

# Diploma in 3D Animation

**AI** AI-INTEGRATED  
COURSE



**TILAK MAHARASHTRA  
VIDYAPEETH**  
DEEMED TO BE UNIVERSITY

**960 Hours**  
(Training + Practical)

**24 Months**

This Program is designed to equip students with fundamental skills for entering the 3D animation industry. Across four semesters, students learn essential techniques such as sketching and character construction in pre-production, along with software training in industry-standard tools like CorelDRAW, Adobe Photoshop, Illustrator and more.

Key 3D animation skills are developed using MAYA, focusing on modeling, texturing, lighting, rendering, and animation. Advanced topics such as dynamics and visual effects are introduced in later semesters, with hands-on projects culminating in a short film creation.



**CAREER  
OPPORTUNITIES  
AFTER COMPLETION**

- ◇ Previz Artist
- ◇ Character Concept Artist
- ◇ Graphic Designer
- ◇ Motion Graphics Artist
- ◇ Video Editor
- ◇ 3D Modeler
- ◇ Texturing Artist
- ◇ Lighting Artist
- ◇ Rigging Artist
- ◇ Animator

QPNOS : MES/Q0601 MES/Q0502 MES/Q1401 MES/Q2501 MES/Q2503 MES/Q0504 MES/Q0701

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# 1st Year – Foundation & Storytelling

## Semester - I

Fundamentals of sketching  
Graphics - 1  
Character Construction  
3D Modelling  
Introduction to digital arts



Maya



CorelDRAW



Firefly



Photoshop



Pre-Production



Midjourney

## Semester - II

Texturing  
Lighting & rendering  
MAYA -1 (Theory)  
Graphics - 2



Maya



Substance  
Painter



Illustrator



Maya  
Arnold

# 2nd Year – 3D Animation

## Semester - III

Animation  
Dynamics  
MAYA -2 (Theory)  
Editing  
VFX



Maya



After Effects



Premiere Pro

## Semester - IV

3D Based Project & Viva

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