMONIAL

Madhav Patel
Motion Graphics Designer- Mantavya News Channel

"Choosing Frameboxx for my Motion Graphics journey was one of the best decisions I've made. The mentors are not just knowledgeable but also genuinely helpful, making my learning experience as a beginner smooth and enjoyable. The work culture is fantastic, and I've gained industry-grade skills that have proven invaluable in my career as a Motion Graphics Designer in the Mass Media Industry."

Parth Gavhane
3D Artist - IdeaCafe

"The placement team facilitated valuable opportunities for me, ensuring I was well-prepared for my interviews, creating a dynamic portfolio and equipped with the necessary skills which helped me to achieve such a great job role."

Nupur Sharma
Video Editor and Graphic designer - Medical institute for screening test

"The passionate and experienced faculty at the animation college played a crucial role in shaping my understanding of animation, making my learning journey both enjoyable and enriching."

Sayali Shelar
Graphic Designer - PIIDM

"My experience at Frameboxx 2.0 is great and memorable. The mentors helped us to enhance my academic and interpersonal skills. I am thankful to Placement Cell for providing an opportunity."

Sarthak Singhal
Junior Video Editor - Ennovata Sales and Services Pune

"From the moment I stepped into the Frameboxx, I was impressed by the dedication of the faculty. Their unwavering support and encouragement created an environment where I felt inspired to push my boundaries and explore the limitless possibilities. I am immensely grateful for the skills, knowledge, and memories I've gained."

Mradul kumawat
Video Editor & Graphic designer - DSIFD Indore

"Joining Frameboxx 2.0 was a game-changer. The dedication and hard work put into shaping our skills made a big impact on my growth. The supportive environment and practical approach helped me understand my field better. I'm grateful for the valuable skills and transformative experience Frameboxx provided."

Vaishnavi Badade
UI/UX Designer - Technogrowth Software Solution Pvt Ltd

"Faculties here have so much knowledge about the courses the offer, also they are very friendly. We can ask doubts easily and they are very supportive. You will definitely feel the "Positive Vibes"."

Gaurav Jondhale
Graphic Designer - Vertual Element Studios

"The best place to express your creativity. The faculties are well trained. It's been a wonderful experience so far. There is a very good work environment and its fun to study here."

S.M.Mehfuzar Rahaman
DTP Artist - Andovar Localization Pvt Ltd

"I am incredibly grateful for my experience in Frameboxx. Our teachers provided me the skills and confidence needed to succeed in this industry. I will be always thankful to Frameboxx & my teachers for giving me this opputunity in life."

