VOL. 1

frameboxx 2.0®

animation | visual effects

Premier Academy for Media & Creative Arts

artistry

Be a Frameboxxer
Be an Expert

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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 problem solving 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 18,000 students trained with more than 3,000 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 trainers practical exposure, working on live projects are contributing in the process of overall professional development of our students. Today, 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.

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 skills 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 BAF Awards, Golden Cursor Animation Awards, AAROHI Film Festival, Mofilm and CGT Awards

Mr. Rajesh R. Turakhia

Founder's Message

Frameboxx Animation and Visual Effects is a versatile conglomerate with a focus on providing high end computer graphics, animation and visual effects training services. Started in 2008, by a team of management and technical evangelists with over twenty years of experience in animation production and training domain, Frameboxx offers wide array of training programs aimed at producing high quality trained manpower to fuel India's rapid growing Animation & Visual Effects Industry.

We focus on teaching techniques and creativity, not just the software tools. How would an artist approach a software is more important rather somebody teaching how to use the software. We blend this very artistic approach in our teaching methodology to give the best knowledge to the student to make him / her industry ready artist. We follow this method of 'Techno Artist Training' where we train novice students with technical knowledge of software and aesthetic knowledge of artistic sense.

Working on the notion of continuous development, we launched our self in a completely new avatar named 'Frameboxx 2.0' in 2019. It is 'Premier Academy for Media & Creative Arts' which is amalgamation of various creative and technical skills, required by Media & Entertainment industry. We enlarged our gamut of creative design and visual art, by adding new verticals of new media technologies and creative research.

Being a pioneer in the Indian Animation and Visual Effects training industry, we are looking at producing high quality trained manpower to fuel India's rapid growing Animation & Visual Effects Industry demand.

Mr. Ravi Gupta

Director's Message

At Frameboxx, our core competence and industry experience has allowed us to expand our service domain to offer a wide array of services across multiple verticals such as career specialization courses in Animation, Visual Effects and Film Making including Degree Courses.

We are technical partner with India's leading Animation, VFX and Gaming Studios - Contiloe, Lakshya and CrazyLabs Studios. So, our students are always updated with latest technologies and trends. It gives them an extra edge to become an industry ready artist. We are also associated with MESC to ascertain that our students are trained as per industry parameters and norms.

To talk about the latest scenario, Indian Animation & Visual Effects Industry is at its peak and there is huge influx of quality work being produced in India. With huge success of Indian movies like Bahubali, Padmaavat, Robot, 2.0, FAN, Zero, driven by quality VFX, has put Indian Film Industry on the world map. Looking at the quality of work produced in India, many international Animation and VFX studios open their own setups in India to deliver Hollywood projects. Some of the best examples are Dneg, Method Studios, Digital Domain, MPC, Mr. X, The Mill and Framestore.

We are committed to provide practical exposure and knowledge of latest cutting edge technologies to our students and become strong pillar of growth story of Indian Animation and VFX industry.

News Update

Mr. Rajesh R. Turakhia is the strategic partner who has successfully launched two of the leading brands in the domain of quality Animation training in India and abroad. The institutes headed by him has trained over 2,00,000 students over a span of the past 22 years.

His primary aim is to improve the quality and studio readiness of skilled manpower in the industry. Most of the studios in India have students trained by him or animators worked under his leadership.

Currently, he is part of the Sub Task Force (Skilling) for formulating and suggesting the policy for the AVGC sector. He is also a member of the CII Sub Committee on AVGC and Immersive Media. His visionary ideas and projections are helping to grow the AVGC ecosystem.

Eduspark Awards 2022 Recognize him for his contributions to AVGC Education

NEW AFFILIATIONS

GOVERNMENT BODIES

Skill India
कौशल भारत - कुशल भारत

Skill India or the National Skills Development Mission of India is a campaign launched by Prime Minister Narendra Modi. It is managed by the National Skills Development Corporation of India.

The goal is to cater the skill development in India through a result-oriented framework that corresponds with the needs of the industry. It is a smart initiative that works toward the development of the country.

MECAT stands for Media & Entertainment Creative Aptitude Test. It is conducted by MESC (Media and Entertainment Skills Council).

It is India's largest aptitude test for admissions to animation, visual effects, gaming, film making or any other career program in Media & Entertainment Sector. MECAT is accepted by hundreds of universities, colleges, and training institutes in India. It is a standardized test to measure the creativity, aptitude and readiness of a candidate wanting to join training institution in M&E Sector.

MECAT
MEDIA AND ENTERTAINMENT CREATIVE APTITUDE TEST

UNIVERSITIES

RENAISSANCE UNIVERSITY
INDORE

Renaissance University Indore, Madhya Pradesh, is one of the newest private universities in central India. The university has a total of 10 departments, 34-course streams and 60000+ graduates around the globe. The university offers courses as Bachelor's, Master's, Diploma, and certification programs.

The university provides students with state-of-the-art infrastructure as well as world-class facilities. The university also houses a team of highly qualified faculty members.

Swami Vivekanand Subharti University is a private university located in Meerut, Uttar Pradesh. The university has 14 faculties. It is spread over a sprawling area of about 250 acres.

