

**VOL. 8**

**frameboxx 2.0**<sup>®</sup>

animation | visual effects

Premier Academy for Media & Creative Arts

# कलाक्षेत्र



**Be a  
Frameboxxer  
Be an  
Expert**

**FICCI Report 2022**

**Expert's Speak**

**Events**

**Workshop**

**Seminar**

**Industry News**

**Webinars**

**Student Artwork**

**Latest Industry Jobs**

**Placements**

[www.frameboxx.in](http://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 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 (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**

## CEO'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.



# MECAT

## MEDIA AND ENTERTAINMENT CREATIVE APTITUDE TEST

This is to certify that

**FRAMEBOXX 2.0**

is acknowledged as

**MEDIA & ENTERTAINMENT CREATIVE  
APTITUDE TEST (MECAT) PARTNER**

by **Media & Entertainment Skills Council (MESC)**

**Mr. Subhash Ghai**  
Chairman (MESC)  
Media & Entertainment Skills Council

**Mr. Mohit Soni**  
Chief Executive Officer  
Media & Entertainment Skills Council



## Foundry Acquires Peregrine Lab's Bokeh Tool.



Foundry, the leading developer of creative software for the Media and Entertainment industries, today announces the rights to Peregrine Labs' Bokeh tool to become part of the Foundry family. Foundry is very excited to make this popular tool available for all artists using Nuke. The Bokeh tool will be integrated within upcoming releases of the Nuke family including Nuke Indie and Non-commercial, at no additional cost.

Bokeh is the only commercially available tool for defocus of deep data and has become an essential tool for artists using deep compositing in Nuke. Additionally, Bokeh offers the ability to simulate the attributes of real-world lenses, enabling artists to achieve highly cinematic depth of field effects.

## Annapurna Launches Animation Division.

Annapurna announced that it has tapped former Walt Disney Animation Studios president Andrew Millstein and screenwriter Robert Baird (*Monsters University*, *Big Hero 6*) to head up its animation production arm, which will release the studio's forthcoming *Nimona* adaptation in 2023 with Netflix.



"Working with them and the *Nimona* team has been an incredible experience and we cannot wait for audiences to see the film," Ellison said. "We believe adding animation alongside our other divisions, in combination with the depth of our catalog, will lead to tremendous opportunities. Anything is possible."

## Disney Branded TV and Baobab Studios Partner on 'Intercats'.



Disney Branded Television and Emmy Award-winning Baobab Studios have begun development, with award-winning screenwriter Pamela Ribon, on *Intercats*, an animated sitcom set in a cat workplace. The announcement comes as Ribon begins a new first-look agreement with Disney Branded Television.

Ribon is a best-selling novelist ("*Going in Circles*" and "*Why Girls Are Weird*," inspired by her successful website, *pamie.com*) and a comic book writer ("*My Boyfriend is a Bear*," "*Slam!*"). She also wrote an animated short for FX, *My Year of Dicks*, which this year won recognition at the Annecy International Film Festival, SXSW, the Brooklyn Film Festival, the Los Angeles Latino International Film Festival, and the Ottawa International Film Festival.

