

VOL. 11

frameboxx 2.0[®]

animation | visual effects

Premier Academy for Media & Creative Arts

artistry

Be a **Frameboxxer**

Be an **Expert**



Expert's Speak
Events
Workshop
Seminar
Industry News
Webinars
Student Artwork
Latest Industry Jobs
Placements

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 studios 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.

Strategic Alliance

- ▶ Affiliation with Media & Entertainment Skills Council (MESCC)
- ▶ 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, AAROH Film Festival, Molim and CGT Awards



Mr. Rajesh R. Turakhia

Founder's Message

As the Founder of Frameboxx Animation and Visual Effects Institute, I wanted to take a moment to connect with all of you.

At Frameboxx 2.0, our mission is to provide the best education and training in the fields of Animation, Visual Effects, Gaming, Graphics and Web. We strive to create an environment that encourages creativity, innovation, and excellence. Our goal is to equip you with the knowledge and skills that you need to succeed in this exciting and dynamic industry.

I am also part of the Sub-Task Force (Skilling) and member of the CII Sub Committee on AVGC and Immersive Media. So, I play an active role in formulating and suggesting the policy for the AVGC ecosystem. As per the latest statistics, The Indian Media and Entertainment industry is projected to increase at a CAGR of 13.5% from 2019 to 2024 and estimated to reach INR 180 billion by 2024.

Many of you are currently pursuing your dreams of becoming professional Animation and Visual Effects artists. You have already taken the first step by choosing Frameboxx 2.0 as your learning partner, and for that, I commend you. I urge you to stay focused on your goals, stay committed to your education, and always strive to improve. Remember that the road to success is not always easy, but with hard work and perseverance, you can achieve anything you set your mind to.

We welcome you to the Frameboxx 2.0 family and wish you all the very best in your studies and journey towards your future career. We are always here to support and help you reach your full potential.



Mr. Ravi Gupta

CEO's Message

As the CEO of Frameboxx Animation and Visual Effects Institute, I am honored to be a part of your journey towards becoming successful professionals in the Animation, Visual Effects, Gaming, and Comics (AVGC) industry.

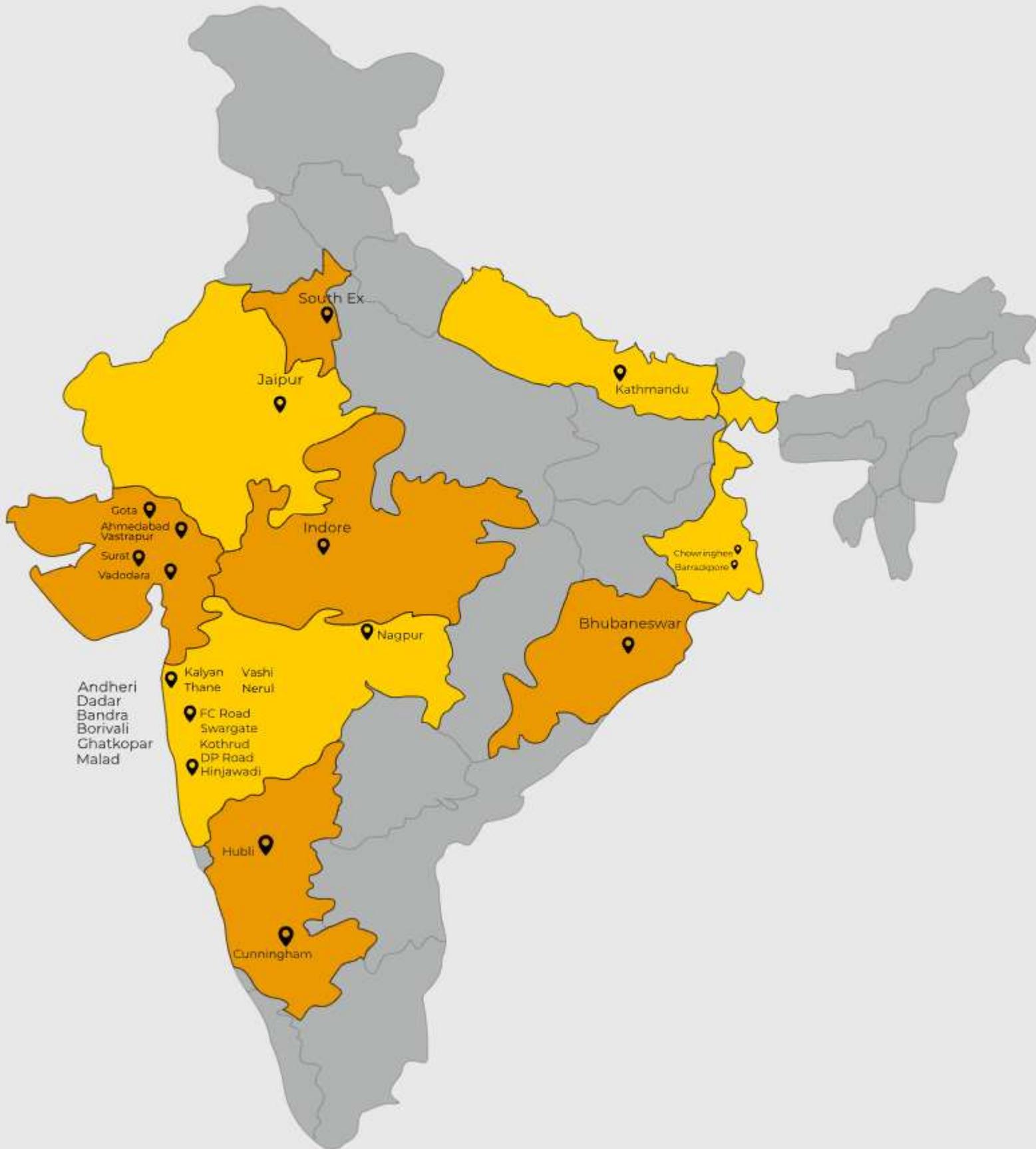
In recent years, the AVGC industry has experienced exponential growth, and it is projected to continue expanding in the future. This means that there will be a significant demand for skilled professionals in this field, creating a vast range of exciting and lucrative career opportunities. India will grow immensely in this sector in the next decade. The growth projection is from current strength of 2 lakh artists to 20 lakh by 2030.