The University has several constituent colleges which provide higher education in almost all the disciplines like Medical, Dental, Paramedical, Pharmacy, Engineering, Management, Law, Journalism, Education, Arts and Science, thus engaged in creating highly qualified, academically and technically proficient professionals.

SWAMI VIVEKANAND SUBHARTI UNIVERSITY
UGC Approved
Meerut
Where Education is a Passion...

LAUNCH OF NEW CENTRES

Hinjawadi, Pune

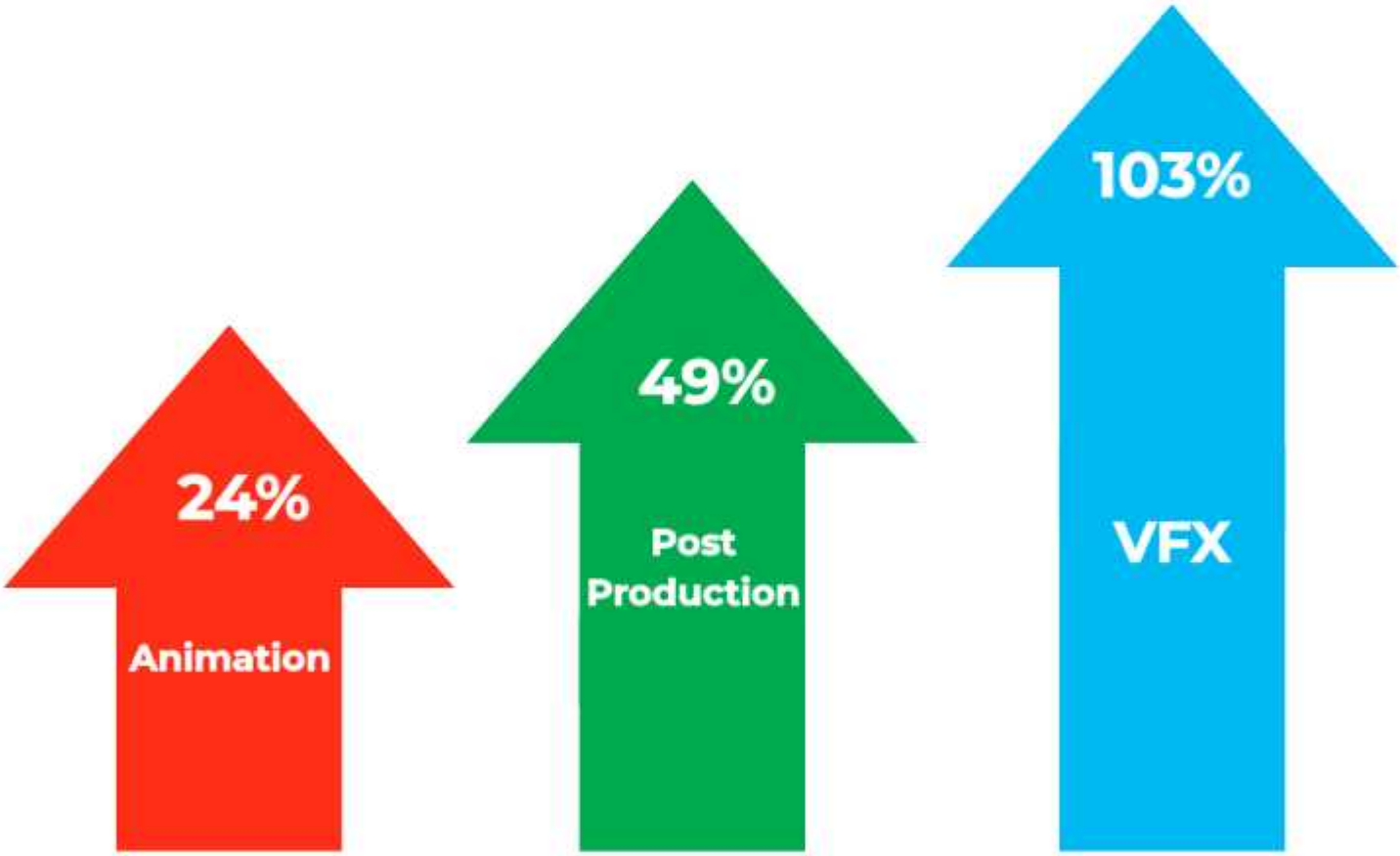
Aundh, Pune

Nerul, Navi Mumbai

Vashi, Navi Mumbai

Growth of
ANIMATION & VFX Industry

In 2022, the AVGC industry is worth Rs. 8,500 Crore.
By 2024, it is expected to reach to Rs. 18,000 Crore.



As per FICCI 2022 report

Growth of
ANIMATION & VFX Industry

As per FICCI 2022 report

Last 3 years Growth and Future Estimates

Year	2019	2020	2021	2022E	2024E
Animation	22.3	24.5	30.5	39.7	59.0
VFX	49.5	18.8	38.2	58.7	93.1
Post Production	23.1	9.7	14.4	21.4	28.3
Total	94.9	53.0	83.1	119.8	180.4

Above mentioned figures are in INR Billion

Animation and Visual Effects industry has always been artistic and technical skill based industry, and now it is becoming more and more prominent.