## Epic Games Releases MetaHuman Update.

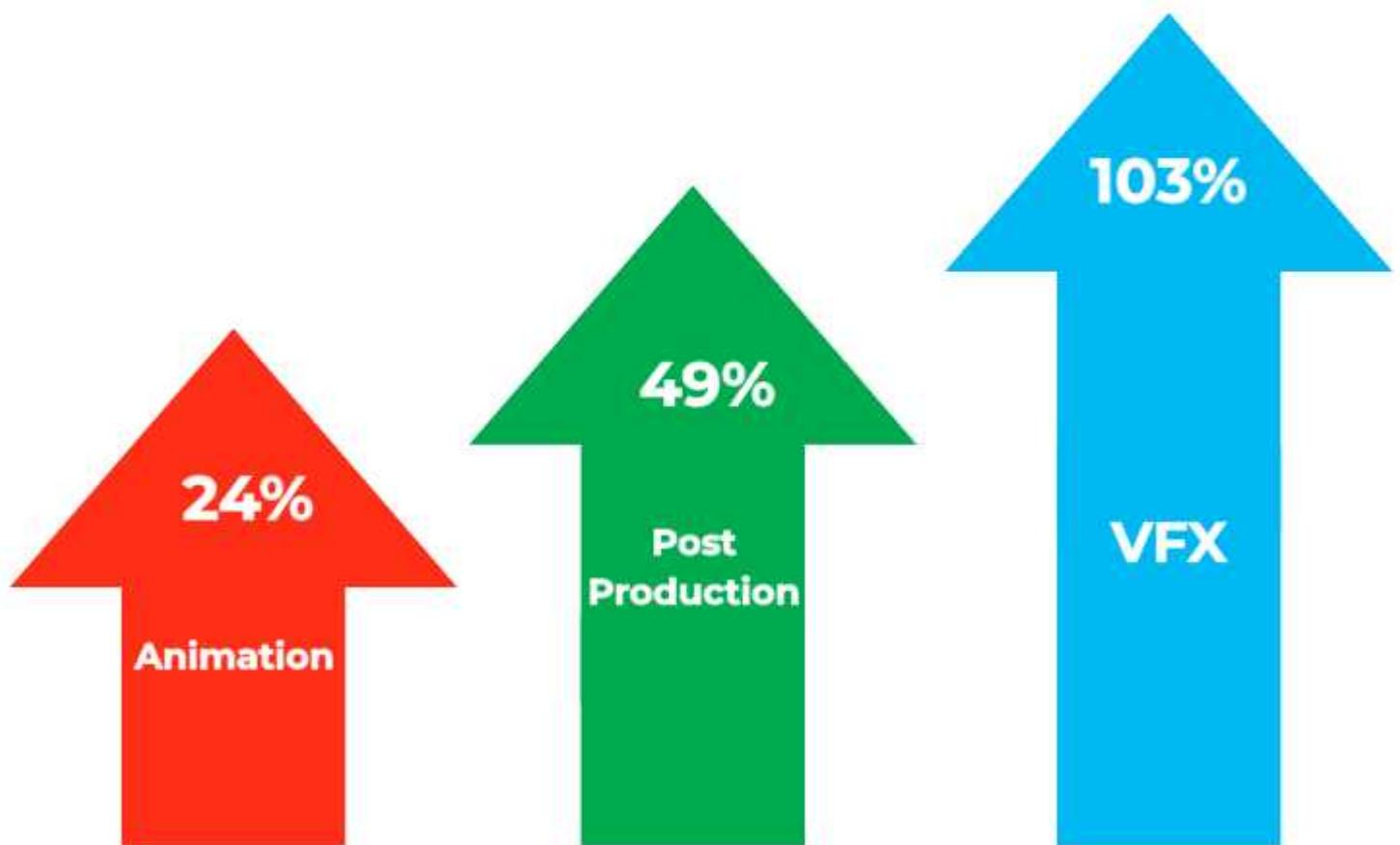
Epic Games' MetaHuman update extends the framework that allows users to share MetaHumans more easily; users can now edit aspects of MetaHumans' unique DNA files to customize them or integrate them into their pipeline.

You can now download the digital human's description as a MetaHuman binary file from MetaHuman Creator and send it to a recipient via a preferred method, such as email or Google Drive; on receipt, the file can be viewed immediately by uploading the file to Creator



# 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	2020	2021	2022E	2024E
Animation	24.5	30.5	39.7	59.0
VFX	18.8	38.2	58.7	93.1
Post Production	9.7	14.4	21.4	28.3
<b>Total</b>	<b>53.0</b>	<b>83.1</b>	<b>119.8</b>	<b>180.4</b>