We are committed to providing you with the education, skills, and knowledge that you need to succeed in this dynamic industry. Our industry-relevant curriculum is designed to equip you with the latest techniques and technologies, giving you an edge in the job market.

We are also proud of our strong industry connections, which enable us to provide you with valuable internship and job opportunities. Our alumni have gone on to work with some of the most eminent studios and delivered projects of various highly acclaimed broadcasting contents. We are confident that you too can achieve great success with the right training and guidance.

As you continue your studies with Frameboxx 2.0, I encourage you to keep an eye on the future and take advantage of the numerous career opportunities available in the AVGC industry. With your talent, creativity, and dedication, I have no doubt that you will make a significant impact in this exciting field.

30 And Counting ...



MAHARASHTRA

MUMBAI

ANDHERI

Opp. Fun Republic

9819504485, andheri@frameboxx.in

DADAR

Mhatre Pen Building

9321623789, 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

101, Sayba Emrald

9321047848, bandra@frameboxx.in

PUNE

FC ROAD

3rd Floor, Surya Bhavan

8087797779, fcroad@frameboxx.in

SWARGATE

C tower, Vega centre

8468858361, swargate@frameboxx.in

KOTHRUD

Opp. Yashwantrao Chavan Natyagruha

9552565927, kothrud@frameboxx.in

DP ROAD

Opp Jehangir hospital

9134585858, dproad@frameboxx.in

HINJAWADI

601, 603, Above Absolute Barbeque,

7020089595, hinjawadi@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

MADHYA PRADESH

INDORE

Kamal Kiran Apartment

9300009992, indore@frameboxx.in

GUJARAT

AHMEDABAD

Opp. Rakshashaki Circle

8460066199, shahibaug@frameboxx.in

SURAT

Nr. Shyambaba Temple

9998845660, surat@frameboxx.in

KARNATAKA

HUBLI

3rd Floor, Kalburgi Katwe Fortune

6366338281, hubli@frameboxx.in

GOTA

Opp. Bhagwat Vidyapith

9265321860, kanika@frameboxxers.com

VADODARA

Profit Centre

9104645660, vadodara@frameboxx.in

CUNNINGHAM

Leemans Complex, 5th Floor

9886324085, cunningham@frameboxx.in

VASTRAPUR

Shilp Square "B" Building

9978166199, vastrapur@frameboxxers.com

NEW DELHI

SOUTH EX

South Extension Part 1

8510044159, southex@frameboxx.in

RAJASTHAN

JAIPUR

Gaurav Tower-I Malviya Nagar

9928844747, jaipur@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

ODISHA

BHUBANESWAR

Opposite University Law College

9337476780, bhubneshwar@frameboxx.in





YORKVILLE
UNIVERSITY

Toronto Film School

International Degree course tie-up with Yorkville University and Toronto Film School.

It is applicable for students who finish one of these Degree course at Frameboxx.

- 1. Integrated B.Voc in Media Graphics and Animation (Silver Oak)**
- 2. Bachelor Degree in Media Graphics & Animation (YCMOU)**
- 3. B.Sc. Animation (Swami Vivekanand Subharti University)**
- 4. B.Sc. in Animation and Multimedia (Renaissance University)**

A student will get direct entry to Yorkville's BCA degree (Bachelor of Creative Arts) program, as a result of his/her Degree completion in India.



Frameboxx 2.0 is Unreal Authorized Training Center



The Frameboxx 2.0 boasts a high profile and well-versed knowledge pool of Unreal Engine and its workings, and our distinguished faculty members are here to impart cutting-edge knowledge on various use cases of Unreal Engine across sectors as diverse as AEC, Game Design, and Virtual Production.

At The Frameboxx 2.0, we are committed to training the best professionals and providing the necessary skills to function in a highly competitive job market. You will find official content from Epic Games as well as courses developed by our experts and Authorized Instructors by Epic Games.