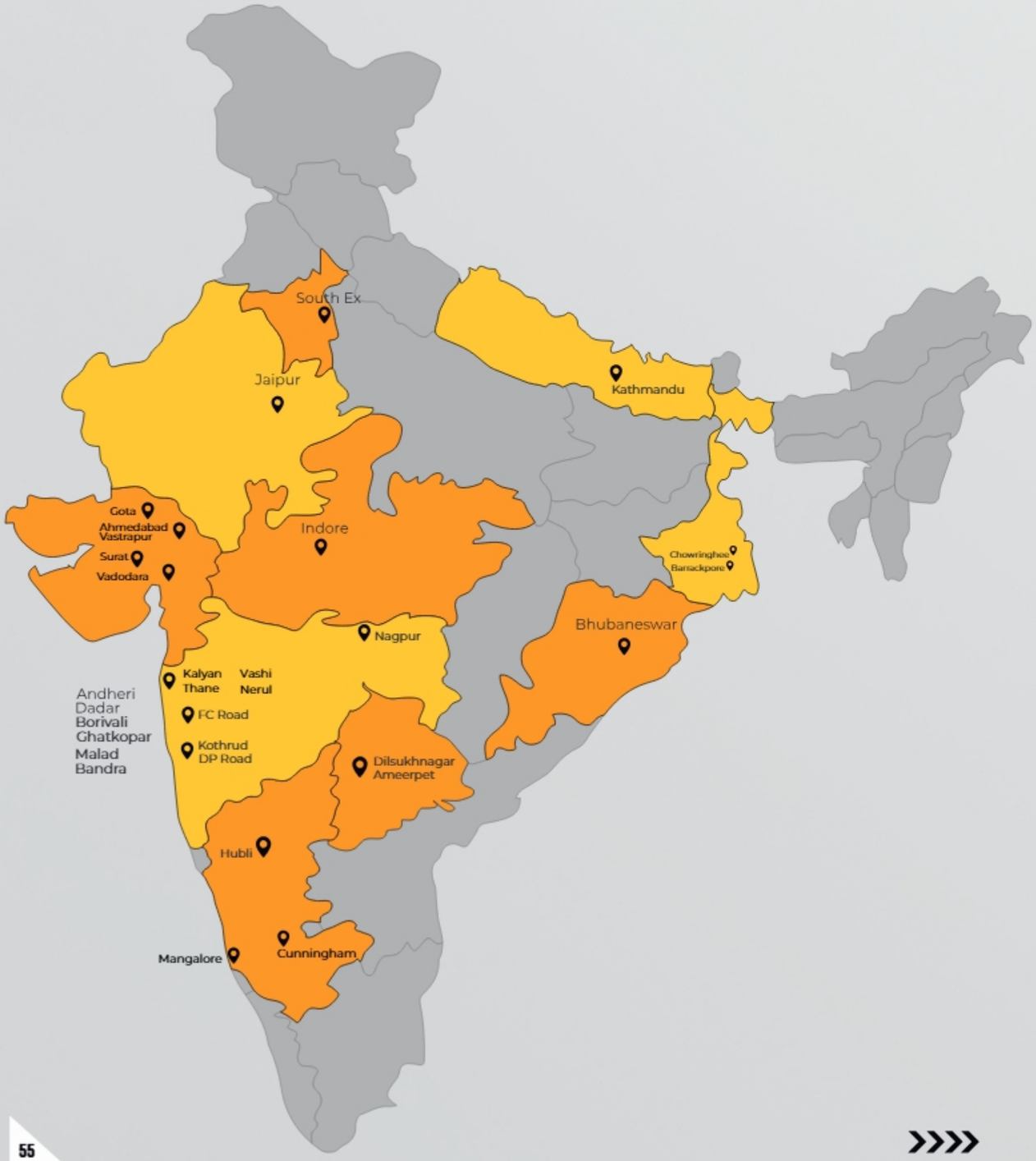
Subham Sarkar
Mid-Level Game Artist - Lakshya Digital Pvt Ltd

"I started my journey from Frameboxx 2.0 and the experience was transformative! Frameboxx equipped me with creative and technical skills, deepening my understanding of 3D art. Grateful for the valuable insights and guidance, it shaped me into a proficient 3D artist."

Rugved Karmarkar
3D Artist - 24Media Pvt LTD

"The time I spent in Frameboxx 2.0 Institution has taught me a lot for my successful life. I got a chance to improve my skills which was a very important part of my career. Thanks, Frameboxx 2.0 Institution for being part of my career."

31 AND COUNTING...



MAHARASHTRA

MUMBAI

ANDHERI
Opp. Fun Republic
9819504485, andheri@frameboxx.in

DADAR
Saikunj bldg, 2nd floor, Ofc no. 8, Amberdekar road
8850836500, dadar@frameboxx.in