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



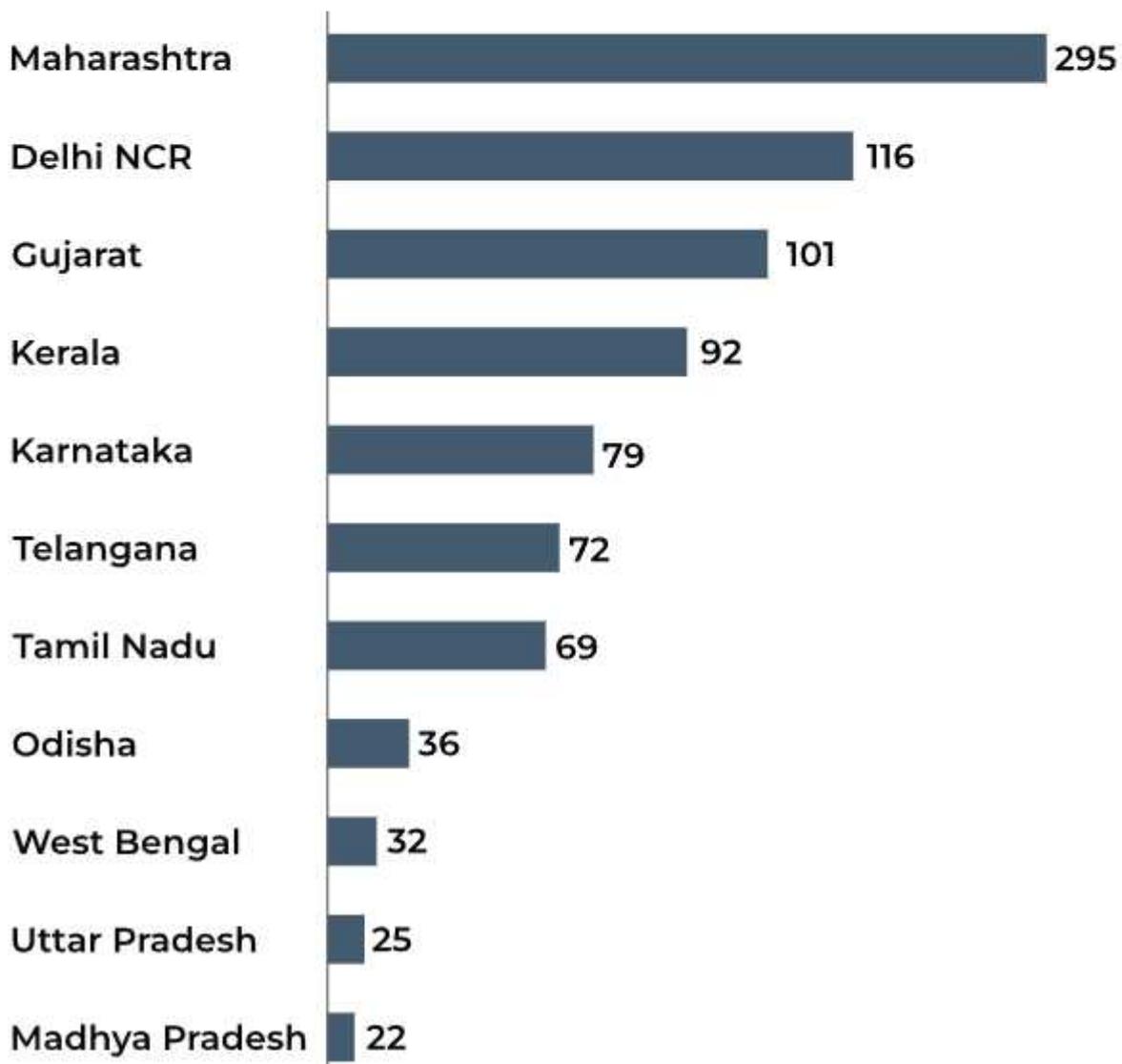
# Growth of **ANIMATION & VFX Industry**

As per FICCI 2022 report

## Studio data:

Approximately 185K people work across these studios

### AVGC Studios in Key Centres



# Growth of **ANIMATION & VFX Industry**

As per FICCI 2022 report

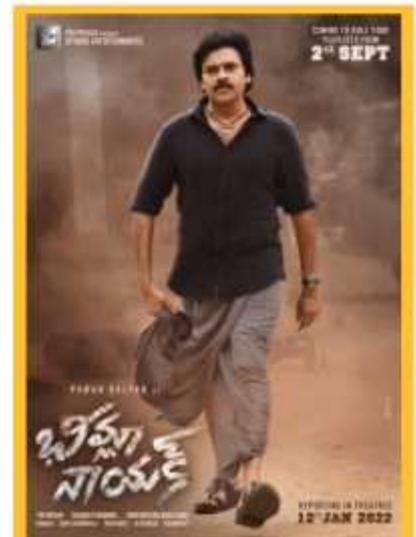
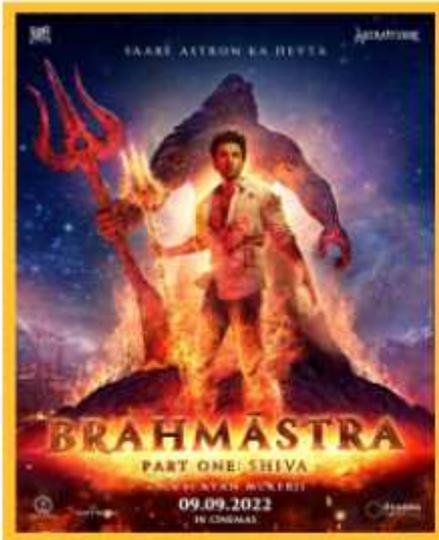
## Studio Expansion

