



Motion Media School[™]

Crafting AVGC Experts

Future-Ready Skills. AI-Powered Learning.



SUNNY OBEROI
GROUP

www.motionmediaschool.com

AI ⁺ **AI-INTEGRATED**
COURSES



ABOUT MMS

In a rapidly evolving digital landscape where AVGC (Animation, Visual Effects, Gaming, and Comics) industry surges forward—fuelled by AI innovations, blockbuster pipelines, and global demand—traditional training falls short. Motion Media School (MMS) rises to meet this challenge, guided by over 25 years of leadership from AVGC pioneers. Established as a beacon for aspiring creators, MMS transforms raw talent into industry-ready professionals through skill-based education that mirrors real production environments.

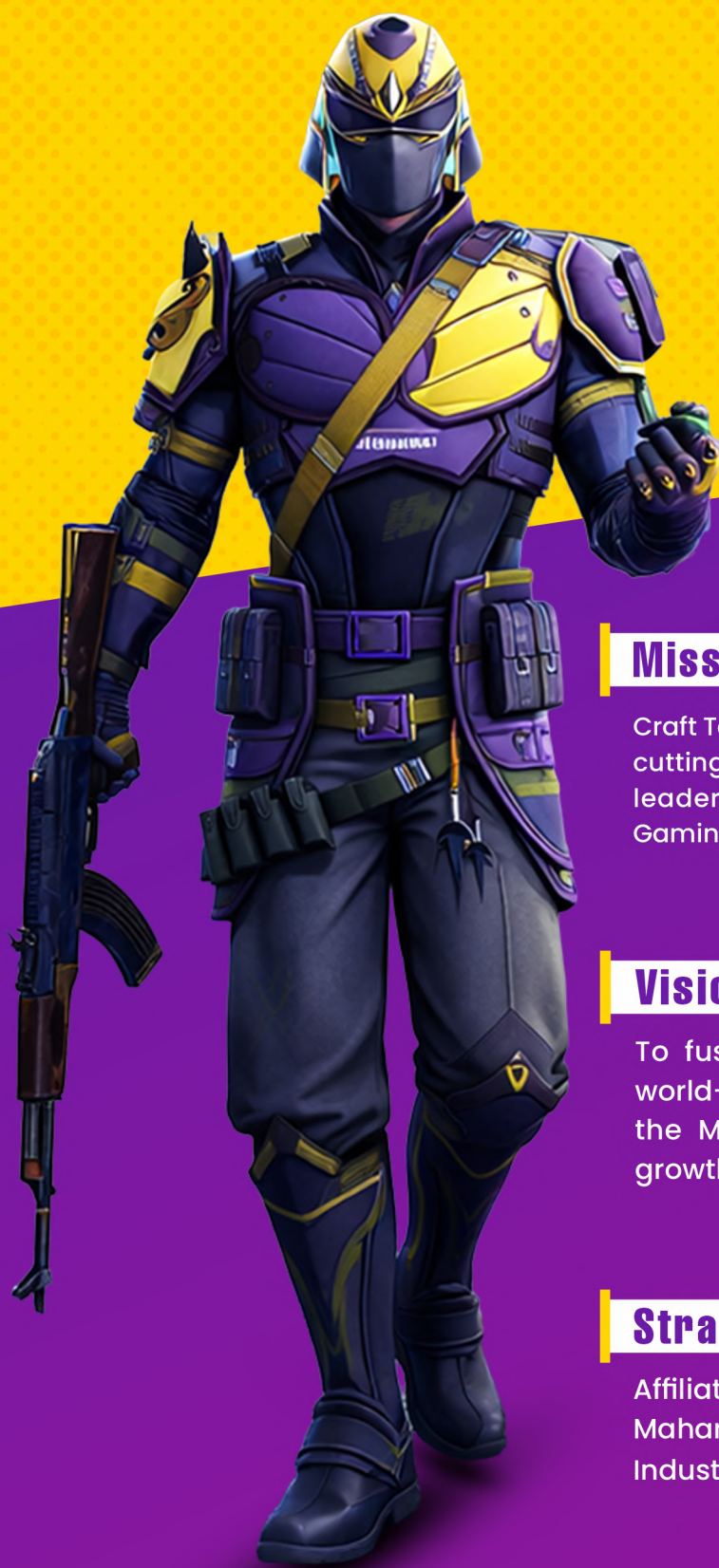
Our dynamic programs spin around Animation, VFX, Gaming, Graphic Design, Web & UI/UX Design, Photography, Video Editing, Multimedia, Broadcast Design, and AI-integrated workflows. UGC-affiliated degree courses and specialized certifications deliver a perfect fusion of foundational theory, aesthetic principles, and hands-on problem-solving. Dive into live projects that tackle authentic challenges, from concept to final render, ensuring every student emerges with a portfolio that captivates studios worldwide.

At MMS, education transcends the classroom—it's a high-stakes, real-world immersion that ignites transformation. Seasoned professionals from the world's top AVGC studios deliver personalized mentorship through hands-on studio internships, exclusive masterclasses with global visionaries, and full-spectrum collaborative pipelines. Harness AI-driven tools to master tomorrow's workflows, all within dynamic, creator-focused studios that fuel breakthrough innovation.

MMS goes beyond training: Our transparent placement portal connects you to top opportunities across India and beyond. Gain global exposure via competitions, events, and digital showcases; build unshakeable confidence through personalized mentoring and industry certifications. In a sector projected to grow exponentially, MMS equips you not just to enter the industry—but to lead it.

Embark on this journey with MMS. Animate your imagination, master the digital frontier, and unlock limitless potential.

Be a Motion Media Expert. Shape the Future.



Crafting AVGC Experts

Mission

Craft Tomorrow's AVGC Leaders – equipping students with cutting-edge skills, real-world mastery, and visionary leadership for dominant careers in Animation, VFX, Gaming, and beyond.

Vision

To fuse creativity, cutting-edge technology and world-class standards to build top talent—powering the Media & Entertainment industry's explosive growth while shaping the global creative economy.

Strategic Alliances & Affiliations

Affiliated to MESC, NSDC, MECAT, Skill India, Tilak Maharashtra Vidyapeeth.

Industry Partnerships with renowned studios.



Motion Media School™

Crafting AVGC Experts



FOUNDER'S MESSAGE

Sunny Oberoi

- Founder & Chairman, Motion Media School

Sunny Oberoi is a dynamic entrepreneur, visionary business leader, and the driving force behind the diversified success of the Sunny Oberoi Group, a multi-industry enterprise built on over 30 years of excellence, innovation, and trusted business leadership. Under his strategic direction, the Group has established a strong presence across International Education, Healthcare & Pharmaceuticals, Real Estate & Infrastructure, Agricultural Exports, and the rapidly growing AVGC (Animation, Visual Effects, Gaming & Comics) sector.

As the Founder & Chairman of Motion Media School, Sunny Oberoi has been instrumental in transforming creative education in India by building an industry-focused ecosystem that blends creativity, technology, practical learning, and global exposure. With a future-oriented vision, he has positioned Motion Media School as a leading destination for Animation, VFX, Gaming, Graphic Design, Motion Graphics, UI/UX, Video Editing, Digital Content Creation, and AI-integrated media education.

