

B.Sc in Animation & VFX

AI AI-INTEGRATED
COURSE



TILAK MAHARASHTRA
VIDYAPEETH
DEEMED TO BE UNIVERSITY

3400Hours
(Training + Practical)

36 Months



B.Sc. in 3D Animation & Visual Effects is a 3-year undergraduate degree program designed to build strong creative and technical foundations in animation, modeling, texturing, lighting, compositing, and VFX production. The curriculum balances academic learning with intensive practical studio training, covering the complete production pipeline from pre-production to final output. Students are exposed to industry-standard software and workflows aligned with film, OTT, advertising, and digital media industries.



CAREER
OPPORTUNITIES
AFTER COMPLETION

- ◇ Previz Artist
- ◇ Storyboard Artist
- ◇ Matte Painting Artist
- ◇ 3D Modeler
- ◇ Texturing Artist
- ◇ Lighting Artist
- ◇ Rigging Artist
- ◇ Animator
- ◇ FX Artist
- ◇ Roto Artist
- ◇ Paint Artist
- ◇ Cleanup Artist
- ◇ Compositor
- ◇ Video Editor
- ◇ Motion Graphics Artist
- ◇ Graphic Designer

QPNOS : MES/Q0401, MES/Q0502, MES/Q0504, MES/Q0506, MES/Q0507, MES/Q0515, MES/Q0601, MES/Q0701, MES/Q1401, MES/Q2501, MES/Q2502, MES/Q2503, MES/Q3501, MES/Q3503, MES/Q3504, MES/Q3505.

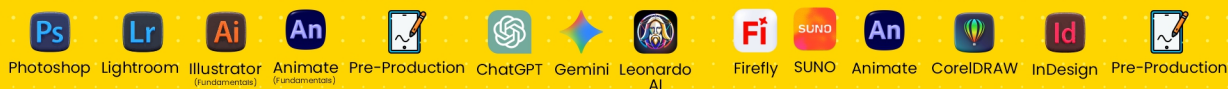
Contact: +91-9527123123/8087797779

Head Office: 4th Floor, Sohrab Hall, Opp. Jehangir Hospital, Tadiwala Road, Sangamvadi, Pune - 01 | **Website:** www.motionmediaschool.com

1st Year – Graphic Design & Preproduction

Semester - I

English I (Theory)
Concept Development
Animation Pipeline & Principles
Introduction to Digital Art
Photography
Gender Perspective / Yoga / Graphology



Semester - II

English II (Theory)
2D Digital Animation
Storytelling & Storyboarding
Communication & Plastic Art (Theory)
Graphic Design
Self Defence / Moral Values
Generic IKS (Theory)

2nd Year – 3D Animation & VFX

Semester - III

Introduction to AI
Video Editing
3D Assets Modeling
Animation Techniques
UI/UX Design
Communication Skills
Environmental Study (Theory)



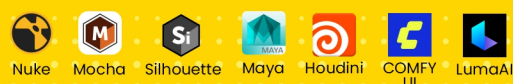
Semester - IV

3D Advanced Modeling
3D Texturing
Compositing Techniques
Camera Tracking & Match Moving
Project

3rd Year – Specialization and Projects

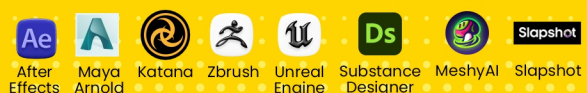
Semester - V

Rotoscopy & Paint
Advanced Compositing Techniques
Rigging & Skinning
Stereoscopic Techniques
Advanced 3D Animation
3D Dynamics



Semester - VI

Lighting & Rendering
Digital Background Design & Development
Motion Graphics
Internship / Project



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