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

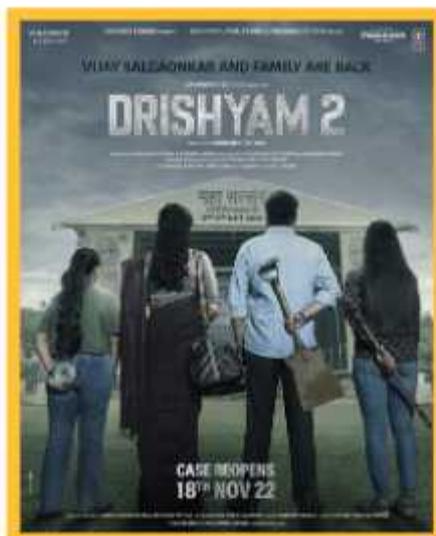
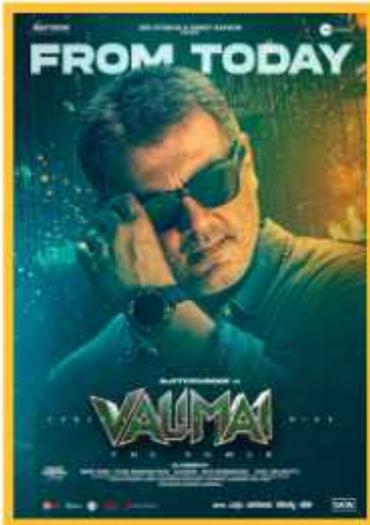
Studios are following Hub and Spoke model of operations. Multiple studios are opening their extensions in Tier 2 cities, pan India.

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.

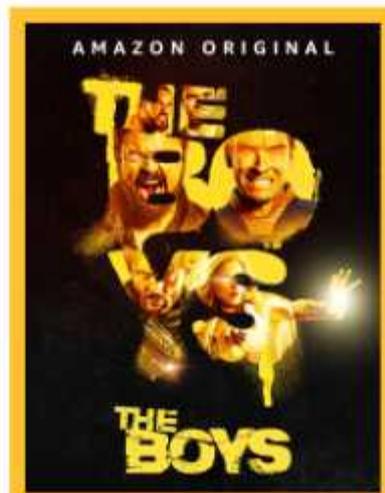
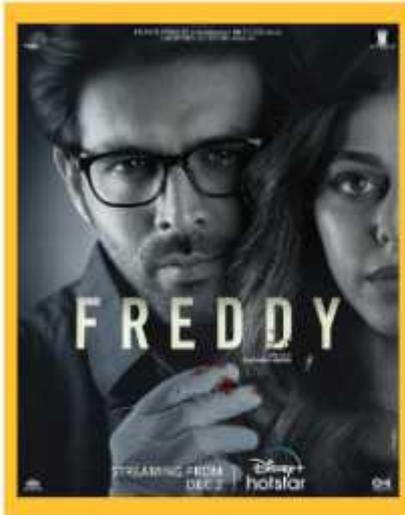
# Blockbuster Animation & VFX Movies



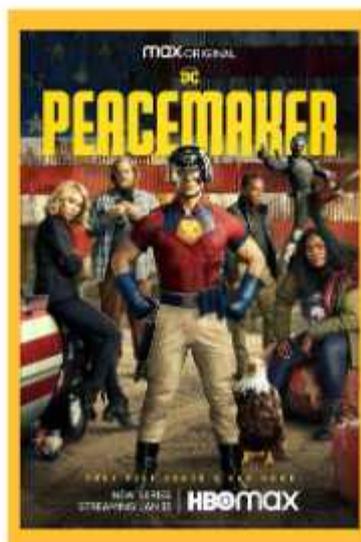
# Blockbuster Animation & VFX Movies



# Blockbuster OTT / Web Series



# Blockbuster OTT / Web Series



**EXPERT'S  
SPEAK**

## RIGGING & ANIMATION

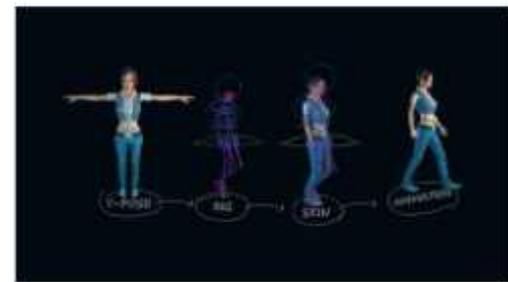


**Ashish Kuril**  
HOD 3D

Rigging & Animation is very important part of the 3D workflow. Because of it, you are able to create your imagination in the real world.

### RIGGING & ANIMATION IS DONE IN 4 STEPS:

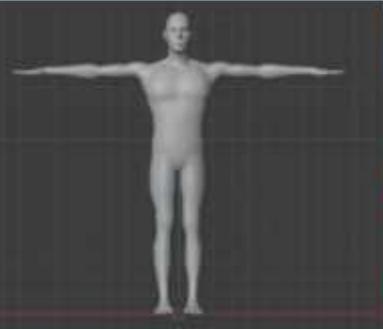
1. Pose
2. Rig
3. Skin
4. Animation



### POSE

The very common pose which we use for rigging is T-Pose. It makes it easier to see all bone positions without overlap.