Known for his strong business acumen and progressive leadership, Sunny Oberoi believes in creating opportunities that empower the next generation of creators, innovators, and entrepreneurs. His expertise extends beyond education into healthcare consulting, pharmaceutical distribution, build-to-suit infrastructure development, strategic real estate investments, and international agricultural exports, making him a respected name across multiple high-growth industries.

CO- FOUNDER'S MESSAGE



Vinita Bachani

*Co-Founder & Director, Motion Media School
Vice President – ASIFA India*

With over 25 years of experience in the Animation, VFX, Gaming, and Comics (AVGC) industry, Vinita Bachani is a visionary leader dedicated to transforming creative education and empowering the next generation of artists, innovators, and digital creators across India. Beginning her professional journey in 2001 as a Career Counselor, she steadily evolved through several key leadership roles including Centre Head, Area Head, and National Head, gaining extensive expertise in academic leadership, operations management, team development, and strategic growth within the creative education sector.

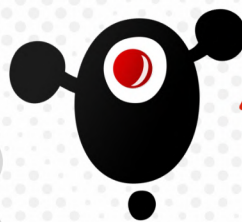
Today, as the Founder & Director of Motion Media School, Vinita Bachani leads with a strong vision to create industry-focused learning environments that bridge creativity, technology, and career opportunities for aspiring students in the AVGC ecosystem. In addition to her entrepreneurial journey, she also serves as the Vice President of ASIFA India, actively contributing towards the advancement of animation education, industry collaboration, and talent development on a national level.

Her contributions have been recognized with prestigious honors including:

1. Women in AVGC Education — EduSpark Awards 2023
2. 40 Under 40 in Animation — Animation Express 2023
3. Outstanding Women Leadership Award — Gyanshala Women Excellence Awards 2024

STRATEGIC INDUSTRY COLLABORATION

INDUSTRY
PARTNER



nilee[®]
games

Motion Media School has partnered with Nilee Games, one of India's leading game development studios, to co-develop an industry-driven Game Art & Game Design curriculum aligned with current production standards and studio requirements. This collaboration ensures that students learn professional game development workflows, asset creation pipelines, environment design, character art, and real-time production techniques using industry-standard tools.

As part of this strategic partnership, eligible students will receive the opportunity to undertake internships on live game development projects at Nilee Games, gaining practical studio experience, mentorship from industry professionals, and exposure to real-world production environments—bridging the gap between classroom learning and successful careers in the gaming industry.

Key Benefits:

- Industry-Curated Game Art & Game Design Curriculum
- Studio-Standard Production Pipeline Training
- Mentorship by Experienced Game Developers
- Internship Opportunities on Live Game Projects
- Portfolio Development with Industry Mentors
- Career Pathways into the Professional Gaming Industry

INDUSTRY PARTNER



AbracaDabra
SOFTWARE SOLUTIONS PVT. LTD.

Motion Media School has partnered with AbracaDabra Software Solutions Pvt. Ltd., a leading mobile app and game development company, to provide students with industry-oriented learning and practical exposure in Game Art, Game Design, and Game Development. Through this collaboration, students gain insights into professional production pipelines, real-world development methodologies, and the latest technologies used in the gaming industry, including Unity, Unreal Engine, Autodesk Maya, Blender, and Substance Painter.

As part of this collaboration, eligible students will receive opportunities to work on internships involving live game development projects, where they will collaborate with experienced industry professionals, strengthen their production-ready skills, build an impressive portfolio, and gain valuable studio experience that prepares them for successful careers in the global gaming industry.

Key Benefits:

- Industry-Driven Game Art & Game Development Training
- Exposure to Professional Studio Workflows
- Internship Opportunities on Live Game Projects
- Portfolio Development with Production Standards
- Career Pathways into the Gaming & Interactive Entertainment Industry



INSTITUTIONAL PARTNER

ASIFA India received its official charter on November 25, 2000, and it aspires to the same ideals and goals as the international organization. In this spirit, throughout the year, ASIFA India is involved in a lot of activities.

Animation Film Festival like International Animation Day which is celebrated annually, by staying true to the spirit and upholding one of its mottos of blending art and technology, making available invaluable knowledge and information, ASIFA India throughout the year, arranges several free workshops, namely the CG-Meetup. Regularly conducted since January 2006, one of the main aspects of these Meetups is creating a free, open to all platform for interaction and networking which has seen the active participation and support of the industry.

Motion Media School is an Institutional Partner of Asifa India where we constantly work on bridging the gap between the students and studios.

Affiliated with Universities



TILAK MAHARASHTRA VIDYAPEETH DEEMED TO BE UNIVERSITY

A NAAC-accredited Deemed-to-be University, Tilak Maharashtra Vidyapeeth offers UGC-recognized degree and diploma programs. Through this academic affiliation, Motion Media School provides higher education pathways integrated with industry-focused creative training.



SAVITRIBAI PHULE PUNE UNIVERSITY

One of India's most prestigious public universities, SPPU is internationally recognized for academic excellence, research, innovation, and industry-oriented education. Its legacy strengthens the academic ecosystem supporting learners pursuing higher education and professional growth.



ज्ञानगंगा घरोघरी

YASHWANTRAO CHAVHAN MAHARASHTRA OPEN UNIVERSITY

YCMOU is one of India's leading state universities dedicated to flexible and quality higher education. The association supports accessible, recognized academic programs that complement professional skill development.

Proudly Affiliated with

GOVERNMENT BODIES



Aligned with the Government of India's Skill India Mission, Motion Media School focuses on empowering learners with practical, job-oriented skills, entrepreneurship opportunities, and career readiness for the creative economy.



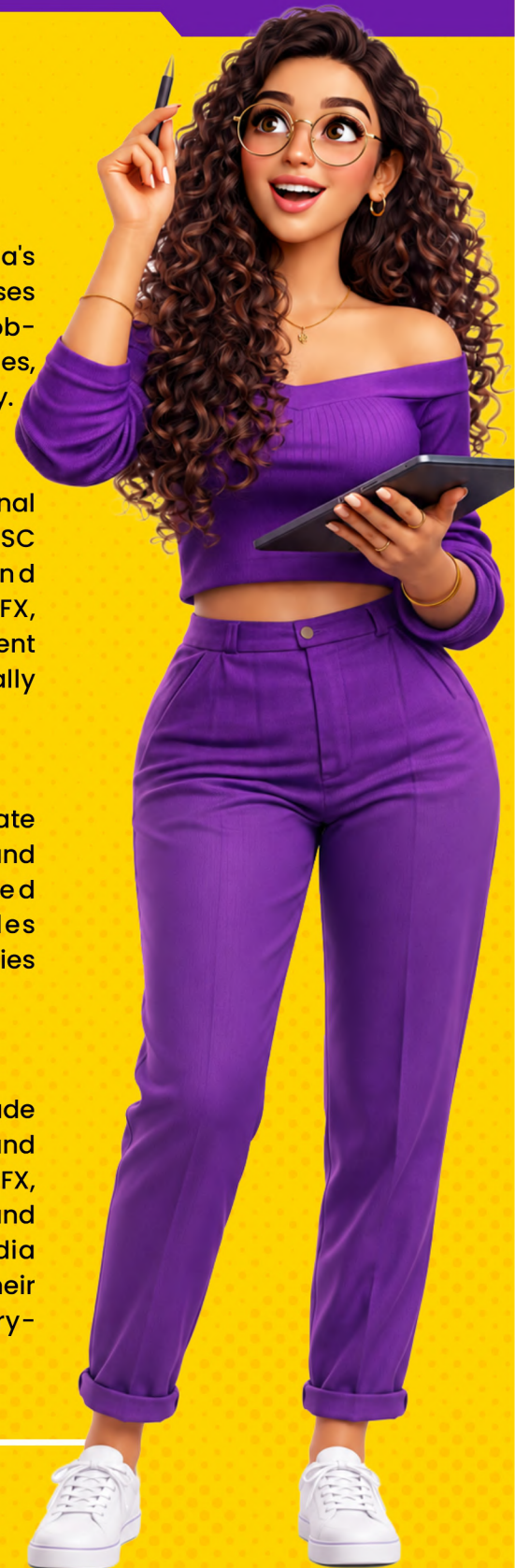
Sector Skill Council under the National Skill Development Corporation (NSDC), MESC develops occupational standards and certification frameworks for Animation, VFX, Gaming, XR, Digital Media, and Entertainment industries, ensuring students gain nationally recognized, industry-aligned skills.