CGI and VFX are becoming an integral part of major audio visual mediums, ranging from mobile apps to massive broadcast data. We are witnessing a huge growth in new studio setups and design boutiques.

Growth of
ANIMATION & VFX Industry

As per FICCI 2022 report

Reasons of Growth

- The Indian Media and Entertainment (M&E) industry is a sunrise sector for the economy and is making significant strides
- The segment is expected to more than double in three years till 2024 to INR 180 billion
- Increased demand spurred investments into India
- Work from home became cost effective for studios
- Key growth drivers included rising demand for content among users and affordable subscription packages

Growth of
ANIMATION & VFX Industry

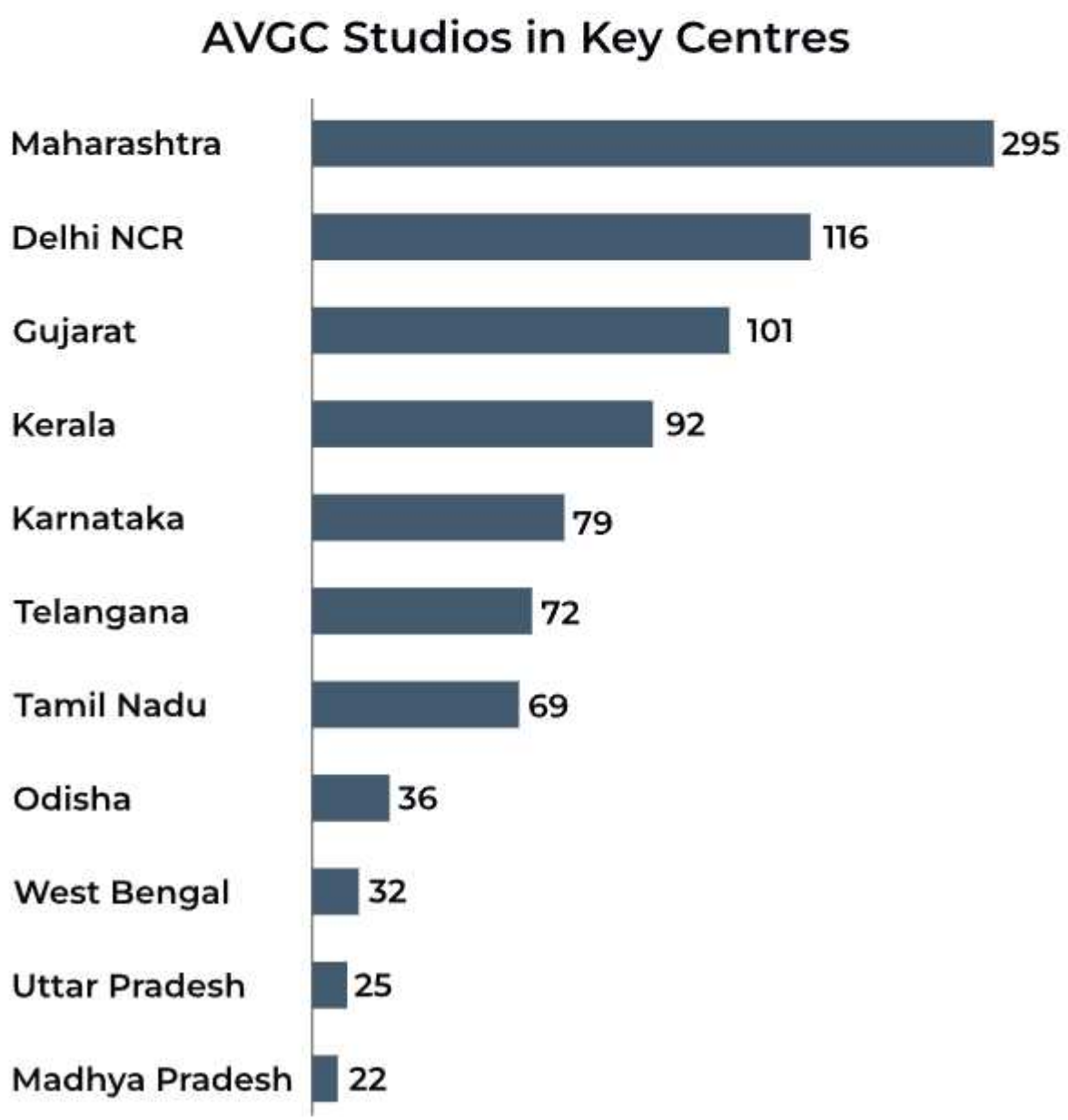
As per FICCI 2022 report

- The multi-language release formula led to increased volumes
- Implementation of the government's AVGC policy helped to achieve its potential
- Prime Minister's announcement of Huge Employment opportunities in AVGC industry
- Converging production pipelines opened new avenues
- Growth of NFTs and Metaverse are opening new opportunities
- There are around 1,000 studios and 139 universities which exist to build and train talents