It allows you to rig very clearly at every angle.



### RIG

Rigging is required to give motion to a 3D character which has bone setup. It defines all possible movements and actions.

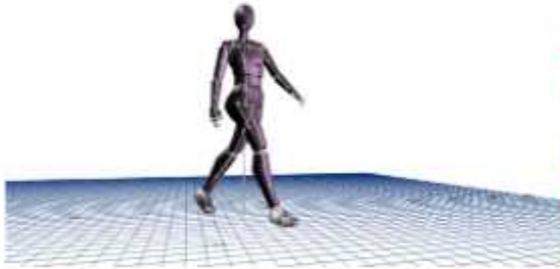
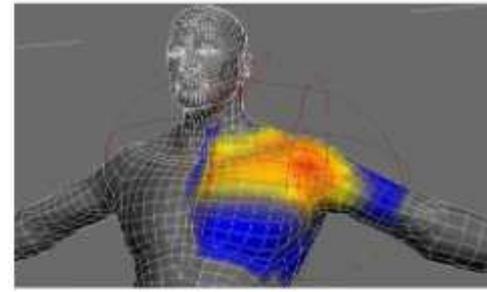
It is one of the most complex process and it must be done right to achieve the required kind of Animation.



# SKIN

Skinning is method where we bring our Bone & Model together so that what all operations we do in RIG, gets automatically applied to the model.

We need to take care of every possible deformations and texture bending / pixelation.



# ANIMATION

Animation is the last step but it is considered to be an almost half part of this the entire pipeline.

We use key frame animation technique to get smooth and realistic output. It requires a great amount of study and practical experience to become an Animator.

## NEW TECHNOLOGY IN RIGGING AND ANIMATION

MOCAP stands for Motion Capture.

As industry is booming, the technology is also upgrading accordingly. MOCAP is one of the advanced technique of Animation.

In typical Animation pipeline, the Animators do manual key frame animation to achieve the desired output. In MOCAP, we can transfer the live action video movements to 3D Character. It boosts up the overall productivity.