NSDC is India's premier public-private initiative working towards skill development and employability. Through NSDC-aligned programs, Motion Media School enables students to build industry-ready competencies that meet national workforce standards.



NCET is a standardized creative aptitude and career assessment designed to identify and nurture talent in the fields of Animation, VFX, Gaming, Graphic Design, UI/UX, Filmmaking, and Digital Media. Through NCET, Motion Media School encourages students to benchmark their creative abilities and prepare for industry-oriented education and professional success.



Education Loan Partners



Our Programs



Estd. 1921

TILAK MAHARASHTRA VIDYAPEETH DEEMED TO BE UNIVERSITY

UNIVERSITY PROGRAMS



Diploma



in 3D Animation

Duration: 24 Months

Pg. 11-12

in Visual Effects (VFX)

Duration: 24 Months

Pg. 13-14



B.Sc Degree

in Animation & VFX

Duration: 36 Months

Pg. 15-16

in Game Art

Duration: 36 Months

Pg. 17-18



M.Sc Degree

in Animation & VFX

Duration: 24 Months

Pg. 19-20



Certificate Courses

AI-Enabled

Creative Courses



Crafting AVGC Experts

MASTER PROGRAMS

- | | | |
|---|---------------------|-----------|
| ✔ Motion Master (<i>Motion Graphics</i>) | Duration: 12 Months | Pg. 21-22 |
| ✔ Masters in 3D & VFX | Duration: 24 Months | Pg. 23-24 |
| ✔ Masters in Game Art | Duration: 24 Months | Pg. 25-26 |

SPECIALIZATION PROGRAMS

- | | | |
|--------------------------------|---------------------|-----------|
| ✔ Specialization in 3D | Duration: 18 Months | Pg. 27-28 |
| ✔ Specialization in VFX | Duration: 18 Months | Pg. 29-30 |

EXPERT PROGRAMS

- | | | |
|---|---------------------|-----------|
| ✔ Pixel to Portfolio (<i>Graphic Design</i>) | Duration: 06 Months | Pg. 31-32 |
| ✔ Pixel to Product (<i>Graphic & UI-UX Design</i>) | Duration: 08 Months | Pg. 33-34 |
| ✔ Vertical Video Expert (<i>Short Reels Designer</i>) | Duration: 08 Months | Pg. 35-36 |
| ✔ Media Creator Program (<i>Graphic & Video Editing</i>) | Duration: 10 Months | Pg. 37-38 |

FUTURE READY PROGRAMS

- | | | |
|------------------------|---------------------|-----------|
| ✔ Generative AI | Duration: 02 Months | Pg. 39-40 |
|------------------------|---------------------|-----------|

Our programs are aligned with MESC QPNOS: MES/00401, 00502, 00504, 00506, 00507, 00510, 00515, Q0601, 00701, 00702, 00703, 00704, 00705, 00706, 00708, Q0904, 00905, 01401, 02501, 02502, 02503, 02505, 02508, 03501, 03503, 03504, 03505.



Animation | VFX | Gaming

Crafting AVGC Experts

Diploma in 3D ANIMATION



**TILAK MAHARASHTRA
VIDYAPEETH**
DEEMED TO BE UNIVERSITY

960 Hours
(Training + Practical)

24 Months

**AI+ AI-INTEGRATED
COURSE**



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.

1st Year – Foundation & Storytelling

Semester - I

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



3D Max



CorelDRAW



Firefly



Photoshop



Pre-Production



Midjourney

Semester - II

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



3D Max



Substance
Painter



Illustrator



Maya
Arnold

2nd Year – 3D Animation

Semester - III

Animation
Dynamics
MAX -2 (Theory)
Editing
VFX



3D Max



Premiere Pro



After Effects

Semester - IV

3D Based Project & Viva



**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

Diploma in Visual Effects



TILAK MAHARASHTRA
VIDYAPEETH
DEEMED TO BE UNIVERSITY

960 Hours
(Training + Practical)

24 Months

**AI+ AI-INTEGRATED
COURSE**



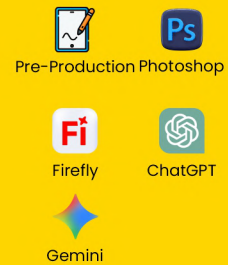
Diploma in Visual Effects is a program designed to train students in the core technical areas of VFX production. The course emphasizes compositing, camera tracking, rotoscoping, green screen keying, paint and clean-up, render pass integration, and CGI compositing workflows. Students are introduced to industry-standard production pipelines used in films, OTT series, advertising, and digital media projects.

The program develops strong technical precision and visual understanding required to seamlessly integrate computer-generated imagery with live-action footage. Students work on real production-style assignments including green screen shots, multi-pass compositing, motion tracking projects, matte extraction, and basic FX integration. By the end of the diploma, learners build a professional VFX showreel featuring composited shots, tracking-based CGI integration, roto-cleanup work, and render-pass breakdowns — preparing them for entry-level roles in VFX studios and post-production houses.