EXPERT'S SPEAK



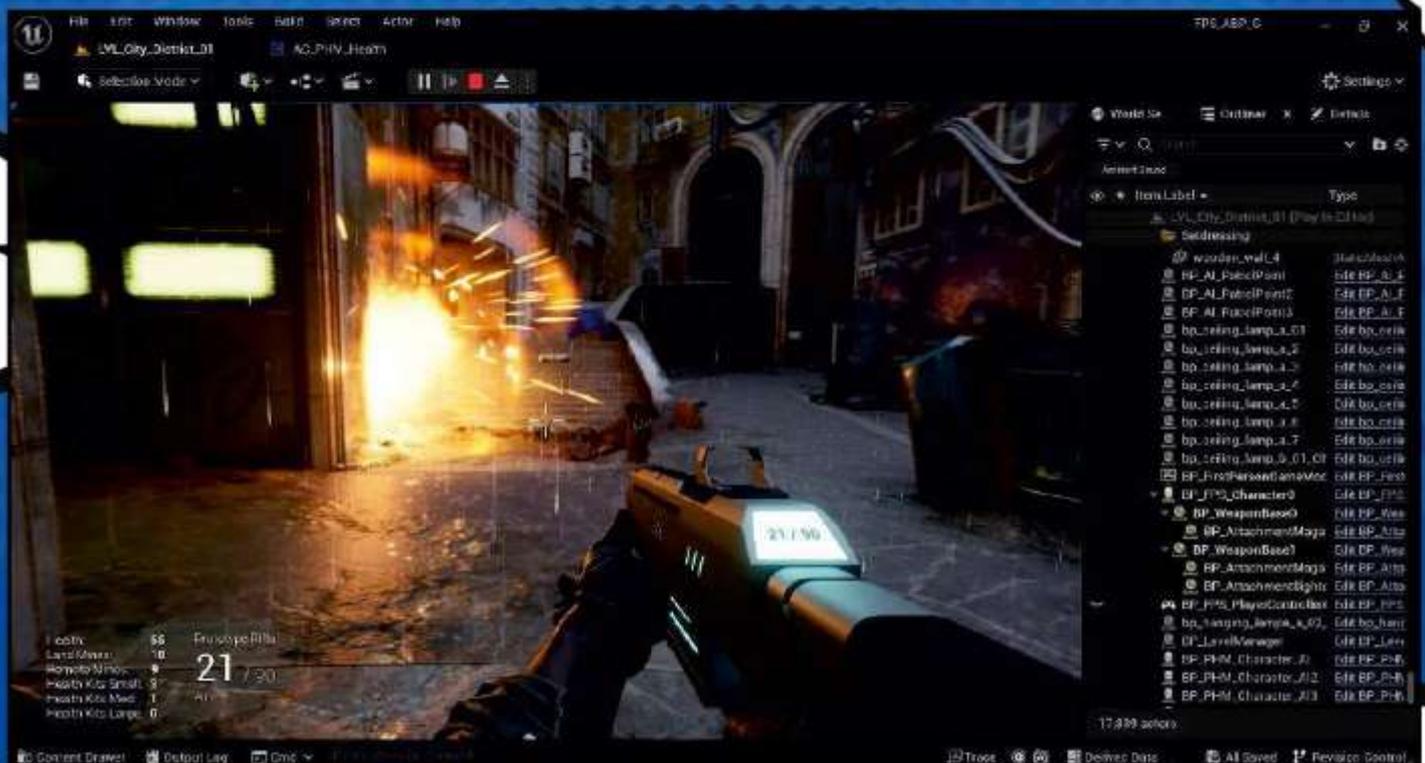
Aniket Paygude
Sr. 3D Faculty

GAME DESIGN

Game Design is the intricate process of creating interactive experiences that blend storytelling, aesthetics, and mechanics to form engaging worlds. In today's world, its significance extends beyond mere entertainment. As such, game design plays a pivotal role in shaping modern digital culture and experiences.

Learning game design involves mastering a blend of creative and technical skills. Students explore game mechanics to understand how rules shape player interactions, delve into storytelling to create engaging narratives, and study level design to build immersive environments. They also develop proficiency in art, animation, and sound to bring their worlds to life, while acquiring programming skills to implement game functionalities.

Additionally, the curriculum covers user experience (UX) and user interface (UI) design, ensuring games are intuitive and enjoyable.



GAME DEVELOPMENT

Game development is the multifaceted process of creating interactive digital experiences, blending art, technology, and storytelling to bring virtual worlds to life. It begins with conceptualizing the game's vision, followed by designing gameplay mechanics and visual assets.

Rigorous testing ensures quality before the game is marketed and distributed to players. Post-launch, developers continue to support the game with updates and new content, maintaining engagement and expanding the game's universe. This dynamic field continually evolves, driven by innovation and the ever-expanding possibilities of digital entertainment.



META - HUMAN

A MetaHuman is an advanced, photorealistic digital character created using Epic Games' MetaHuman Creator within Unreal Engine. These virtual humans boast lifelike textures, realistic hair, and intricate facial expressions, making them indistinguishable from real people.

By streamlining the traditionally labour-intensive process of character creation, MetaHumans are revolutionizing fields like video games, film, and virtual reality, allowing creators to generate high-quality, dynamic characters quickly and efficiently.



Frameboxx 2.0 honored with 'Excellence in Training

for the Animation, Visual Effects, Gaming, and

Comic (AVGC) Industry'



Frameboxx 2.0 has been recognized for its outstanding contributions to the Animation, Visual Effects, Gaming, and Comic (AVGC) industry, receiving the prestigious 'Excellence in Training for the Animation, Visual Effects, Gaming, and Comic (AVGC) Industry' award at the 8th Season of the MIDDAY EDUCATION ICONS 2024. The event, held at The Taj Mahal Palace, Colaba, on June 28th, brought together luminaries from across the education sector to celebrate excellence and innovation.

Ravi Gupta (CEO, Director) along with Vinita Bachani (Vice President - Sales, Marketing & Operations), accepted the award on behalf of the institution. The accolade underscores our commitment to providing top-notch training and education in the AVGC sector, equipping students with the skills and knowledge needed to excel in these creative fields.

The MIDDAY EDUCATION ICONS event is a highly anticipated ceremony that honors outstanding contributions across the education fraternity. This year, the 8th season of the event celebrated leaders and trendsetters who inspire others through their spirit of success, innovation, and excellence. Attendees included prominent figures from various realms of the learning system, including academics, philanthropy, further studies, talent development, and vocational courses.