Growth of
ANIMATION & VFX Industry

As per FICCI 2022 report

Studio data:
Approximately 185K people work across these studios



Growth of
ANIMATION & VFX Industry

As per FICCI 2022 report

Studio Expansion

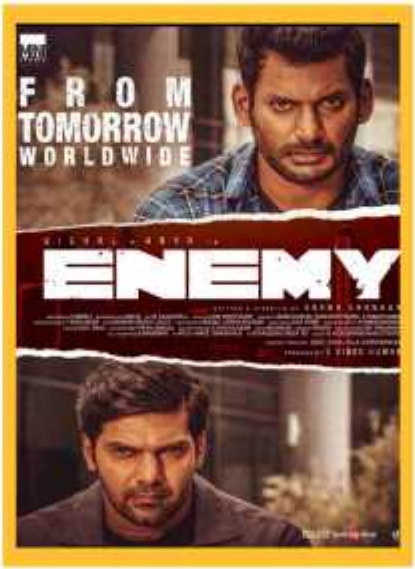
Sr. No.	Studios	Location
1	MPC, The Mill, Phantom FX, Framestore, Digikore, Occult	Mumbai
2	Dneg, 88 Pictures, ReDefine	Banglore
3	BOT VFX, Oscar FX, Gelaro Grace studio, Yash Raj Studios	Pune
4	Green Gold Animation	Guwahati
5	Cosmos Maya, ReDefine	Kolkata
6	Rotomaker	Chennai, Bihar
7	Philm Cgi	Kerala
8	NY VFXWAALA	Hyderabad

Studios are following Hub and Spoke model of operations. Multiple studios are opening their extensions in Tier 2 cities, pan India.

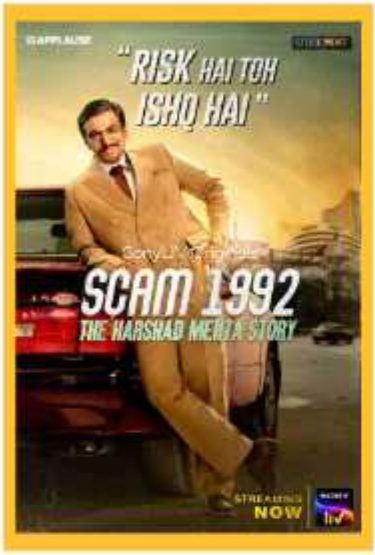
Studios are creating multiple job creation through internships and incubation units. Content production hiked of TV, OTT and Movies – inhouse and international both. WFH became cost effective for studios.

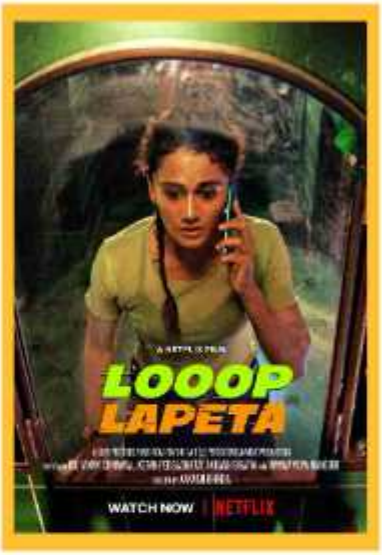
Indian Blockbuster Animation & VFX Movies

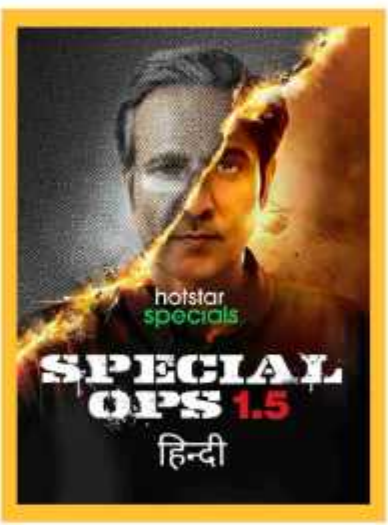
Indian Blockbuster Animation & VFX Movies

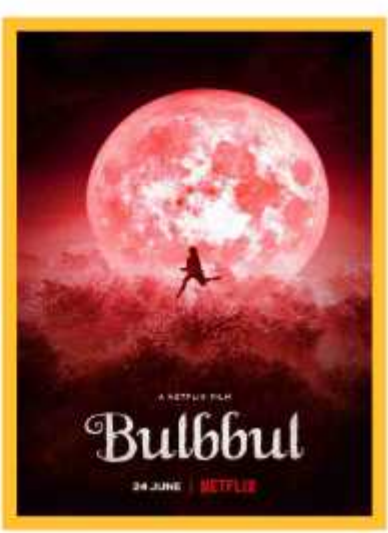


Indian Blockbuster OTT / Web Series









Indian Blockbuster OTT / Web Series

EXPERT'S SPEAK

A NEW "VERSE" OF 3D DESIGN & ANIMATION

Siddhartha Malviya
H.O.D. 3D

As we know that 3D Design & Animation has been trending since long time & it has been a major area of art for every artist. But now, in today's world it has opened doors to new technologies such as AR (Augmented Reality), VR (Virtual Reality), MR (Mixed Reality).

AUGMENTED REALITY (AR)

Augmented reality (AR) is the integration of digital information with the user's environment in real time just like the Snapchat filters, Instagram filters, and some quick information of a product which are projected on a surface whenever a QR code is scanned.