1st Year – Foundation & Storytelling

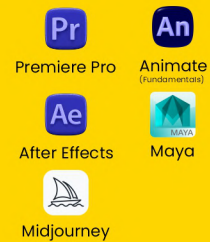
Semester - I

Fundamentals of Drawing and Visual Design
Storyboarding and Visual Storytelling
Digital Imaging
History of VFX (Theory)
Communication Skills (Theory)



Semester - II

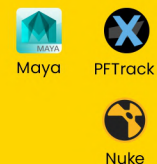
Animation Principles
Video Editing
Motion Graphics
3D Modeling
2D Animation



2nd Year – Visual Effects (VFX)

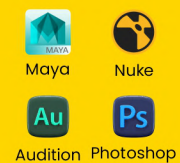
Semester - III

Lighting and Texturing Basics
Match Moving and Camera Tracking
Advanced Compositing
Particle and Dynamics Simulation
Rotoscoping and Cleanup



Semester - IV

CGI Integration in Live Action
Sound Design Basics
Matte Painting and Environment Creation
VFX Project and viva



**CAREER
OPPORTUNITIES
AFTER COMPLETION**

- ◇ VFX Artist
- ◇ Compositing Artist
- ◇ Roto Artist
- ◇ Paint-Prep Artist
- ◇ Matchmove Artist
- ◇ Video Editor
- ◇ Motion Graphics Artist
- ◇ Digital Content Creator
- ◇ Post-Production Executive
- ◇ Cleanup Artist

B.Sc in Animation & VFX



**TILAK MAHARASHTRA
VIDYAPEETH**
DEEMED TO BE UNIVERSITY

3400Hours
(Training + Practical)

36 Months

AI **AI-INTEGRATED
COURSE**



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

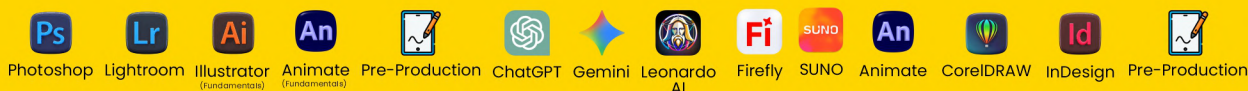
1st Year – Graphic Design & Preproduction

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



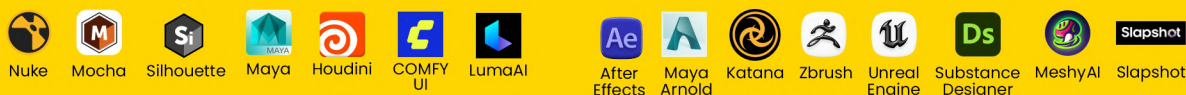
3rd Year – Specialization and Projects

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



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.

B.Sc in Game Art



TILAK MAHARASHTRA
VIDYAPEETH
DEEMED TO BE UNIVERSITY



nilee
games

3400 Hours
(Training + Practical)

36 Months

FEES 4,50,000/-

AI+ AI-INTEGRATED
COURSE



B.Sc. in Game Art is a 3-year undergraduate degree that prepares students for careers in the gaming industry through hands-on training in character design, environment art, 3D modeling, texturing, rigging, animation, and real-time game development using Unity and Unreal Engine. In collaboration with **Nilee Games**, one of India's leading game development studios, **Motion Media School offers** an industry-aligned curriculum, professional production workflows, mentorship from experienced game developers, portfolio development, and internship opportunities on live game development projects, ensuring students graduate with the skills and practical experience required for successful careers in the gaming industry.



CAREER
OPPORTUNITIES
AFTER COMPLETION

- ◇ Game Designer
- ◇ Game Texturing Artist
- ◇ Gaming 2D/3D Artist
- ◇ Game 2D Concept Artist
- ◇ Game Level Designer
- ◇ Game Rigging Artist
- ◇ Game Prop Artist
- ◇ Game Animator
- ◇ Game 2D/3D Character Artist
- ◇ Game Environment Artist
- ◇ Unity / Unreal Engine Artist
- ◇ Game VFX Artist

1st Year – Foundation & Storytelling

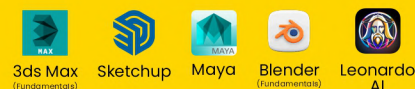
Semester - I

English – I (Theory)
Introduction to Game Art
Fundamentals of Drawing & Sketching
Digital Drawing & Painting Techniques
Introduction to Data Mining
Gender Perspective /
Yoga / Media Ethics (Theory)



Semester - II

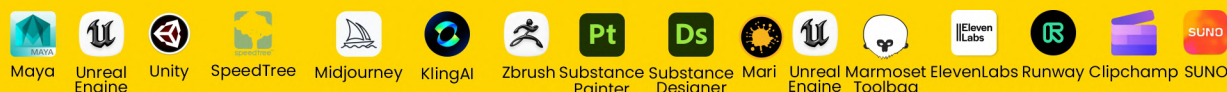
English – II (Theory)
Advanced Drawing & Anatomy
Character Concept Design
Project Management
Fundamentals of 3D
Digital Marketing/Self Defence/
Moral Values (Theory/Practical)



2nd Year – 3D Game Design

Semester - III

Advanced 3D Modeling
Introduction to Unreal Engine
Player Controls & Interaction in Unity
Level Design Basics
Entrepreneurship & New Venture Creation
Communication Skills
Environmental Study



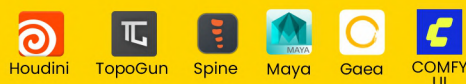
Semester - IV

High-Poly Sculpting in ZBrush
Texturing Game-Ready Assets
Procedural Material Creation
Lighting & Storytelling in Unreal / Unity
Rendering with Marmoset Toolbag
High-Resolution Texturing with Mari

3rd Year – Core Game Production

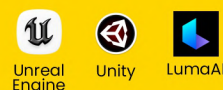
Semester - V

AR/VR Asset Design
Procedural Environment Design in Houdini
Retopology
2D Animation with Spine
Advanced Character Rigging & Animation
Internship / Project



Semester - VI

Advanced Environment Assembly
in Unreal / Unity
Capstone Project
Portfolio Development & Presentation
Internship / Project



M.Sc in Animation & VFX



**TILAK MAHARASHTRA
VIDYAPEETH**
DEEMED TO BE UNIVERSITY

960 Hours
(Training + Practical)

24 Months

**AI+ AI-INTEGRATED
COURSE**



M.Sc. in Animation & VFX is a 2-year postgraduate degree program designed for advanced specialization in animation, VFX production, cinematic workflows, and research-driven creative projects. The program focuses on high-end compositing, advanced lighting and rendering, simulation techniques, production pipeline management, and final dissertation-based projects.



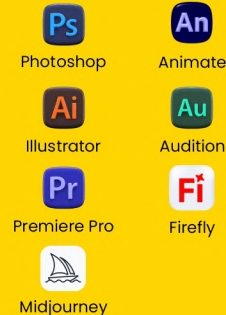
**CAREER
OPPORTUNITIES
AFTER COMPLETION**

- ◊ Storyboard Artist
- ◊ Matte Painting Artist
- ◊ 3D Modeling Artist
- ◊ Texture Artist
- ◊ Lighting Artist
- ◊ Rigging Artist
- ◊ Animation Artist
- ◊ FX Artist
- ◊ Roto Artist
- ◊ Paint Artist
- ◊ Cleanup Artist
- ◊ Compositing Artist
- ◊ Motion Graphics Artist

1st Year – Digital Art & 3D Animation

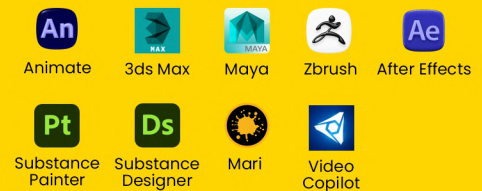
Semester - I

Development with Traditional & Digital Art
Advanced Digital Enhancement
2D Animation
Script Writing & Storyboard Designing
Miniature Designing
Sound Designing / Voice Modulation