Receiving this award is a testament to our dedication to fostering talent and pushing the boundaries of creativity and technical expertise in the AVGC industry. We continue to set high standards in training and education, helping shape the future of animation, visual effects, gaming, and comic arts.

Art Journey Edition 1 at Frameboxx Thane



In a celebration of artistic ingenuity, Frameboxx Thane hosted the inaugural Art Journey Edition 1 on April 13th, 2024. The event served as a platform for budding talents to showcase their creative prowess, with an array of captivating artworks on display.

Chief Guest Ravi Gupta, CEO of Frameboxx, and Director Rajesh R. Turakhia graced the occasion, adding prestige to the event. Their presence underscored the significance of nurturing artistic talent and fostering a vibrant creative community.

Students seized the spotlight, presenting their imaginative pieces across various mediums, from paintings to sculptures, demonstrating their dedication and flair for the arts. The event not only celebrated individual creativity but also encouraged collaboration and exploration within the artistic realm.

Furthermore, the success of Art Journey Edition 1 did not go unnoticed, as it garnered widespread media coverage. The event was prominently featured in esteemed publications such as Tech Gossip, Desk Release, Maharashtrawadi, Operation News, Global News Verse, Economic Press Forum, and more. This recognition highlights the event's significance in the cultural landscape, further elevating the profile of Frameboxx Thane as a hub for artistic expression and innovation.



Indore's Culture Canvas: Season 2



Frameboxx Indore recently concluded its much-anticipated Culture Canvas Art & Craft Exhibition, Season 2, leaving attendees awestruck with its celebration of heritage and creativity. From April 6th to 7th, the event transformed Frameboxx at 56 Dukaan into a vibrant spectacle, showcasing the talent and ingenuity of local artists.

Throughout the exhibition, visitors were treated to a mesmerizing display of artwork, each piece telling a unique story and paying tribute to the city's rich cultural heritage. From traditional motifs to innovative contemporary designs, the exhibition truly captured the essence of Indore's artistic spirit.

The event featured esteemed guests, including the renowned artist Wajid Khan, who graced the occasion as Chief Guest. Deepak Neema and Rajesh Dandotiya, DCP, also added to the festivities as Special Guests, lending their support to the local arts community.

The success of the exhibition was further amplified by the collaborative efforts of media partners Dainik Bhaskar Indore, Chaitanya Lok Indore, Indore Samachar, Nav Bharat Indore, Dabang Duniya Indore, Raj Express Indore, Samaygati Indore, and State Express Indore. Their coverage ensured that the event reached a wide audience, drawing art enthusiasts from across the city to experience the cultural extravaganza.

As the curtains closed on Season 2 of the Culture Canvas Art & Craft Exhibition, attendees departed with a renewed appreciation for the beauty and diversity of Indore's cultural landscape. The event's success serves as a testament to the city's thriving arts scene and its unwavering commitment to preserving and promoting its rich heritage.



Frameboxx FC Road's 16th Art Showcase 2024

Art Showcase 2024



Frameboxx FC Road concluded its highly anticipated 16th Art Showcase 2024 with resounding success! The event celebrated the exceptional talent of its students, who poured their passion and dedication into various exhibits, including Sets, Animal Movie Gun, Anime Set, and City Scape, among others.

The inauguration of the event was graced by the esteemed presence of Ashish Kulkarni Sir, Chairman of FICCI for Animation, Visual Effects, Gaming, and Comics Forum, alongside the Director of Frameboxx 2.0, Mr. Rajesh R. Turakhia, and Vice President Vinita Bachani. Their collective leadership and guidance added to the event's prestige and significance, inspiring attendees with their industry expertise and vision.

The showcase also featured the premiere of a Live Action short film Trailer and a 3D short film, captivating the audience with creativity and innovation.

A heartfelt thank you was extended to everyone involved in making the event a reality, from the talented students to the dedicated staff and esteemed guests. As Frameboxx FC Road continues to push the boundaries of art and animation, anticipation mounts for more exciting events and projects in the future. We are thrilled to see its impact resonate through the lenses of numerous newspapers.



Frameboxx South Ex Art Showcase 2024



EVENTS

SPORTS DAY



EVENTS

ANNUAL DAY



Wow!!



EVENTS

ANNUAL DAY



Wow!!

EVENTS

ANNUAL DAY



Wow!!



EVENTS

ANNUAL DAY



Wow!!

EVENTS

ANNUAL DAY



WOW!!



EVENTS

ANNUAL DAY



EVENTS

ROCKSTAR AWARDS



Wow!!



EVENTS

ROCKSTAR AWARDS



EVENTS

CONVOCATION 2023-24



Wow!!



EVENTS

PUPPET MAKING



Wow!!