## MOCAP (MOTION CAPTURE) TECHNIQUE



**EVENTS**

**ROCKSTAR  
AWARDS**



# EVENTS

# ROCKSTAR AWARDS



# EVENTS

# ROCKSTAR AWARDS



# EVENTS

# ROCKSTAR AWARDS



**EVENTS**

**ROCKSTAR AWARDS**



# EVENTS

# TRADITIONAL DAY



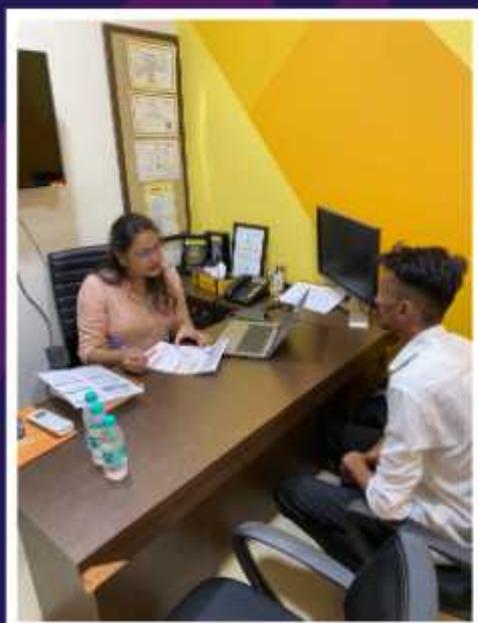
# EVENTS

# MESC JOB FAIR



# EVENTS

# MESC JOB FAIR



**EVENTS**

**HALLOWEEN**



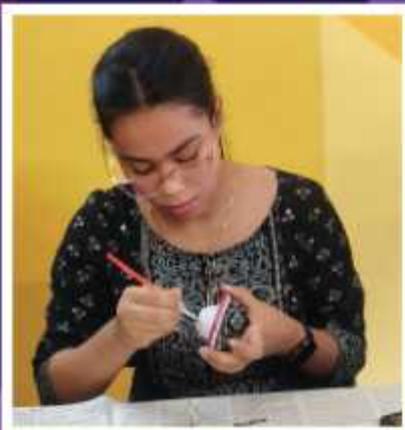
**EVENTS**

**HALLOWEEN**



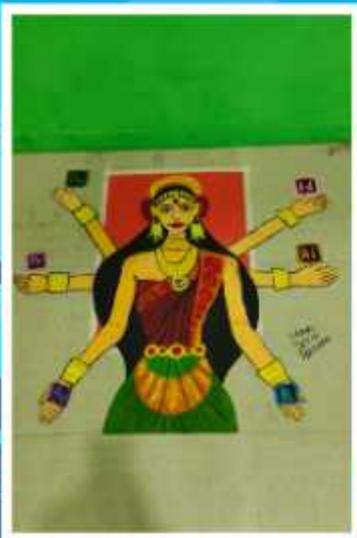
# EVENTS

## DIYA AND RANGOLI COMPETITION



# EVENTS

## DIYA AND RANGOLI COMPETITION



**EVENTS**

**FRESHERS  
PARTY**



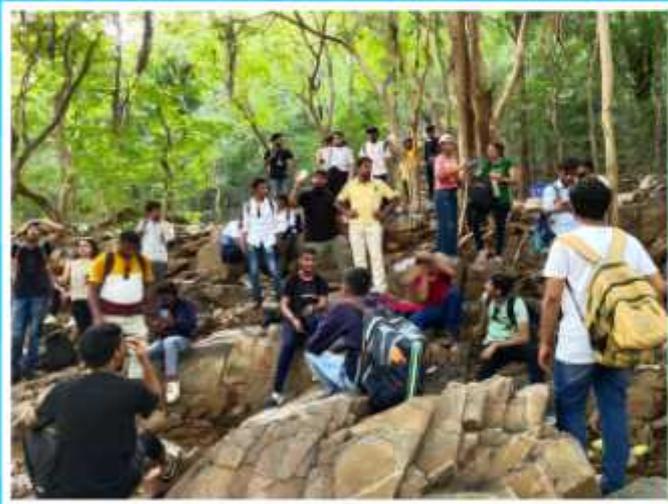
# EVENTS

# BLOOD DONATION



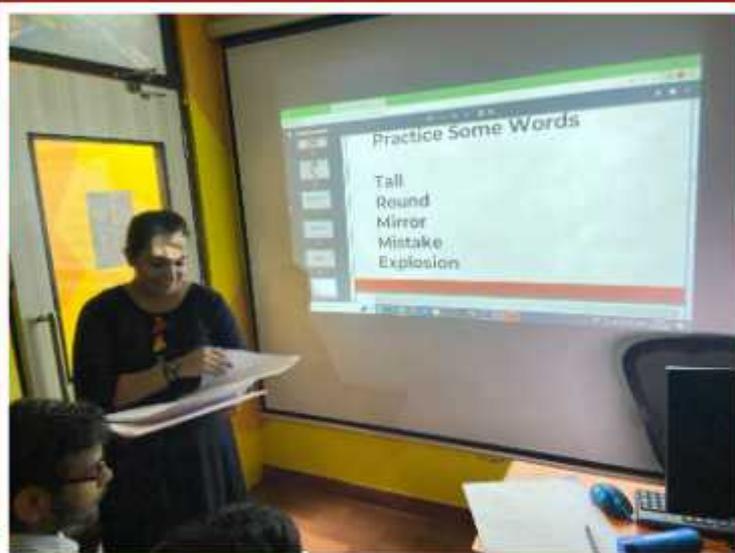
**EVENTS**

**POLO FOREST  
PICNIC**



# WORKSHOP

# GRAPHIC DESIGNING PORTFOLIO



**WORKSHOP**

**2D  
ANIMATION**



**WORKSHOP**

**GLASS  
PAINTING**



**SEMINAR**

**ROUNDTABLE ON  
CREATIVE INDUSTRIES**



**SEMINAR**

**COLOR  
THEORY**



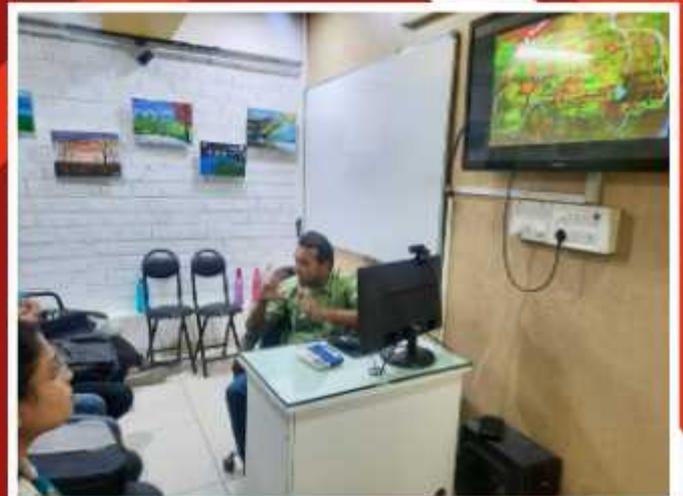
**SEMINAR**

**CAMERA TRACKING**



**SEMINAR**

**INTRODUCTION  
INTO 3D**



# WEBINARS

This webinar covers following topics:

1. Making stick form
2. Proportion for stick form
3. Action poses for stick form

Webinar poster for "How to Draw Action Figure with Stick Form?". The poster features the speaker's name, Ratandeep Kambal, and a QR code to join the webinar. The event is scheduled for 19th November, Saturday, 2022, at 4:00 pm on YouTube. The poster also includes the logos for Fvrmobexx s.o and ADMC, and a small illustration of stick figures in various action poses.