Semester - II

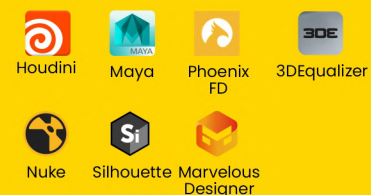
Advancement of 2D Animation
Advancement of 3D Design
Media Law & Ethics (Theory)
UV Layouts & Texturing
Motion Graphics
Book Review / Film Review (Theory)



2nd Year – VFX Projects & Showreel

Semester - III

Advanced VFX Techniques
Compositing CGI with Live-Action Scene
Next-Gen Character Design
Advanced Character Setup & Animation
3D Tracking & Match Moving
Communication Skill /
Entrepreneurship Development (Theory)



Semester - IV

2D/3D Animation Project / VFX Project
Research Methodology (Theory)
Project Dissertation & Viva
Portfolio Presentation

Motion Master

**Motion
Graphics**

450 Hours
(Training + Practical)

12 Months

**AI+ AI-INTEGRATED
COURSE**



Motion Master is a career-focused program designed to transform creative individuals into industry-ready motion graphics specialists within 12 months. The course goes beyond basic animation and teaches students how to think like visual storytellers and creative directors. Learners gain strong command over motion typography, brand animation, explainer videos, compositing, 2D-3D motion integration, sound synchronization, and production workflows used in advertising agencies, OTT platforms, digital marketing firms, and content studios.

What makes this program powerful is its intensive practical and project-based approach. Students work on real-world brand campaigns, promotional videos, animated social media content, and cinematic motion projects that directly align with industry expectations. By the end of the program, they build a polished professional showreel, showcasing animated brand films, motion graphics ads, title sequences, and creative visual storytelling pieces.

Design & Motion Foundation

Induction & Digital Workflow

Photography

Canva

Photoshop + AI

Illustrator

ChatGPT / Gemini AI

AI – Video Tools

After Effects

Premiere Pro

Audition



Photoshop



Audition



Illustrator



Canva



After Effects



ChatGPT



Premiere Pro



Gemini



Firefly



Midjourney

Motion with 3D Integration

Animate CC

Cinema 4D

Blender

Maya Animation

Newton

Duik

Trapcode

Element 3D



After Effects



Maya



Cinema 4D



Animate (Fundamentals)



Blender



Video Copilot



**CAREER
OPPORTUNITIES**
AFTER COMPLETION

- ◇ Motion Graphics Artist
- ◇ Video Editor
- ◇ 2D Animator
- ◇ Visual Designer

- ◇ Digital Content Creator
- ◇ Broadcast Design Artist
- ◇ 3D Motion Graphics
- ◇ 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

Masters in 3D & VFX

960 Hours
(Training + Practical)

24 Months

AI + **AI-INTEGRATED**
COURSE



Masters in 3D & VFX is a certificate program designed for students who want to build advanced expertise in cinematic content creation and studio-level workflows. Unlike foundational or specialization programs, this course focuses on mastering the complete production pipeline — from pre-production planning and asset development to advanced simulation, rendering, compositing, and real-time engine integration. Students are trained to work in a production-oriented environment where they handle complex shots, multi-pass rendering, high-level compositing, FX simulations, and cinematic scene building aligned with global industry standards.

The program emphasizes technical depth, creative direction, and pipeline understanding. Learners gain expertise in advanced lighting, look development, render pass management, Houdini-based FX simulations, Nuke compositing, Unreal real-time cinematics, and production-ready workflows used in film, OTT, and high-end advertising projects.

Pre-Production & Foundation

Pre Production (Clay / Stop Motion)

Photoshop

Illustrator

AI – Image

AI – Video

After Effects

Premiere Pro

Audition



Photoshop



Audition



Illustrator



Canva



After Effects



ChatGPT



Premiere Pro



Gemini



Firefly



Midjourney

3D Production & Rendering

3D Modeling, Basic Texturing & Lighting

3D Equalizer (Camera Tracking)

Silhouette

Katana

Arnold (Render Passes)



Maya



3ds Max



3DEqualizer



Silhouette



Katana



Maya
Arnold

Real-Time Production

Compositing (Nuke)

Unreal (Niagara)

Advanced FX (Houdini)

Rotomation

Substance Painter

Portfolio Development



Nuke



Unreal
Engine



Houdini



Substance
Painter



Maya



Blender



**CAREER
OPPORTUNITIES
AFTER COMPLETION**

◊ Video Editor

◊ 3D Modeling Artist

◊ 3D Animator

◊ 3D Generalist

◊ Motion Graphics Artist

◊ Compositing Artist

◊ Lighting Artist

◊ Texturing Artist

◊ Rigging Artist

◊ FX Artist

◊ Previz Artist

◊ Cleanup Artist

◊ Roto Artist

◊ Paint-Prep Artist

◊ Match Move Artist

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



Animation | VFX | Gaming

Crafting AVGC Experts

Masters in Game Art

960 Hours
(Training + Practical)

24 Months

FEES 4,00,000/-

AI **AI-INTEGRATED**
COURSE



nilee
games



Masters in Game Art is a 2-year advanced program designed to prepare students for professional careers in game art and game development. The curriculum covers character and environment design, 3D modeling, texturing, rigging, animation, Unity, Unreal Engine, AR/VR, and playable game development through an industry-standard production pipeline.

In collaboration with **Nilee Games**, **Motion Media School** delivers an industry-driven curriculum with mentorship from experienced game developers, portfolio development, and internship opportunities on live game development projects, enabling students to graduate with production-ready skills and pursue careers as Game Artists, Game Designers, Environment Artists, Level Designers, Technical Artists, Unreal Engine Artists, and VR/AR Game Developers.

Foundation & Storytelling

Elements of Design

Pre Production

Photoshop

Premiere Pro

Audition

After Effects

Animate CC

Action Script

Max – Modeling

Max – Texturing

Max – Lighting

Introduction to PBR



Photoshop



Premiere Pro



Audition



After Effects



3ds Max



Animate



ChatGPT



Gemini



Leonardo AI



Midjourney



Firefly

Game Engine Integration

Maya-Modeling

Maya-Texturing

Substance Painter

Maya-Lighting

Maya – Rigging

Maya – Animation

Maya-Particles, Dynamics

& Tech Animation

Unity Game Engine

Unity Mobile Gaming

Unity VR Module

Unity AR Module

Unreal Game Engine

Game Level Design



Maya



Blender



Substance Painter



Zbrush



Unreal Engine



Unity Engine



Marvelous Designer



MeshyAI



KlingAI



**CAREER
OPPORTUNITIES
AFTER COMPLETION**

- ◇ Game Environment Artist
- ◇ 3D Character Artist
- ◇ Game Asset Modeler
- ◇ Level Designer
- ◇ Unity Game Developer
- ◇ Unreal Engine Artist
- ◇ AR/VR Game Artist
- ◇ Mobile Game Artist
- ◇ Texture & Look Development Artist
- ◇ Game Animator
- ◇ Rigging Artist

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

Specialization in 3D

680 Hours
(Training + Practical)

18 Months

AI + **AI-INTEGRATED**
COURSE



Specialization in 3D is an 18 Months advanced certificate program focused on 3D Animation and Production. The program covers the complete 3D production pipeline — from pre-production and filmmaking fundamentals to advanced modeling, texturing, rigging, animation, FX, and real-time cinematic workflows. With AI-integrated creative tools and industry-standard software, students build production-ready skills aligned with studio requirements.