VIRTUAL REALITY (VR)

Virtual Reality (VR) is a computer-generated environment with scenes and objects that appear to be real, making the user feel they are immersed in their surroundings. This environment is perceived through a device known as a Virtual Reality headset or gear. It majorly has a positive impact on healthcare sector, education, industrial training, gaming and many more and is majorly used in these sectors.

MIXED REALITY (MR)

In Mixed Reality(MR), you interact with and manipulate both physical and virtual items and environments, using next generation sensing and imaging technologies. Mixed Reality allows you to see and immerse yourself in the world around you even as you interact with a virtual environment using your own hands - all without ever removing your headset.

VIRTUAL PRODUCTION

In earlier times, the movie scenes were shot on the green screen majorly because that was the only way through which the artists were able to create the virtual world which was actually a lengthy process. But now with the help of these kind of emerging technologies, we are able to create the virtual environment and can change the moods, lights, environment etc. of the scenes at the very same time. It has not only reduced the overall time required in the process but also increased the quality of imaging.

METAVERSE

The metaverse can be defined as a simulated digital environment that uses augmented reality (AR), virtual reality (VR), and blockchain, along with concepts from social media, to create spaces for rich user interaction mimicking the real world. Now one can create their own virtual world using the metaverse technology for their convenience & ease where they can meet and collaborate.

NEW VERSE, NEW OPPORTUNITIES

Earlier, we were just limited to the private sector companies & firms which were involved in these technologies but now we are seeing that the Government sector is also getting involved with it. Recently, on 1st February 2022, our honourable Prime Minister Mr. Narendra Modi shared his views on AVGC (Animation, Visual Effects, Gaming, Comic) that the scope & opportunities in this verse & technologies is increasing rapidly. It is life changing benefits to country as well as the new emerging sectors which has led to an increase in employment as well.

EDUCATION & TRAINING VERSE

There was a time when the information was only provided by school professors through blackboard & books and slowly the era of internet came which is one of the main sources of knowledge gaining in today's world. But now the tables have turned because of the emergence of technologies like VR and AR. The studies as well as the training programs are much more elaborative, interactive, interesting, and attractive to deliver and listen both which overall increases the quality of educational and other training content. In the near future, these technologies are going to be more enhanced, more updated leading to better opportunities with better societal upliftment and upgradation.

"VIRTUAL REALITY IS SOMETHING WHICH IS NOT IN REAL BUT APPEARS TO BE REAL."