This webinar covers following topics:

1. Understanding Graph Editor
2. Bouncing Ball Definition
3. Creating bouncing ball without rig object

Webinar poster for "Bouncing Ball (Basic Principles of Animation)". The poster features the speaker's name, Tarek Penda, and a QR code to join the webinar. The event is scheduled for 12th November, Saturday, 2022, at 4:00 pm on YouTube. The poster also includes the logos for Fvrmobexx s.o and ADMC, and a small screenshot of a graph editor interface.

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

Webinar poster for "Planetary Vehicle Lighting: Comparison of Clarisse and V-Ray". The poster features the speaker's name, Mr. Arjit Datta, and a QR code to join the webinar. The event is scheduled for 1st October, Saturday, 2022, at 4:00 pm on YouTube. The poster also includes the logos for Fvrmobexx s.o and ADMC, and a small illustration of a futuristic vehicle.

# WEBINARS

This webinar covers following topics:

1. Introduction about Gif
2. Uses Of Gif
3. Types of Gif

Webinar poster for "How to create Animated Gif with the help of video file" by Nishtha Pahuja. The poster features the logos for Fvrmubexx s.o and ADMC. It is an "Exclusive Free Webinar" scheduled for 8th October, Saturday, 2022, at 4:00 pm on YouTube. The image shows a woman's portrait and a QR code to join the webinar. The background of the bottom half shows a rocket launch with smoke and fire.

This webinar covers following topics:

1. Create a 2d character in Illustrator
2. Uses Of animated character
3. A brief about animation
4. Child Parent relationship in AFX

Webinar poster for "Character Rig and Animation in After Effects" by Nitish Kohale. The poster features the logos for Fvrmubexx s.o and ADMC. It is an "Exclusive Free Webinar" scheduled for 15th October, Saturday, 2022, at 4:00 pm on YouTube. The image shows a man's portrait and a QR code to join the webinar. The background shows a 2D character walking in a cityscape.

This webinar covers following topics:

1. Analyzing the 3D objects
2. Modeling blocking
3. Modeling techniques

Webinar poster for "Quick Modeling of Game Assets" by Mr. Ganesh Nakh. The poster features the logos for Fvrmubexx s.o and ADMC. It is an "Exclusive Free Webinar" scheduled for 3rd September, Saturday, 2022, at 4:00 pm on YouTube. The image shows a man's portrait and a QR code to join the webinar. The background shows a 3D model of a gun.

# STUDENT ARTWORKS

WOW!

BOOM!



Shobhit, South Ex



Gaurav Suryawanshi, Swargate



Kanika Gupta, Indore



Rajat Dungdung, Chowringhee



Vivek Rathi, FC Road



Rudra Bhowmik, Chowringhee



Deepika Bhadra, Shahibaug



Alister Asirvadam, Swargate



Vaibhav Mhatre, Andheri

# STUDENT ARTWORKS

WOW!

BOOM!



Shyam Gapale, Kothrud



Rishav Dutta, Chowringhee



Rahul, South Ex



Vaibhav Shinde, Swargate



Prashant Solanki, Indore



Jayesh Suthar, Andheri



Ridhik Jain, Andheri



Saurabh Kubjir, FC Road



Kevin, Shahibaug

# STUDENT ARTWORKS

WOW!

BOOM!



Souvik Jana, Chowringhee



Siddesh Dusane, Swargate



Siddharth Mistry, Shahibaug



Shweta Gokhe, FC Road



Rohan Sehgal, FC Road



Arlene Noronha, Andheri



Abhimanyu Singh, South EX



Vaibhav Shinde, Swargate



Shweta Tupe, Kothrud

# STUDENT ARTWORKS

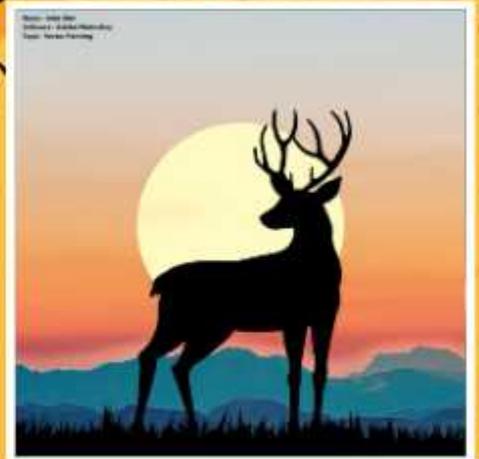
WOW!