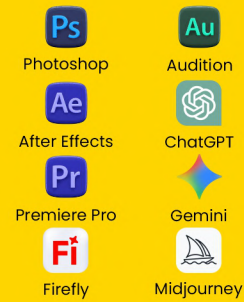


**CAREER
OPPORTUNITIES
AFTER COMPLETION**

- ◇ 3D Animator
- ◇ 3D Modeler
- ◇ Character Modeler
- ◇ Environment Artist
- ◇ Texture Artist
- ◇ Lighting Artist
- ◇ Look Development Artist
- ◇ Rigging Artist
- ◇ Rendering Artist
- ◇ FX Artist
- ◇ Unreal Cinematic Artist
- ◇ Technical 3D Artist
- ◇ Game Asset Artist
- ◇ CGI Artist
- ◇ Visual Development Artist

Pre-Production & Foundation

Pre Production
 Film Making (Cinematography)
 Digital Design
 Video Editing
 Motion Graphics & Basic Compositing
 Sound Editing
 Film Making (Clay Animation / Stop Motion Animation)



Advanced 3D – Maya Pipeline

Maya Modeling
 Maya Texturing
 Substance Painter
 Maya Lighting
 Maya Rigging
 Maya Animation
 Maya FX & Rendering



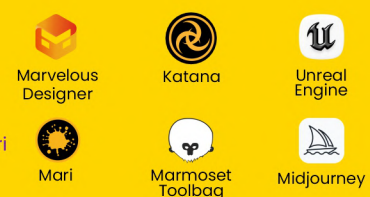
Blender & Sculpting Workflow

Blender Modeling
 Blender Texturing
 Blender Lighting
 Blender Rigging, Animation
 & Rendering (Basic)
 ZBrush Sculpting



AI Integration

AI (Selective Generative AI for Production)
 Unreal Game Engine (Cinematic Workflow)
 Specialization Track (as per student choice)
 Marvelous Designer / Marmoset Toolbag / Katana / Mari



Specialization in VFX

680 Hours
(Training + Practical)

18 Months

AI+ AI-INTEGRATED
COURSE



Specialization in VFX is an advanced certificate program focused on high-end visual effects production. Students master compositing, camera tracking, rotoscoping, multi-pass rendering, CGI integration, and FX simulations such as fire, smoke, and fluid effects. The program follows professional VFX pipelines used in film and OTT production environments.

On completion of the course, students develop a strong compositing showreel including tracked CGI shots, render-pass integrations, and FX simulations, enabling them to pursue roles as Compositing Artist, VFX Artist, Matchmove Artist, FX Artist, or Roto & Paint Artist in production houses and post-production studios.

Compositing Foundation

Pre Production (Clay / Stop Motion)

Photoshop

Illustrator

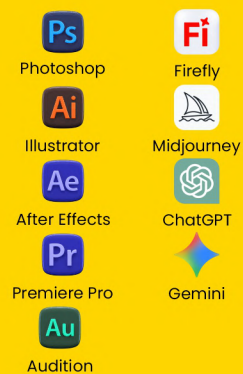
AI – Image

AI – Video

After Effects

Premiere Pro

Audition



VFX Production & Simulation

After Effects Plugins (Newton & Element 3D)

3D Equalizer (Camera Tracking)

Silhouette

Mocha Pro

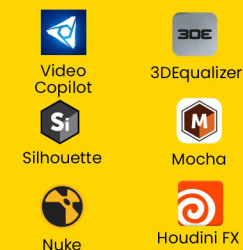
Arnold (Render Passes)

Compositing (Nuke)

Houdini (Pyro / Fluid FX)

Nuke Plugins (PxF, Dasgrain, Modnet, Vitmatte)

Portfolio Development



**CAREER
OPPORTUNITIES
AFTER COMPLETION**

- ◇ Compositing Artist
- ◇ VFX Artist
- ◇ Roto Artist
- ◇ Paint-Prep Artist
- ◇ Matchmove Artist
- ◇ Motion Graphics Artist
- ◇ CG Supervisor
- ◇ FX Artist
- ◇ Video Editor
- ◇ VFX Generalist

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

240 Hours
(Training + Practical)

06 Months

AI + **AI-INTEGRATED**
COURSE



Pixel to Portfolio is a foundation-level graphic design program designed to build strong visual fundamentals and creative confidence in aspiring designers. Students learn core design principles, color theory, typography, branding basics, print media preparation, and AI-assisted design workflows. The program focuses heavily on practical execution, enabling learners to create logos, social media creatives, posters, brochures, and brand identity elements.

Students complete the program with a structured beginner-level portfolio, preparing them for roles such as Junior Graphic Designer, Social Media Designer, Print Designer, or Freelance Creative Designer, and helping them enter the design industry with professional-ready work samples.

Induction

Digital Workflow

Photography

Design & Print Theory

Canva

ChatGPT / Gemini AI

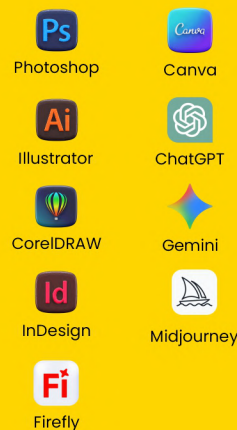
Photoshop + AI

Illustrator

CorelDraw

InDesign

Portfolio Development



- ◊ Graphic Designer
- ◊ Logo Designer
- ◊ Creative Head
- ◊ Design Production Associates
- ◊ Advertising Director
- ◊ Print Media Operator
- ◊ Packaging Designer
- ◊ Layout Editor
- ◊ Infographics Designer
- ◊ Photo Editing Artist
- ◊ Image Retouching Artist

Pixel to Product

{ Graphics
& UI/UX }

320 Hours
(Training + Practical)

08 Months

AI + AI-INTEGRATED
COURSE

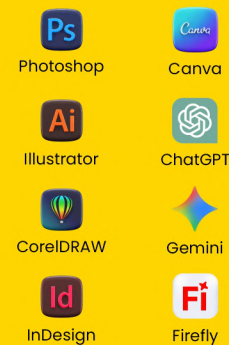


Pixel to Product is an advanced graphics and UI-UX design program that transforms creative ideas into complete digital products. Students move beyond basic design to develop branding systems, interface layouts, wireframes, prototypes, and digital presentation skills. The course integrates UI tools, AI-powered design workflows, and digital branding strategies to prepare learners for real-world design environments.

Upon completion, students build a professional portfolio including brand identity projects, website or app interface designs, and product mockups, positioning them for careers as Graphic Designers, UI Designers, Visual Designers, Product Designers, or Digital Brand Consultants.

