

B.Sc

Graphics and Multimedia

Duration: Three Years
Eligibility: 10+2 any Discipline

Recognized by DEC
Approved by AICTE
A++ grade University*
Approved by Academic Council



About Us

ANIFRAMES – School Of Animation & VFX

ANIFRAMES - School of Animation & VFX, a division of "ANIFRAMES STUDIO", is set up with the aim of providing quality education that is rich in excellence while being as real world as possible. ANIFRAMES goal is to create an educational environment to try to pioneer a more effective way of learning and a better way to prepare students for their career in the entertainment industry. ANIFRAMES aims at helping the students to reach their goals and fulfill their career aspirations. Students whether a novice choosing new and exciting careers or seasoned professionals in search of enhancing their skills, ANIFRAMES is dedicated to provide the best.



Vision

ANIFRAMES – School of Animation & VFX strives to be the premier school for multimedia education and become a worldwide influence as an educational provider in the field of learning and creativity, with its presence felt across the country. This vision will be achieved through a learning-centered approach that fulfills the evolving needs of the marketplace in a variety of creative careers.

Mission

The mission of ANIFRAMES – School of Animation & VFX is to provide employers with quality skilled graduates prepared by experienced faculty using market-driven competency-based curricula.

The objectives of the mission are:

- Involving employers in the development of curricula that is responsive to industry needs through Program Advisory Committees
- Employing faculty who possess appropriate academic credentials, industry-related experience, and who exhibit excellence in teaching.
- Working with passion, integrity and a sense of fun
- Building trust, self-esteem and a willingness to respect and share knowledge .
- Opening infinite pathways and possibilities of knowledge
- Establishing patterns which make learning and creativity a way of life
- Fostering a culture of learning and collaboration that assures academic freedom, professional development and encourages responsible decision-making and critical thinking among students, faculty, and staff.

Shobhit University aims to create a conducive, enabling academic climate to facilitate integration of the younger generation into the logic of the present system and to develop educational means by which men and women deal critically and creatively with reality and discover how to participate in the transformation of their world.

Shobhit Institute of Engineering & Technology, Meerut has been granted Deemed-to-be University status by the Government of India, Ministry of Human Resource Development, Department of Higher Education vide its Notification No. F-9-37/2004-U.3(A) dated November 8, 2006 under section 3 of the University Grants Commission Act 1956.

Under Section 3 of the UGC Act, Deemed-to-be University status is granted by the Central Government to those educational institutions of repute, which fulfill the prescribed standards and comply with various requirements laid down by the UGC.

Shobhit University is a fully government recognized University with the right to confer degrees as the per section 3 of the UGC Act 1956.



About the program

The coming of the age of Animation from a leisure pursuit to a serious career option has been a very exciting journey.

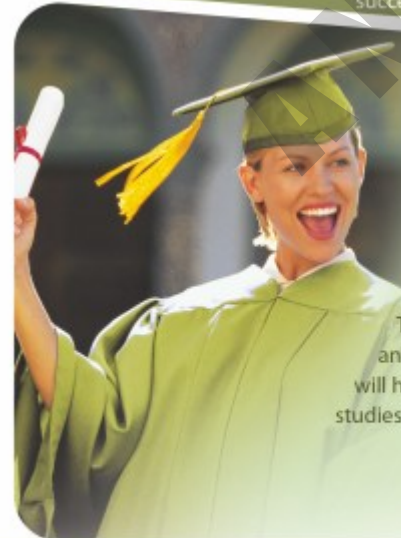
The B.Sc Graphics & Multimedia is a three year professional Degree. The program is designed to meet the growing demand for qualified professionals in field of Animation and related media streams. The B.Sc Graphics & Multimedia program is inclined more toward Classical 2D, 3D Animation, the film making process and web design giving more emphasis on creative skills and proficiency on the latest software and tools to develop industry required applications.

The B.Sc program focuses on providing a sound theoretical background as well as a hands on practical exposure to students in the relevant areas. It is intended to provide a modern, industry-oriented education in applied Animation. It aims at producing trained professionals who can successfully meet the demands of the animation industry.

OBJECTIVES

The B.Sc Graphics & Multimedia, programme prepares students to take up positions as 3D modeler, Flash animator, Pre production artist, Texturing Artist, Animator, Rigger, Vfx artist, 2D Animator, web designer in any field related to multimedia industry. The program, therefore, aims at imparting comprehensive knowledge with equal emphasis on theory and practice.

The course is designed to meet the growing industry requirements and train the students in what matters the most. The course curriculum will have enough flexibility to enable a student to undertake advance studies in animation or web design later on.



Year 1

Art, Classical Animation & Computer Fundamentals

The objective of the first year is to introduce the students to the world of Animation with concepts of drawing. The journey comprises of various art, design and animation techniques and in further understanding the fundamentals of computers. The students explore their traditional skills in terms of computers and helps understand the digital technology for animation. The student walks through a 2 Dimensional Digital technique of creating cartoon and realistic characters involving anatomy construction, creation of environments and implementation of the principles involved in Animation. At the completion of this semester, a student can accomplish a short movie in traditional animation.

BSC-G101

Basics of Animation

OBJECTIVE -

The main objective of this subject is to impart strong knowledge about the fundamentals of animation, its origin & transformation, principles of animation in addition to an invaluable appreciation for observational techniques & the art of planning.

- What is Animation
- History of Animation
- Types of Animation
- Skills for an Animation Artist
- Basic Principles of Animation
- Various Terms

BSC-G102

Basics of Art

OBJECTIVE - The main objective of the subject is to impart the knowledge about the basic elements of the Art, Drawing including line, volume, space, texture and colour.