EVENTS

LOGO PRESENTATION



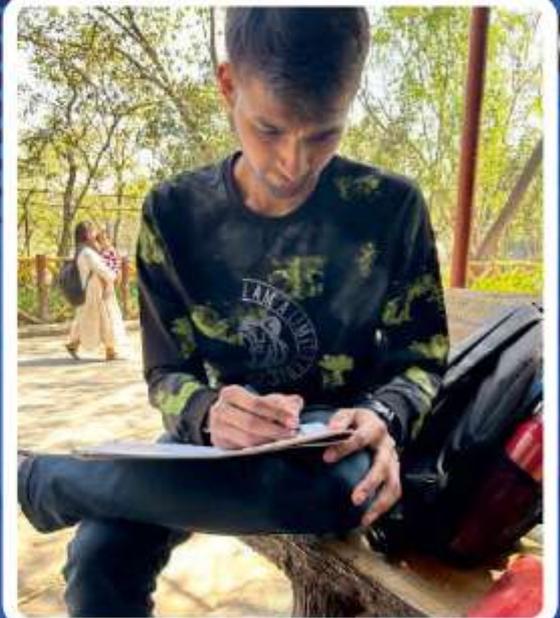
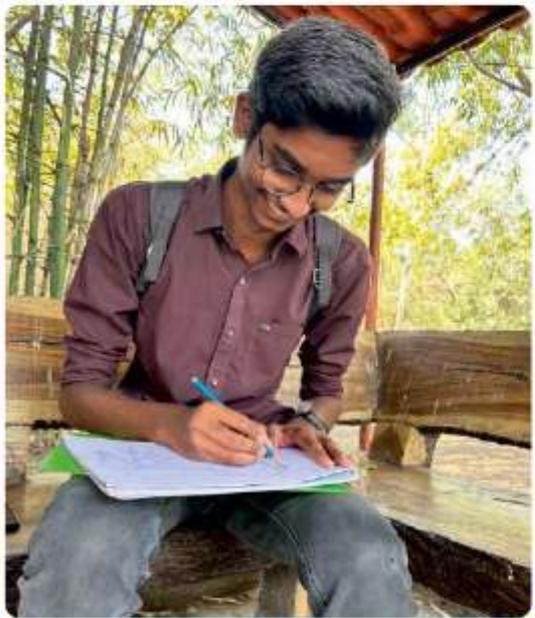
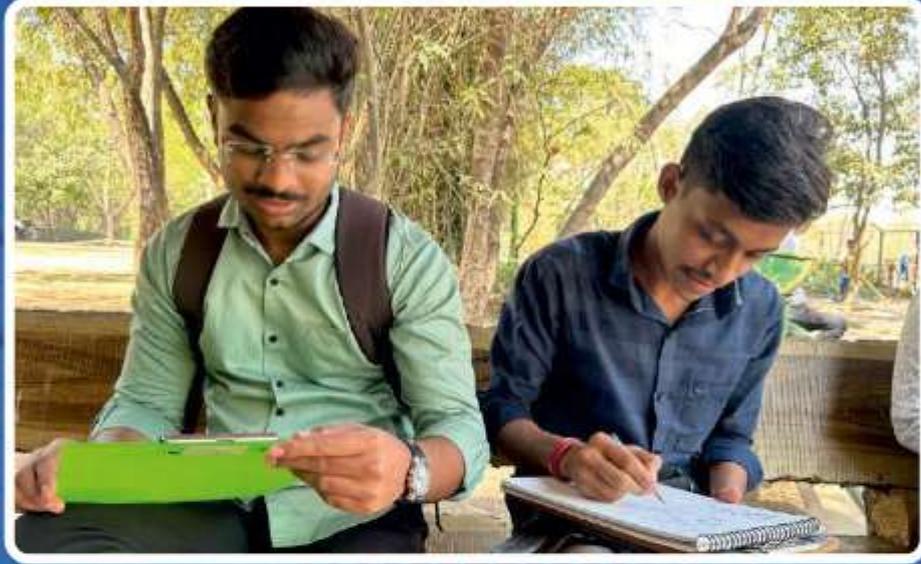
SUPERB

AWESOME

COOL!

EVENTS

OUTDOOR SKETCHING



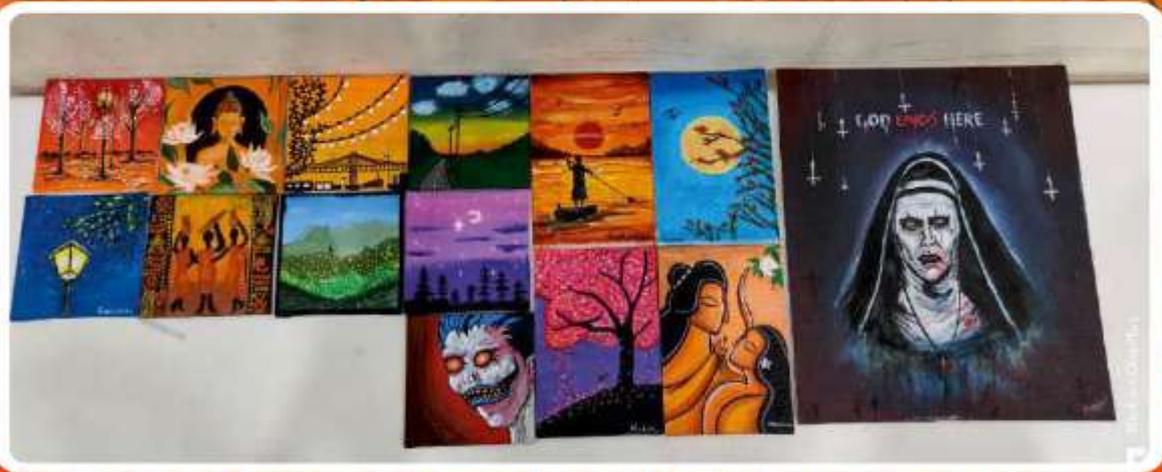
EVENTS

RIDDHI SIDDHI BOOKS DISTRIBUTION



EVENTS

CANVAS PAINTING



EVENTS

STICK PAINTING



Wow!!



EVENTS

TASI ANIFEST



EVENTS

STUDIO VISIT



Wow!!



EVENTS

STUDIO VISIT



Wow!!