EVENTS

ROCKSTAR AWARDS

EVENTS

ROCKSTAR AWARDS

EVENTS

ROCKSTAR AWARDS

EVENTS

ROCKSTAR AWARDS

EVENTS

14TH ANNIVERSARY

EVENTS

SPORTS DAY

EVENTS

FACE PAINTING

EVENTS

FACE PAINTING

EVENTS

GLASS PAINTING

EVENTS

GLASS PAINTING

EVENTS

FRESHERS PARTY

EVENTS

FRESHERS PARTY

EVENTS

COLLEGE DAYS

EVENTS

ANNUAL EVENT

WORKSHOP

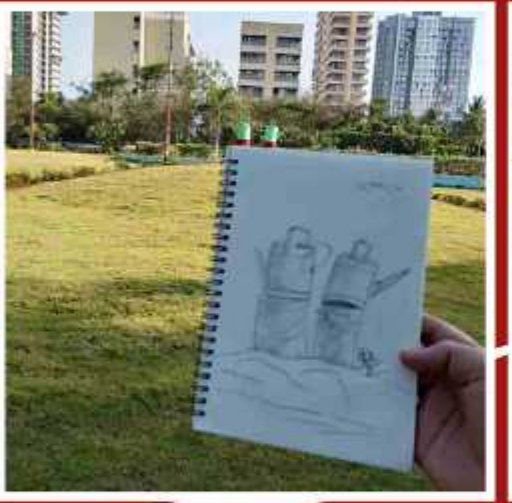
CLAY MODELLING

WORKSHOP

STOP MOTION

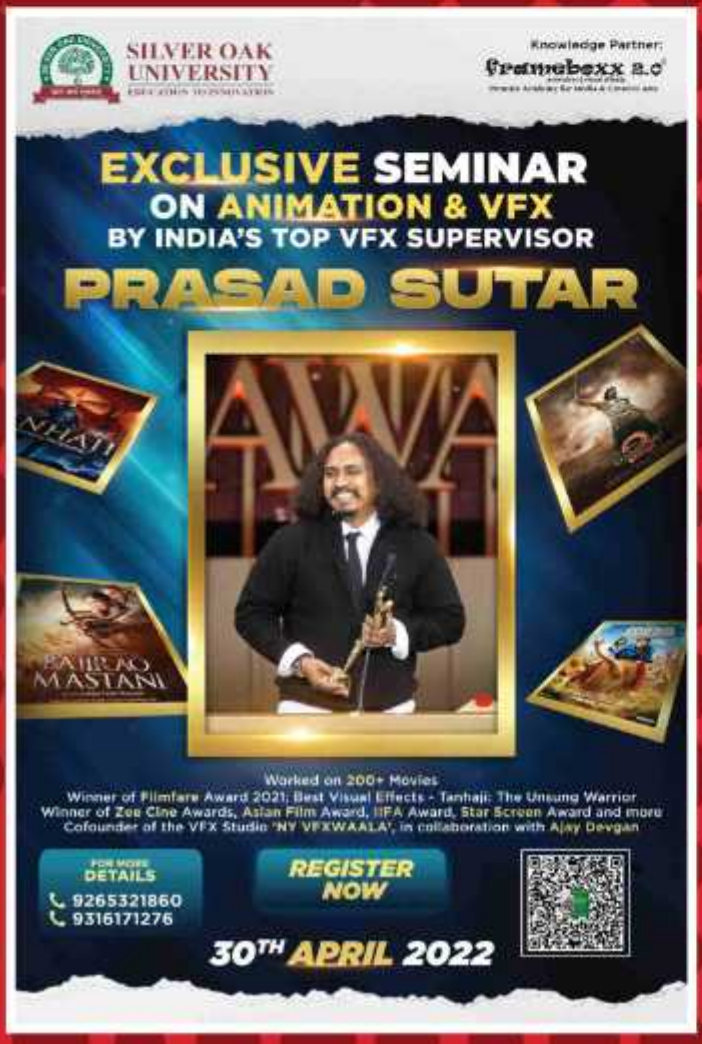
WORKSHOP

OUTDOOR SKECTHING



SEMINAR

ANIMATION & VFX



SEMINAR

PERSONALITY DEVELOPMENT

INDUSTRY NEWS

Ghost VFX, Streamland Media's Visual Effects Division, to open a new Studio in India

The 32,000-square-foot studio will be opened in Pune, Maharashtra early next year and will offer clients "the full range of high-end visual effects through cloud-based technology and an industry-leading talent roster." The employees there will be offered a hybrid work approach, with the ability to work from home and in the office.

The new studio will be led by Ghost VFX India Vice President and Head of Studio Prashant Shitole, who has produced VFX for features, streaming, animation, and games and worked as head of production at MPC, The Mill, Double Negative, and Method Studios.

Cinesite Acquires Canadian Studio L'Atelier Animation

L'Atelier Animation is the fourth studio to join Cinesite after it acquired Image Engine VFX and Nitrogen Studios in Vancouver and VFX studio Trixter in Berlin and Munich.

As with the Vancouver studios, acquiring L'Atelier Animation allows Cinesite to tap a rich animation talent pool in Canada, foreign exchange savings and Quebec digital and animation tax credits.

Netflix Acquires Animal Logic

Animal Logic has been producing award-winning design, visual effects and animation for over 30 years. Headquartered in Sydney, Animal Logic set up a second studio in Vancouver, Canada in 2015 and has worked on Hollywood blockbusters including Happy Feet, Legend of the Guardians: The Owls of Ga'Hoole, The LEGO Movies and Peter Rabbit 1 & 2, alongside a catalogue of amazing visual effects work including The Matrix, Moulin Rouge!, 300, and The Great Gatsby.

Working with Animal Logic will accelerate the buildout of Netflix's end-to-end animation production capabilities.

Cinesite Acquires Canadian Studio Squeeze

Squeeze is the fifth studio to join the independently owned Cinesite group, following Image Engine in 2015, Nitrogen Studios (renamed Cinesite Vancouver) in 2017, German VFX studio Trixter in 2018, and most recently L'Atelier Animation last month.

"Squeeze is a fantastic addition," Cinesite Group CEO Antony Hunt said in a statement, "not only for its successful original IP Cracké and for its world-class animation portfolio, but also for its mocap capabilities and scale, and the opportunity to further enhance a dynamic Montreal based hub for the Cinesite group as a rapidly growing family entertainment powerhouse."

WEBINARS

This webinar covers following topics:

1. What is Materials
2. What is Texturing
3. What is PBR
4. Creating PBR texturing

This webinar covers following topics:

1. Introduction (Types of Logos)
2. Idea
3. Research
4. Concept of Logos
5. Creation
6. Presentations

This webinar covers following topics:

1. How to create a Basic Product Modeling
2. Basic Material & UV fundamental in C4D
3. Light Setup & Quick Physical Render

WEBINARS

This webinar covers following topics:

1. Importance of Pre-Production
2. Storyboarding Idea
3. Comic Book Presentation & Storyboard Pro

This webinar covers following topics:

1. Sketchup basic modeling techniques
2. How to Export to the 3ds Max
3. How to set materials and textures
4. How to set the camera
5. How to set lights
6. How to render

This webinar covers following topics:

1. Creating hair for 3D character
2. Creating fur for animals

WEBINARS

This webinar covers following topics:

1. What is Typography?
2. Types of fonts with examples and their emotions
3. How to select suitable fonts for designs?
4. Typography tools in Photoshop

This webinar covers following topics:

1. What is Matchmoving?
2. Use of Matchmoving in the industry
3. Basic Tracking

This webinar covers following topics:

1. Basic knowledge about Hypershade tools
2. Layer texture and how it's used for texture blending
3. Some basic shaders and presets provided by Arnold

WEBINARS

This webinar covers following topics:

1. Fundamentals of the basic tools used in Adobe Illustrator
2. How to create an isometric grid view
3. Step by Step process of drawing 3D / isometric building illustration