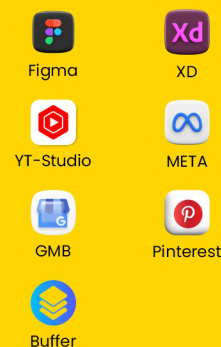
Graphic Design Foundation

Induction
Digital Workflow
Photography
Design & Print Theory
Photoshop + AI
Illustrator
CorelDraw
InDesign
Canva
Adobe Firefly



UI and UX Design

Figma
Adobe XD
YouTube Branding & Setup
Instagram Branding
Google Business Setup
Pinterest Marketing
Buffer (Social Media Scheduling)
Portfolio Development
HTML+CSS for Frontend



**CAREER
OPPORTUNITIES
AFTER COMPLETION**

- ◊ Graphic Designer
- ◊ Visual Designer
- ◊ Brand Identity Designer
- ◊ Social Media Designer
- ◊ Digital Marketing Executive
- ◊ Web & App Interface Designer
- ◊ Freelance Designer
- ◊ UI/UX Designer
- ◊ Creative Lead
- ◊ Brand Consultant

Vertical Video Expert

320 Hours
(Training + Practical)

08 Months

**AI+ AI-INTEGRATED
COURSE**



Vertical Video Expert is a specialized program focused on short-form and vertical content production for platforms like Instagram, YouTube Shorts, and OTT media. Students develop skills in cinematography, professional editing, color grading, motion graphics integration, sound design, and AI-assisted video workflows. The course emphasizes fast-paced storytelling and platform-optimized content creation aligned with the growing creator economy.

By the end of the course, Students build a professional editing showreel including branded reels, cinematic vertical videos, and motion-enhanced edits, preparing them for roles such as Video Editor, Reel Editor, Content Creator, Social Media Video Specialist, or Digital Video Producer.

Induction & Digital Workflow

Photography

Canva

Photoshop + AI

Lightroom

Cinematography

ChatGPT / Gemini AI

AI – Video Tools

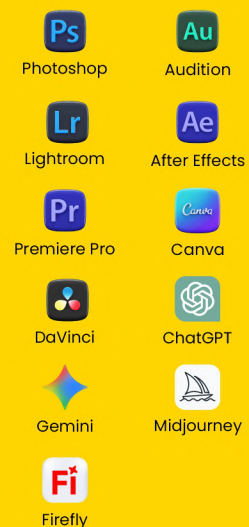
Premiere Pro

DaVinci Resolve

Audition

After Effects (Motion Graphics)

Portfolio Development



- ◇ Video Editor
- ◇ Content Creator
- ◇ Reel Editor
- ◇ Motion Graphics Artist
- ◇ Digital Intermediate(DI)Artist
- ◇ YouTube Video Editor
- ◇ Brand Content Editor
- ◇ Creative Video Producer
- ◇ Photographer
- ◇ Cinematographer

Media Creator

{ Graphics &
Video Editing }

390 Hours
(Training + Practical)

10 Months

AI+ AI-INTEGRATED
COURSE



Media Creator is a comprehensive program that combines graphic design and video editing to develop multi-skilled digital content professionals. Students learn branding, motion graphics, video editing, color correction, and AI-driven creative production techniques. The program prepares learners to handle complete content campaigns – from visual design to final video output.

By the end of the course, Students build a cross-media portfolio featuring brand kits, promotional videos, motion graphic content, and social media campaigns, enabling them to work as Digital Content Creators, Graphic Designers, Video Editors, Motion Graphics Artists, or Creative Executives in digital marketing and media companies.

Graphic & Visual Foundation

Induction & Digital Workflow

Photography

Canva

Photoshop + AI

Illustrator

CorelDraw

InDesign

ChatGPT / Gemini AI

AI – Video Tools



Photoshop



Canva



Illustrator



ChatGPT



CorelDRAW



Gemini



InDesign



Midjourney



Firefly

Video Editing & Motion Graphics

Premiere Pro

DaVinci Resolve

Audition

After Effects (Motion Graphics)

Portfolio Development



Premiere Pro



Audition



DaVinci



After Effects



**CAREER
OPPORTUNITIES
AFTER COMPLETION**

- ◇ Graphic Designer
- ◇ Video Editor
- ◇ Social Media Designer
- ◇ Motion Graphics Artist
- ◇ Digital Content Creator
- ◇ Branding Executive
- ◇ Visual Content Designer
- ◇ Freelance Creative Professional
- ◇ Senior Creative Designer
- ◇ Digital Media Specialist
- ◇ Creative Lead
- ◇ Content Production Manager

Generative AI

30 Hours
(Training + Practical)

02 Months



Generative AI – is a short-term program focused on integrating AI tools into creative production workflows. Students learn prompt engineering, AI image generation, AI video creation, voice synthesis, and AI-assisted concept development for design, gaming, advertising, and digital media.

The course enhances productivity and innovation by teaching learners how to combine AI tools with traditional creative skills. Students build an AI-driven creative portfolio including AI-generated visuals, video concepts, and branded campaigns, opening opportunities as AI Content Creator, Prompt Artist, AI Visual Designer, or Creative AI Specialist across multiple industries.