EVENTS

VISAPUR TREK



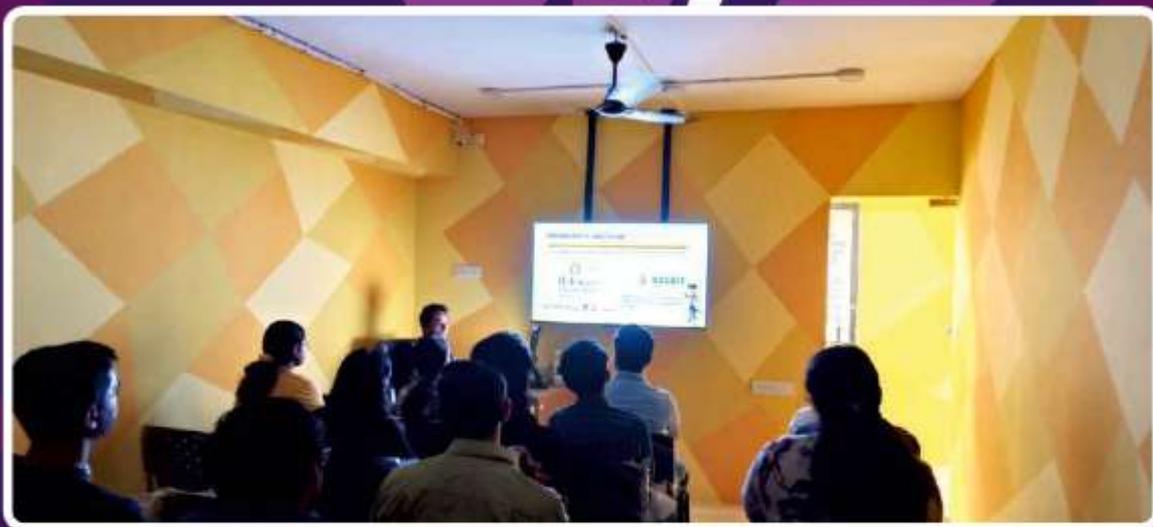
SUPERB

AWESOME

COOL!

WORKSHOPS

LOGO DESIGNING



WORKSHOPS

CARDBOARD MODELING



WORKSHOPS

DIYA PAINTING



WORKSHOPS

CLAY MODELING



WORKSHOPS

FUTURE ASPECTS IN UI/UX



WORKSHOPS

DIYA PAINTING



WORKSHOPS

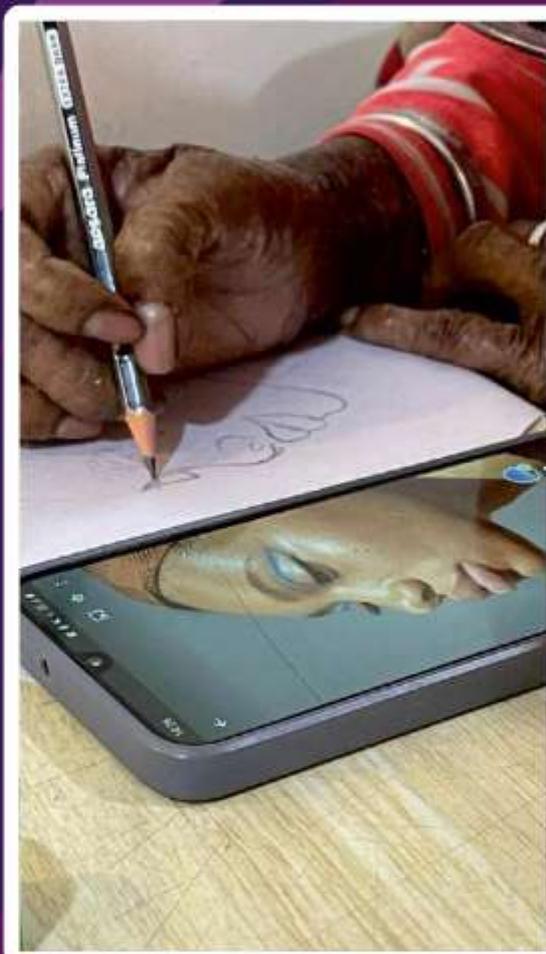
MINIATURE SET



Wow!!

WORKSHOPS

SKETCHING



WORKSHOPS

STONE PAINTING



WORKSHOPS

STONE PAINTING



Galaxy S23 Ultra
2023 4:33 pm



Galaxy S23 Ultra
2023 4:37 pm



Wow!!



WORKSHOPS

BEST OUT OF WASTE



Wow!!

SEMINAR

LANTERN MAKING



Wow!!



SEMINAR

INDUSTRY EXPERT INTERACTION



SUPERB

AWESOME

COOL!

SEMINAR

CAMPUS INTERVIEW



SEMINAR

HIGH-END CAR MODELING



SEMINAR

ANIMATION AND VFX PIPELINE AT ZEAL EDUCATION SOCIETY, PUNE

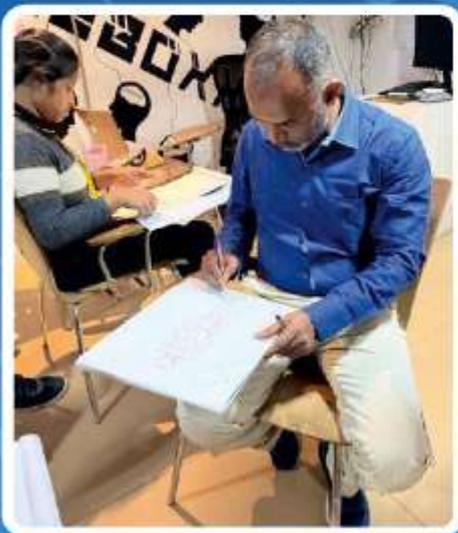


Wow!!