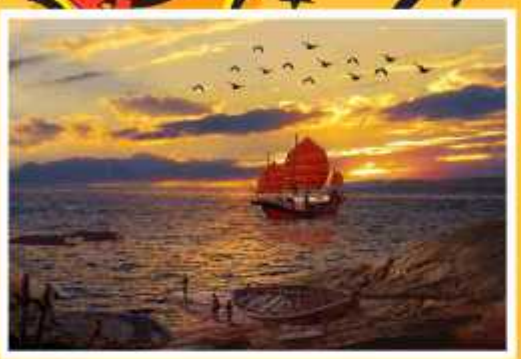
This webinar covers following topics:

1. Understanding the Levels
2. Use of Levels
3. How to create & Work in Levels
4. What are Materials
5. How to Create New Materials
6. understand the Material Editor
7. Creating different types of Materials

This webinar covers following topics:

1. 3D Projection Technique
2. How to work with camera

STUDENT ARTWORKS



Vishal Gharge, Ahmednagar

Shreyasi, Chowringhee

Manas Dadawe, FC Road

Rutvik Girde, Wardha

Pratik Mavale, Kothrud

Debraj, Chowringhee

Shubham Gehlot, Dadar

Kousik Ghorai, Kothrud

Dharmik Mendpara, Shahibaug

STUDENT ARTWORKS

BOOM!

WOW

Siddhant Boghara, Swargate

Meghana Akshinthala, South Ex

Rutvik Girde, Warda

Snehal Kaswa, Ahmednagar

Jay Shah, Chowringhee

Saiffudin, Shahibaug

Yash Gawande, FC Road

Md.Sahabuddin, Chowringhee

Pruthviraj Nikam, Swargate

STUDENT ARTWORKS

Rajkumar Shyam, Chowringhee

Manasi Mishra, FC Road

Rutuja Salvi, Swargate

Manya, South Ex

Khush Patel, Andheri

Vaibhav, Andheri

Abhimanyu Yadav, South EX

Anurag Ratnakar Gurav, Swargate

Sampriti Sharma, Andheri

STUDENT ARTWORKS

Snehal Kaswa, Ahmednagar

Nikita Gupta, Chowringhee

Harsh Chovatiya, FC Road

Alister Asirvadam, Swargate

Saurabh Misal, Kothrud

Swapnil Khedekar, Ahmednagar

Sahbaj, South EX

Tanya Pal, South EX

Hiten Thavran, Shahibaug

LATEST INDUSTRY JOBS

After Studios

We are looking for talented professional's at After Studios Mumbai to work on Advertising and TVC division

Be a part of the Advertising Team after studios!!!

Bookings Executive

Senior Flame Artist

Senior IT Executive

Please send a reel or website of your best work at hr@silvercloudstudios.in

Cinegence Media Pvt. Ltd.

Our high-quality project requires experienced Digital artists.

Roto Artists: 2-3 Years Exp.
Paint Artist: 2-3 Years Exp.
2D Compositor: 2-5 Years Exp.
Motion Graphics Artists: 2-3 Years Exp.
Production Coordinators: 1-2 Years Exp.

Please forward your demo and resume to careers@cinegence.com

ReDefine

ReDefine is Hiring for Pune location:
Modeling & Texturing (Mid-Senior)
DMP (Mid-Senior)
FX (Mid -Senior)
Compositing (Mid-Senior)

Send your updated resume to mcka@redefine.co

Green Gold

We are looking for a Experienced 3D artist.

1. 3D FX Artists
2. 3D Rigging
3. 3D Set Texturing
4. 3D Character Texturing
5. 3D Animation
6. 3D Lighting

Send your portfolio at careers@greengold.tv

GelaroGrace Studio LLP

We're hiring for various roles in 3D Animation at the Noida Location

1. 3D Modelling & Texturing Artists (Mid & Senior Level)
2. Lighting Artists (Mid & Senior Level)
3. Concept Artists ((Mid & Senior Level)
4. Motion Graphic Artist (Mid & Senior Level)
5. Compositing Artists (Mid & Senior Level)

Share your resume and showreel on hr@gelarogracestudio.com

NY VFXWAALA

We NY VFXWAALA are hiring for hyderabad location.

Compositors - Mid Level Artists
CGI - Fx (Houdini) - Mid Level Artists
Roto - Junior Level Artists

Drop your resume on: hr.hyd@nyvfxwaala.com

MPC

MPC is hiring for Paris location

1. Enviroment Artists
2. Compositing Artirts
3. 3D Generalists

Interested candidate can submit your resume to www.mpcvfx.com/careers/

Atomic Arts

Atomic Arts Mumbai is looking to fill in the following positions:

1. Lighting
2. Texturing
3. Asset
4. Production - Coordinators / Assistant

Feel free to reach out to us on the following jobsindia@atomicarts.net

All studio logos are property of their respective owners. Information collected from various digital job portals.