BORIVALI
Thakkar Shopping Mall
9167860600, borivali@frameboxx.in

GHATKOPAR
New Laxmi Shopping Centre
9892413122, ghatkopar@frameboxx.in

MALAD
New Era Signal, Swami Vivekanand Road
9997844487, malad@frameboxx.in

BANDRA
7th floor, God gift tower
8828821415, bandra@frameboxx.in

PUNE

FC ROAD
3rd Floor, Surya Bhavan
8087797779, fcroad@frameboxx.in

KOTHRUD
Opp. Yashwantrao Chavan Natyagruha
9552565927, kothrud@frameboxx.in

DP ROAD
Opp. Jehangir hospital
9134585858, dproad@frameboxx.in

NAVI MUMBAI

NERUL
Shanti Apartment
9082229727, nerul@frameboxx.in

VASHI
Om Rachna CHS, Sector - 17
9152285858, vashi@frameboxx.in

THANE

KALYAN
New Krishna Building
8591298835, kalyan@frameboxx.in

THANE
Paradise Tower
9594949955, thane@frameboxx.in

NAGPUR

NAGPUR
Above Venus Book Depo
8855880765, nagpur@frameboxx.in

KARNATAKA

HUBLI
3rd Floor, Kalburgi Katwe Fortune
6366338281, hubli@frameboxx.in

CUNNINGHAM
Cunningham Hallmark, 3rd floor
9136137022, cunningham@frameboxx.in

MANGALORE
1st floor, New Milagres Mansion building
7204763900, mangalore@frameboxx.in

RAJASTHAN

JAIPUR
Above Zudio, VT Road, Mansarovar
6358140542, mansarovar@frameboxx.in

MADHYA PRADESH

INDORE
Kamal Kiran Apartment
9300009992, indore@frameboxx.in

GUJARAT

AHMEDABAD
Opp. Rakshashaki Circle
8460066199, shahibaug@frameboxx.in

GOTA
Opp. Bhagwat Vidyapith
9265321860, kanika@frameboxxers.com

VASTRAPUR
Shilp Square "B" Building
9978166199, vastrapur@frameboxxers.com

SURAT
Nr. Shyambaba Temple
9998845660, surat@frameboxx.in

VADODARA
Profit Centre
9104645660, vadodara@frameboxx.in

ODISHA

BHUBANESWAR
Opp. University Law College
9337476780, bhubneshwar@frameboxx.in

HYDERABAD

DILSUKHNAGAR
1st Floor, Beside Shashi Hospital Lane
6002100600, dilsukhnagar@frameboxx.in

AMEERPET
1st floor, Pavans Vanijya Vihar Ameerpet road
6003800600, ameerpet@frameboxx.in

NEW DELHI

SOUTH EX
South Extension Part 1
8510044159, southex@frameboxx.in

WEST BENGAL

CHOWRINGHEE
Chatterjee International Centre
9330776787, chowringhee@frameboxx.in

BARRACKPORE
Wireless Para Nonachandanpukur
9830164310, barrackpore@frameboxx.in

NEPAL

KATHMANDU
Basundhara, Ward no. 3
9851022775, kathmandu@frameboxx.in

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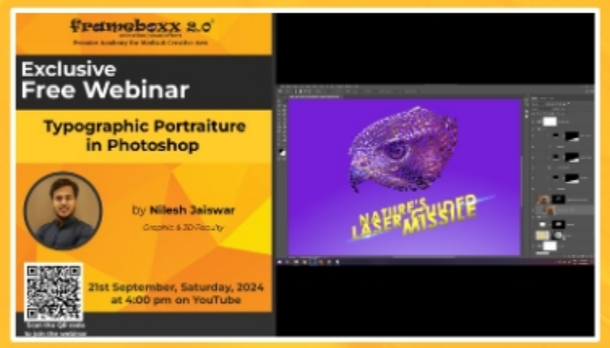

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WHY FRAMEBOXX?

- Key people are in the core committee of AVGC Sub Task Force (Skilling)
- Studio Internship
- 'Incubator program' as per studio pipeline and workflow
- 100% Placement assistance
- Education loan facility available
- Regular studio visits
- Regular PTM (Parent Teacher Meeting)
- National competition 'Rockstar' to nurture creative and technical skills
- ArtStation Channel to provide international recognition to students
- Current industry standard and regularly updated career focused course curriculum
- Experienced faculties
- Experiential Learning through Practical & Hands on training
- Lectures and guest sessions from Industry experts
- Regular workshops, seminars and competitions
- Project and Portfolio creation
- Collaborative learning approach
- Unlimited practice hours

Frameboxx 2.0

Head Office
107, 1st Floor, Sri Krishna, New link road,
Opp. Fun Republic, Andheri (West), Mumbai - 400053.
Call: 022 66753203 / 06 **WhatsApp:** +91 9297769776
Email: info@frameboxx.in **Website:** www.frameboxx.in

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