SEMINAR

PRE PRODUCTION



SEMINAR

**BANNER &
TRI-FOLD
MOCKUP**



Wow!!



WEBINAR

Character Design For 2D Animation Walk Cycle

1. How to create character from scratch for Animation
2. How to create character joints
3. How to rig Character for Animation
4. Four-leg walk cycle principle



Advanced Texturing With Substance Painter

1. What is mesh map baking?
2. How anchor point works?
3. How to use mesh id data.



Concepts Of Logo Design

1. What is a logo?
2. Types of logo.
3. Principle of logo design.
4. How to design a logo.



WEBINAR

Introduction to 2D Character Creation and Design

1. How to construct basic shapes as your character
2. How to clean up the character.
3. How to color your character.
4. How to improve drawing, line, force and flow quality.



Why Matchmove is important for integrating CG elements into Live-Action Footage

1. Why matchmove is important in vfx department.
2. How it work?
3. What tools are used in vfx?
4. How to work on project.



Elements of Graphic Design

1. What are elements of Graphic Design?
2. How can you use them?
3. Their impact and contribution to world class designs



STUDENT ARTWORKS

SUPER

OMG!



Parva Jain, Kothrud



Ayush Lohar, Vashi



Sahil Pacharne, Kothrud



Karan Malghan, FC Road



Siddhesh Dhomne, DP Road



Mirali Jadeja, Shahibaug

STUDENT ARTWORKS

SUPER

OMG!



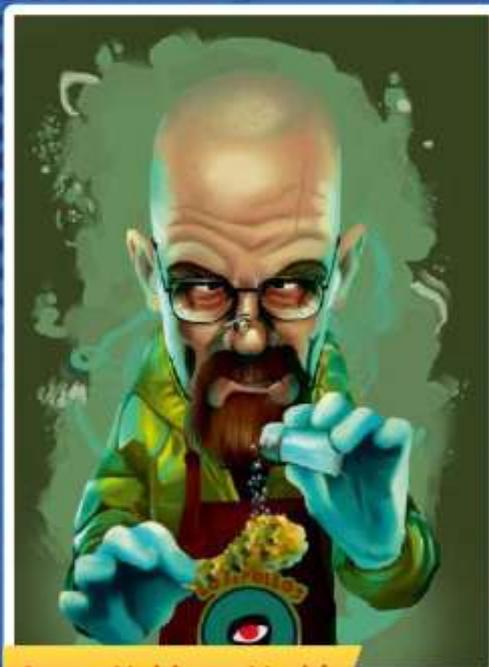
Dimpal Choudhary, DP Road



Sahil Sayyed, Kothrud



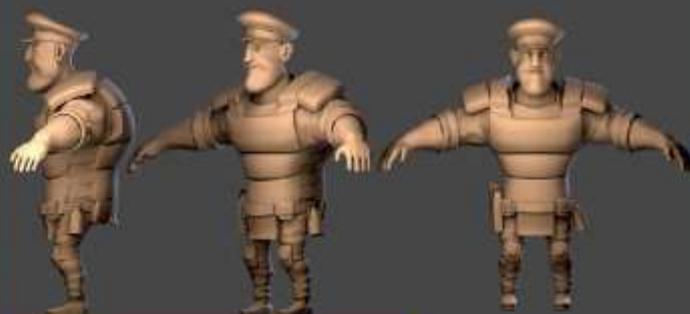
Mustaqeem bhatkar, Andheri



Arnav Nakhwa, Vashi



Mahendra Sharma, Shahibaug

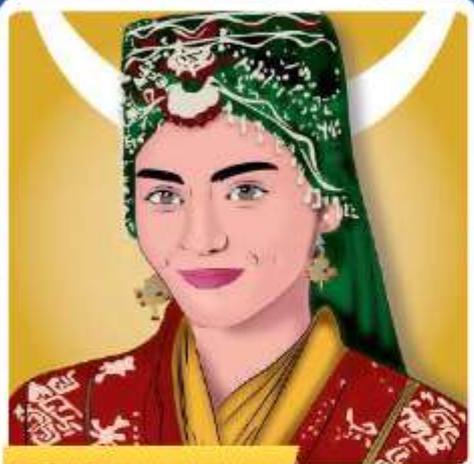


Aniruddha Patil, FC Road

STUDENT ARTWORKS

SUPER

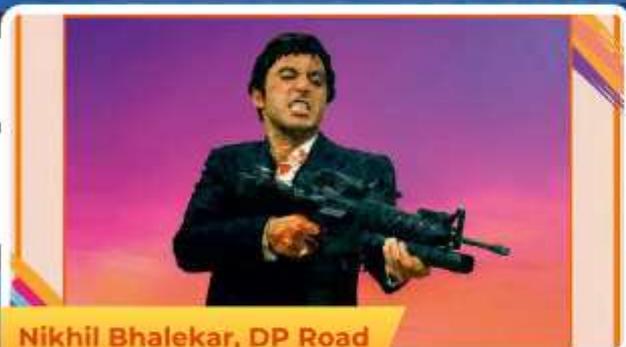
OMG!



Sajal Gupta, Indore



Bhushan Parab, Chowringhee



Nikhil Bhalekar, DP Road



Yogita Kate, Kothrud



Sanjukta, Chowringhee



Divesh Dhabade, Vashi

STUDENT ARTWORKS

SUPER

OMG!