PLACEMENTS

WOW

Student : Satyajeet Kumar
Designation : 3D Game Artist
Studio : Sumo Video Games, Pune

Student : Sahini Khatun
Designation : 3D Junior Game Artist
Studio : Lakshya Studio, Pune

Student : Mohini Vyas
Designation : Video Editor
Studio : Star News 7, Pune

Student : Raktim Howlader
Designation : Game Artist
Studio : Lakshya Studio, Pune

Student : Prajakta Suryawanshi
Designation : Motion Graphics Artist
Studio : BYJU's, Pune

Student : Ankush Garud
Designation : VFX Compositor
Studio : MPC, Bangalore

Student : Maninder Singh Malli
Designation : Graphic Designer
Studio : GAME, Noida

Student : Ganesh Doke
Designation : 2D Character Animator
Studio : Ninth Motion, Pune

Student : Yashraj Dandnaik
Designation : Match Move Artist
Studio : Technicolor, Bangalore

Student : Sanket Gondkar
Designation : Motion Graphics Studio
Studio : Toolbox Studio, Pune

ANDHERI

107, 1st Floor, Sri Krishna, New link road, Opp. Fun Republic, Andheri (West), Mumbai - 400053.

+91 22 66753203 / 06, +91 9819504485
andheri@frameboxx.in

FC ROAD

3rd Floor, Surya Bhavan, FC Road, Shivaji Nagar, Near Tukaram Paduka Chowk, Pune, Maharashtra - 411005

+91 7276848710 / 8087797779
fcroad@frameboxx.in

NERUL

F-1/A:5, First Floor, Shanti Apartment, Near SIES college, Sector-11, Nerul East, Navi Mumbai - 400706

+91 9082229727
nerul@frameboxx.in

VASHI

Office No. 202/203, Om Rachna CHS, Sector - 17, Vashi, Navi Mumbai - 400703

+91 9152285858
vashi@frameboxx.in

KALYAN

1, Basement, Siddhivinayak Sankul, New Station Road, Near Monginis Cake Shop and Karachi Medical, Kalyan (West) - 421301

+91 8591298835
kalyan@frameboxx.in

DADAR

310, B Wing, Mhatre Pen Building, Senapati Bapat Marg, Opp. Pramod Mahajan Udyan, Dadar West, Mumbai, Maharashtra - 400028.

+91 22 35006691 / +91 9321623789
dadar@frameboxx.in

THANE

603, 6th floor, Paradise Tower, Next to Mcdonald, Gokhale Road, Thane West, Maharashtra 400601.

+91 22 25344850 / +91 9594949955
thane@frameboxx.in

HINJAWADI

Alard Knowledge Park, Survey No. 50, Hinjawadi Marunje, Near Rajiv Gandhi IT Park, Hinjewadi, Pune - 411057, Maharashtra

+91 8956276676
alard@frameboxx.in

SWARGATE

401/1, 4th floor, C tower, Vega centre, Near Swargate bus depot, Next to Income Tax building, Swargate, Pune, Maharashtra 411037

+91 8468858361
swargate@frameboxx.in

KOTHRUD

Office no 5,6,7,8, 2nd floor, Borate Sankul, opp. to Yashwantrao Chavan Natyagruha, Kothrud, Pune, Maharashtra 411038

+91 9881900617 /+91 9552565927
kothrud@frameboxx.in

AHMEDNAGAR

Dhoot Centre, Nagar College Road, next to Patil Hospital, Ahmednagar, Maharashtra 414001

+91 9423558296
ahmednagar@frameboxx.in

AUNDH

202, 2nd Floor, Yash Towers, DP Road, Opp to DAV School, Aundh, Pune - 411007

+91 7798337798
aundh@frameboxx.in

AHMEDABAD

1st Floor, Hiraba B.Ed. College, Rajasthan Hospital Road, Opp. Rakshashaki Circle, Shahibaug, Ahmedabad, Gujarat 380004

+91 8460066199
shahibaug@frameboxx.in

SURAT

407, Avadh Arena Mall, VIP Road, Nr. Shyambaba Temple, Opp. Marvella Corridor, Vesu, Surat, Gujarat 395007

+91 9998845660 / +91 8200275265
surat@frameboxx.in

VADODARA

Profit Centre, UL-5, Mezzanine Floor, Near Kalaghoda Circle, Sayajigunj, Vadodara, Gujarat 390005

+91 9104645660
vadodara@frameboxx.in

INDORE

11/5, 3rd Floor, Kamal Kiran Apartment, New Palasia, Indore, Madhya Pradesh 452001

+91 7805077000 / +91 9300009992
indore@frameboxx.in

JAIPUR

210, Gaurav Tower-I Malviya Nagar Jaipur., Block C, Sector 4, Malviya Nagar, Jaipur, Rajasthan 302017

91-141 - 4039764 / 4039768 / 9928844747
jaipur@frameboxx.in

SOUTH EX

E-13, 3rd Floor, South Extension Part 1, New Delhi 110049.

+91 8510044159 / 11 - 46081772 / 11 - 46025497
southex@frameboxx.in

BHUBANESWAR

A-54, 3rd Floor, Opposite University Law College, Saheed Nagar, Bhubaneswar, Odisha 751007

+91 9337476780
bhubneshwar@frameboxx.in

CHOWRINGHEE

9A,6th Floor, Chatterjee International Centre, 33 A, Jawaharlal Nehru Rd, Near Park Street Metro Stn , Chowringhee, Park Street area, Kolkata, West Bengal 700071

+91 033 - 22884549 / 9330776787
chowringhee@frameboxx.in

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107, 1st Floor, Sri Krishna, New link road,
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Call: 022 66753203 / 06 **WhatsApp:** +91 9297769776
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