Siddesh Dusane, Swargate



Ankit Dodiya, Indore



Anas Khan, South Ex



Amitesh Patidar, Indore



Saurabh Kunjir, FC Road



Amit Kumar, Andheri



Shubham Chowdhury, Chowringee



Vaibhav Shinde, Swargate



Rajvee Rana, Shahibaug

# PLACEMENTS

# WOW

*Congratulations!*

**7 Kothrud Students Got  
Placed as "Paint Artist" at  
YFX Studios**



YFX



Isha Tekale



Mayur Gaiwad



Shubham Thorat



Prathamesh Dhumal



Pratik Horane



Nikhil Sandanshiv



Namit Naidu

# PLACEMENTS



Student : Madhav Patel  
Designation : Motion Grapics  
Studio : Mantavya News,  
Ahmedabad



Student : Hiten Thavarani  
Designation : Graphic Designer  
Studio : Webcreata, Ahmedabad



Student : Aditya Zalke  
Designation : Graphics Designer  
Studio : Copyscribbler Marketing  
LIP, Pune



Student : Akshat Devkar  
Designation : Roto artist  
Studio : Digikore, Pune



Student : Mradul Singh Rathore  
Designation : Graphic Designer &  
Video Editor  
Studio : NTL Ventures, Indore



Student : Riddhi Khandelwal  
Designation : Graphic Designer  
Studio : IndoreHD, Indore



Student : Mohanp Prajapati  
Designation : Graphic Designer  
Studio : Iraavat Jewellery,  
Ahmedabad



Student : Souvik Jana  
Designation : 3D Artist  
Studio : Lakshaya Digital, Pune



Student : Nikita Dhobe  
Designation : Graphics Designer  
Studio : Affinity X, Pune



Student : Akash Kadam  
Designation : VFX Artist  
Studio : Company 3 Method, Pune

# 25 And Counting ...



# MAHARASHTRA

## ANDHERI

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

9819504485, andheri@frameboxx.in

## FC ROAD

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

8087797779, fcroad@frameboxx.in

## NERUL

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

9082229727, nerul@frameboxx.in

## VASHI

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

9152285858, vashi@frameboxx.in

## KALYAN

New Krishna Building, 3rd Floor, Shop no.1, Shivaji Chowk, Kalyan (West) 421301

8591298835, kalyan@frameboxx.in

## THANE

603, 6th floor, Paradise Tower, Gokhale Road, Thane West, Maharashtra 400601

+91 9594949955, thane@frameboxx.in

## DADAR

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

9321623789, dadar@frameboxx.in

## BORIVALI

Shop no: 1-2, 2nd Floor, Thakkar Shopping Mall, S.V. Road, Opp. Borivali Station, Borivali (West), Mumbai 400092

9167860600, borivali@frameboxx.in

## HINJAWADI

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

8956276676, alard@frameboxx.in

## AUNDH

202, Yash Towers, DP Road, Opp to DAV School, Aundh, Pune, Maharashtra 411007

7798337798, aundh@frameboxx.in

## SWARGATE

401/1, C tower, Vega centre, Near Swargate bus depot, Swargate, Pune, Maharashtra 411037

8468858361, swargate@frameboxx.in

## KOTHRUD

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## WAGHOLI

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## AHMEDNAGAR

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# MADHYA PRADESH

## INDORE

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## AHMEDABAD

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## SURAT

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

9998845660, surat@frameboxx.in

## REWATI

Renaissance, Gram Revti, Behind Aurobindo Hospital Sanwer-Ujjain Road, Indore Madhya Pradesh 452015

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Silver Oak, Opp. Bhagwat Vidyapith, S. G. Road, Gota, Ahmedabad, Gujarat 382481

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## VADODARA

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

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# RAJASTHAN

## JAIPUR

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# NEW DELHI

## SOUTH EX

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# WEST BENGAL

## CHOWRINGHEE

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# ODISHA

## BHUBANESWAR

A-54, 3rd Floor, Oposite University Law College, Bhubaneswar, Odisha 751007

9337476780, bhubaneswar@frameboxx.in

# BENGALURU

## JAYANAGAR

No.433/30/1, 2nd and 3rd floor, 28th A Cross, 10th Main Rd, 4th Block, Jayanagar, Bengaluru, Karnataka 560011

9886324085, jayanagar@frameboxx.in

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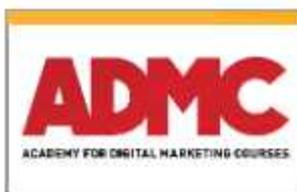
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## Frameboxx 2.0

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