PLACEMENTS



Student : Bhusan Parab
Designation : Junior 3D Artist
Studio : Exigent Game Art



Student : Mrunmayee Shetye
Designation : 3D Designer
Studio : RD Accessories



Student : Abhiruchi Oke
Designation : VFX Intern
Studio : Rotomaker



Student : Avinash Sankhala
Designation : 3D Artist
Studio : FTC Technology Pvt. Limited



Student : Aditya Nautiyal
Designation : Video Editor
Studio : Reinace Works LLP



Student : Aditya Harde
Designation : Game Design Artist
Studio : Suma Soft Pvt. Ltd.



Student : Isha Mohakud
Designation : Graphic Designer
Studio : Walfinc



Student : Dipankar Maity
Designation : Junior 3D Artist
Studio : Art Bully Productions



Student : Mayur Khapare
Designation : 3D Artist
Studio : Tridimensional Studio



Student : Sayali Shelar
Designation : Graphic Designer
Studio : PIIDM



PLACEMENTS



Student : Shagun Golecha
Designation : Graphic Designer
Studio : Sai Om Tex Fab



Student : Mandar Kadam
Designation : Jr. Graphic Designer
Studio : Sahvia Facade Pvt. Ltd



Student : Himanshu Deval
Designation : Jr. Motion Graphic
Studio : Biopod Media



Student : Mrinmoy Patra
Designation : Junior 3D Artist
Studio : Exigent Game Art



Student : Pratik Gaikwad
Designation : 3D Designer
Studio : Vgraphics



Student : Tinkal Bavadiya
Designation : Graphic Designer
Studio : Innovative Health care



Student : Nimisha Gonsalvas
Designation : Graphic Designer
and Video Editor
Studio : Squad Infotech Pvt. Ltd



Student : Kunal Revankar
Designation : Motion Graphic
Studio : Majestic VFX Services
Pvt Ltd



Student : Roshan Kumbhar
Designation : Graphic Designer
Studio : Right Click Consultant



Student : Vishal Thakur
Designation : UI/UX Designer
Studio : Leo Technosoft



Student : Shreya Rout
Designation : VFX Intern
Studio : Rotomaker

LATEST INDUSTRY JOBS



Rockstar



Interested to be a part of the team!!

Current open position:

- Animator: Gameplay (Mid/Senior)
- Senior Technical Artist: Facial Rigging
- Senior Technical Artist: Performance Capture Tools
- Senior Technical Artist: Rigging

Please share your updated resume & showreel at www.rockstargames.com/careers

Red Carpet Advent LLP



Job Opening:-

- VFX Paint Artist – 2 to 5 years Experience
- VFX Matchmove Artist – 1 to 3 years Experience
- VFX Roto Artist – 1 to 3 years Experience

Send your resume & Showreel to hr.rcallp@gmail.com

LOTPOT



We're hiring for the below mentioned positions:

- Graphic Designer Intern
- Character Designer Intern
- 2D Animator Intern

Send your resume to lotpotcomics19@gmail.com

Modmacon



We're Hiring

Vacancy For Senior & Lead

- Animator
- Rigging & Tech
- 3D Artist

Send your resume & Showreel to info@modmacon.com

Ray & Martin



We're Hiring

- Video editor- Motion Graphics Designer
- 3D Modeling, Texturing & Lighting
- 3D Simulation / FX Artist

Send your resume to rayandmartinvfx@gmail.com

Digikore Studios



We're Hiring

- CG Production Coordinators
- CG Asset Lead
- CG Generalists
- Senior CG Rigging Artist

Send your resume & Showreel to Hireme@digikore.com

Sportz Interactive



We're Hiring

- Junior Graphic Designers
- Graphic Visualizers

Send your resume to jacob.nazareth@sportzinteractive.net

SoftwizIT Solutions



We're Hiring

- 3D Character Artist
- Social Media Manager
- Rigging Artist
- Dynamic Animation

Send your resume to connect@softwizit.com

INDUSTRY NEWS



The launch of a new division DNEG 360

DNEG has expanded its services with the launch of DNEG 360, a new division focused on virtual production. This venture, a collaboration with real-time production leader Dimension Studio, offers clients a wider range of services including visualization, content creation, and development. To support these expanded offerings, DNEG 360 also debuted two massive LED volume stages in London and Rome, making them leaders in large-scale virtual production solutions.

Jellyfish Pictures Expands VFX Operations to Toronto

Jellyfish Pictures, an award-winning VFX and animation studio, is expanding its global footprint by opening a new VFX production outpost in Toronto, Canada. This follows their recent establishment of a studio in Mumbai, India, in 2023.

The Toronto expansion allows Jellyfish Pictures to cater to the growing demand for VFX services in Canada and tap into the pool of talented artists in the region. This strategic move strengthens their position as a leading global VFX company and allows them to collaborate with a wider range of creative talent.



Alexi Wheeler Teams with Superprod To Launch Wheel In Motion

Alexi Wheeler, the former head of Netflix's EMEA division, has joined forces with Superprod, a prominent French animation studio, to launch Wheel In Motion. This newly established U.K.-based production company is set to create an array of content spanning animated and live-action series and films. The venture represents a strategic move for Wheeler, transitioning from overseeing content distribution at Netflix to actively shaping original programming.



Autodesk Acquires Wonder Dynamics

Autodesk has acquired Wonder Dynamics, integrating Wonder Studio—a cloud-based 3D animation and visual effects (VFX) solution—into Flow, its Media & Entertainment (M&E) cloud on the Autodesk Design and Make platform. Wonder Studio utilizes artificial intelligence to optimize 3D character workflows, offering advanced tools for animation and VFX artists. This acquisition bolsters Autodesk's capabilities in cloud-based solutions, enhancing their offerings for creators by integrating Wonder Dynamics' innovative technologies directly into their existing platform.



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