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.

>>>> www.frameboxx.in

WHAT'S COVERED IN THIS PROGRAM?

- Various design principles and aesthetic skills
- Various creative visualization techniques
- Website development and management
- 2D and 3D Animation
- Visual Effect tools and techniques
- 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 > 3DEquilizer > 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	Middle Level	Senior Level
Character Designer	Hard surface Modeling Artist	3D Sculpting Artist
Storyboard Artist	Texturing Artist	Fx Artist
Graphic Designer	Lighting Artist	Roto Artist
Motion Graphics Artist	Rigging Artist	Matchmove Artist
Video Editor	Animator	Paint Artist
Photo Editor	Rendering Artist	Compositor