- Visual and creative development of an Artist
- Drawing and Sketching
- Various Mediums
- Still Life
- Anatomy Study
- Memory Drawing and Outdoor Sketching

BSC-G103

Classical Animation

OBJECTIVE - The main objective of this subject is to impart practical knowledge about the Classical / Cel animation processes & techniques such as storyboarding, composing layouts, backgrounds & the various principles of 2D animation.

- Using classical animation drawing tools & equipments
- Anatomy and Body Language
- Rapid Sketching and Drawing
- Developing a Animation Character
- Principles of Animation
- Roughs & Clean-ups
- Making a model sheet, storyboard & master background
- Animating characters & animals

BSC-G103

Computer Fundamentals

OBJECTIVE - The main objective of the subject is to impart practical knowledge about the basic computing concepts and ability to perform the fundamental operating system functions.

- Understanding computer peripherals
- Operating Systems
- Additional & supporting softwares
- Microsoft Office
- Understanding Internet

Year 2

3D Animation, Compositing, editing & web design

The objective of the second year is to enable students to explore the 3rd Dimension and set high standards of film making and production. Beginning with, creating organic and inorganic models in a 3D environment, visualizing the materials on different kinds of surfaces and exploring lights. It also takes the student to the next level of 3D, in implementing the anatomy skills required to create character models, skeleton setup to rig characters, giving life to objects or characters with animation, texturing and lighting the world in 3D. The journey further progresses with students exploring the art of clay animation along with composition & editing techniques. Students are also exposed to the art & craft of designing for the web. Completion of the second year, enables a student to accomplish a short animation clip & also design websites.

BSC-G201

3D Animation

OBJECTIVE - The main objective of this subject is to impart strong knowledge about the fundamentals of animation, its origin & transformation, principles of animation in addition to an invaluable appreciation for observational techniques & the art of planning.

- What is Animation
- History of Animation
- Types of Animation
- Skills for an Animation Artist
- Basic Principles of Animation
- Various Terms

BSC-G202

Sound & Video Editing

OBJECTIVE - The main objective of the subject is to introduce students to video editing. This will include reading a storyboard and script, selecting video footage, graphic files and audio clips and rendering projects using the proper video codec. Students will learn how to choose video footage using a basic visual vocabulary; choose audio clips that support the video, create graphic elements that communicate using font, color and positioning and assemble and trim elements to communicate emotion to the audience.

- Objectives of Editing
- Editing as an art and craft of film & television presentation
- Role of the editor and his relationship with the director
- Video editing theory and practice
- Digital-Computer as a tool of editing
- Picture transitions

BSC-G204

Web Designing

OBJECTIVE - The main objective of the subject is to impart practical knowledge about the basic computing concepts and ability to perform the fundamental operating system functions.

- The Fundamentals of Web Design
- The Principal of web Design
- Getting Started in Web Design
- HTML Basics
- Tools for Tables
- Putting it all together
- Understanding Internet

BSC-G203

Clay Animation & Compositing

OBJECTIVE - The main objective of this subject is to introduce students to the art of Stop Motion animation & the art of compositing

- Introduction to Clay Modeling and stop motion animation
- Introduction to Chroma production
- Introduction Combustion
- An overview on VFX & SFX
- 2D/3D Compositing
- After Effects

Year 3

3D Animation, Compositing, editing & web design

The objective of the second year is to enable students understand the complete production pipeline right from script to screen. Students gain a strong understanding of the Pre production, Production & the post production of films.

BSC-G301

Pre Production of Film

OBJECTIVE - This area of study allows candidates to acquire basic knowledge and understanding of how stories are created, what are the components of a story, how characters are designed, how the overall visual style is developed, how storyboards are designed and how animatics are used in pre-production. The pre-production stage is shown in Figure 2. It also examines in depth important technical elements of visual stories such as camera shot, composition, perspective, human figure drawing continuity, cuts and transitions. Through this area of study coupled with purposeful pre-production tasks, candidates should be able to conceptualise and develop a good storyboard to prepare for the next stage of development; that is, production.

- Story to script
- Whether adapted or original, taking the story from a Plot & Character: Action Plots & Mind Plots.
- Analysis of different types of plots
- Why Animation? (instead of live action)
- Animation as a story telling (narrative) medium
- Animation as an artistic medium
- Visual Concepts, Character exploration & storyboards
- Animatics
- Character design & Model sheets, Layouts & scene Planning



BSC-G302

Production of Film

OBJECTIVE - This subject is concerned with developing the candidates ability to understand basic animation concepts, Visualise, design and develop animation content, Use and apply appropriate graphics and visual techniques and Use and apply appropriate animation techniques.

- Animation Concepts
- Modelling
- Materials & Texture
- Lighting
- Rigging
- Animation
- Rendering Techniques
- Visual FX

BSC-G303

Entrepreneurship Development & Management

OBJECTIVE - The main objective of this subject is to give students a clear insight into the finer specs of becoming an entrepreneur & from there developing & managing the enterprise.

BSC-G304

Post Production of Film

OBJECTIVE - This area of study is concerned with developing the candidates ability to apply appropriate post-production techniques and assemble and realise their final animation production.

- Digital Audio
- Understand the fundamentals of digital audio
- Apply basic audio-editing techniques
- Sound Effects
- Audio Editing
- Video Editing
- Titles and Credits
- Transitions
- Export the Final 3D Animation Production



INFRA

2D LAB

CLASS ROOM

DIGITAL LAB

VFX LAB

ART FOUNDATION

VALUE ADDITION ACTIVITIES

ADVANTAGE

Books
&
E-Library

Degree
awarded
by UGC-DEC
recognized
University

24 Hours
Lab facility

State-of-the-Art
Infrastructure

Production
Standard
equipments

Training
by
Industry
experts

ANIFRAMES

SCHOOL OF ANIMATION & VFX

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