Understanding Generative AI in Creative Industries

AI Image Generation

AI Video Creation

AI Voice & Sound Generation

AI for Advertising & Branding

AI for Gaming & Filmmaking

Prompt Engineering & Creative Direction

AI Portfolio Development



ChatGPT



Gemini



Leonardo AI



Firefly



Suno



Midjourney



ElevenLabs



Clipchamp



Runway



KlingAI



LumaAI



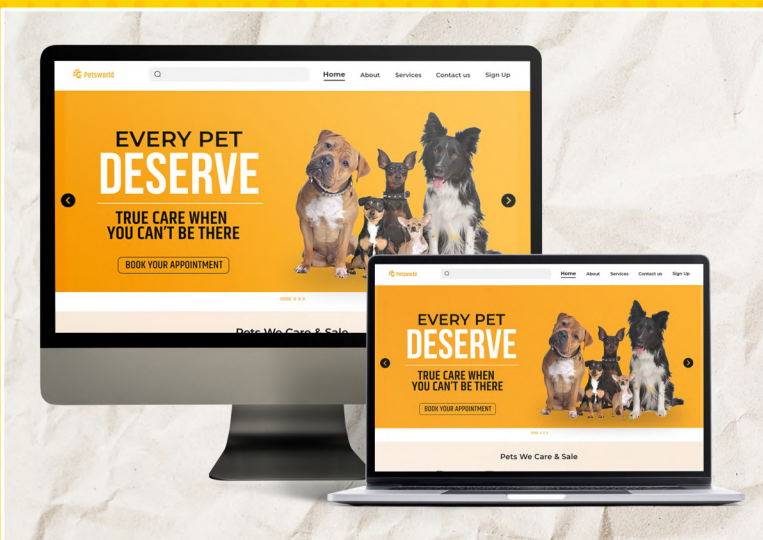
MeshyAI

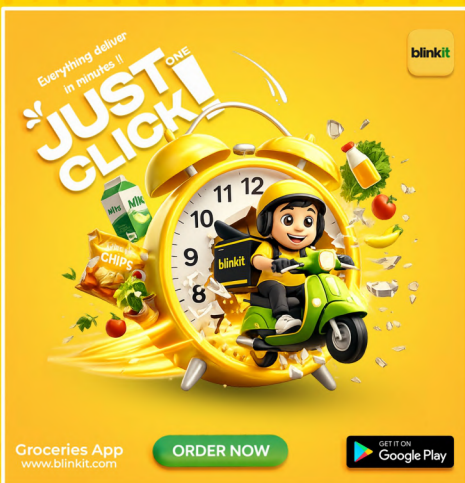
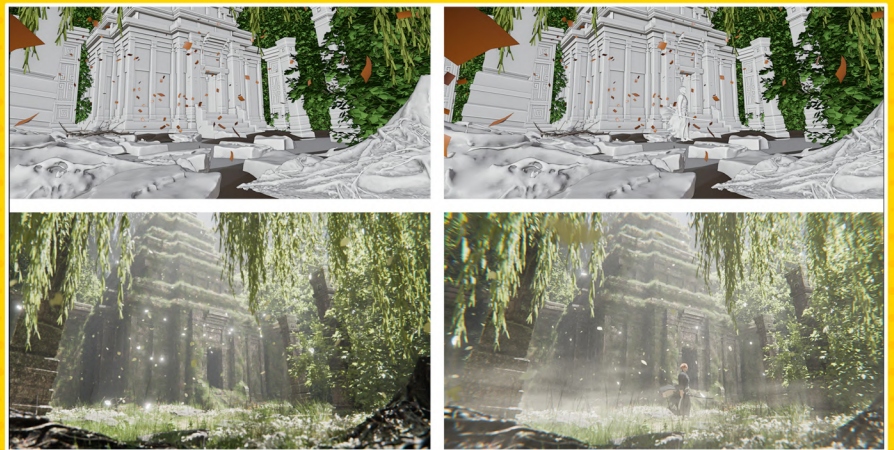
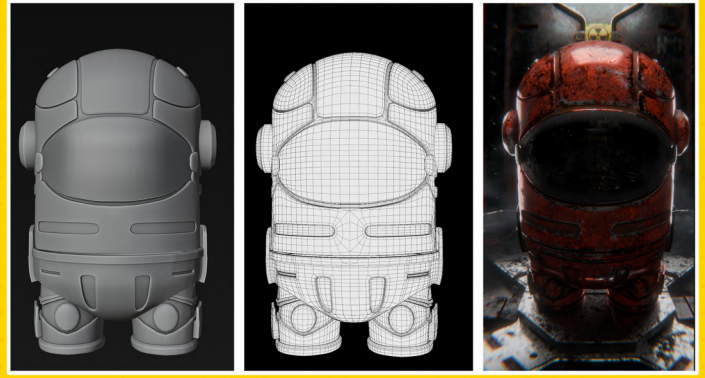


**CAREER
OPPORTUNITIES
AFTER COMPLETION**

- ♦ AI Artist
- ♦ Prompt Artist
- ♦ AI Content Creator
- ♦ AI Visual Designer
- ♦ AI-Assisted Video Editor
- ♦ Creative AI Consultant

STUDENT WORK



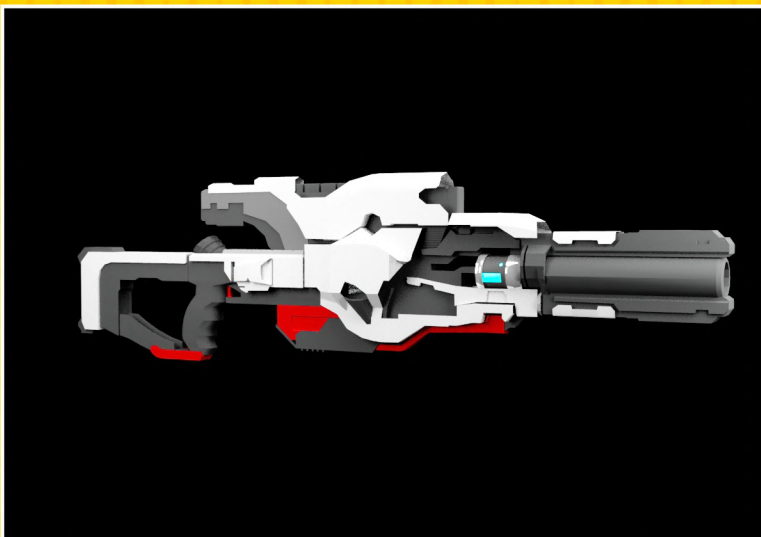


The Motion Media Creators is a quarterly creative competition organized by **Motion Media School** to encourage students to showcase their skills and creativity. The competition covers multiple creative domains including 3D, Sketching, VFX, Graphic Design, and AI-based creation, giving students an opportunity to work on real-world creative challenges.

It focuses on innovation, originality, technical skills, and professional presentation, helping students build confidence and strengthen their portfolios. The event also creates a healthy competitive environment where students learn from each other while preparing for careers in the **AVGC** industry.



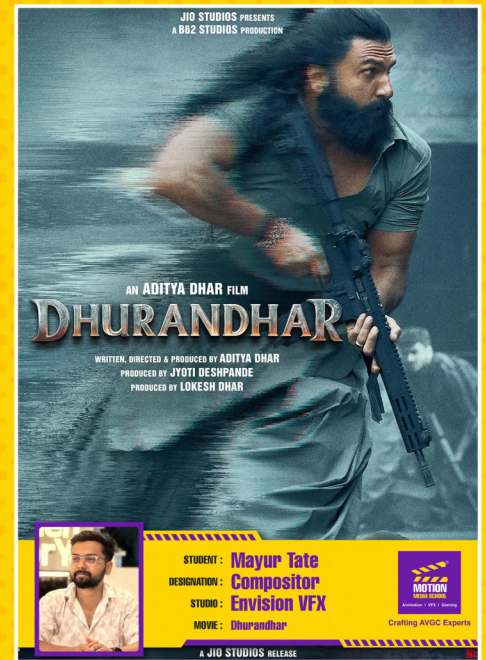
MOTION MEDIA CREATORS CHALLENGE





HALL OF FAME

A celebration of exceptional creativity and dedication, honoring the students whose outstanding work and achievements inspire the next generation of creators at Motion Media School. It highlights successful alumni who are making their mark in the **AVGC industry**.





Students Placement





Student Testimonials



VISHAL RATHOD

★★★★★

Motion Media School has excellent infrastructure with latest computers. It really helps students practice animation, VFX, and design projects without technical issues.



PRATHVIRAJ MALI

★★★★★

The staff at Motion Media School is very disciplined and serious about students' practical learning and future careers. They always encourage us to improve skills and stay focused on our goals.



TEJAS ADAGALE

★★★★★

The Motion Media Creators Competition is a great platform where students can showcase creativity in graphics, 3D, VFX, and AI projects. It motivates everyone to push their skills to the next level.



SATYAM KUMAR

★★★★★

The events organized by Motion Media School are energetic and full of student participation. They create a lively creative environment where everyone gets involved and learns together.



SHARVIN SHINDE

★★★★★

The mentors at Motion Media School are very friendly and explain animation and VFX concepts in a simple, practical way. Learning here feels motivating.



PARTH SALVE

★★★★★

Motion Media School regularly conducts Saturday workshops with industry professionals. These sessions give students real insights into animation, VFX, and the AVGC industry.



ADITYA BAGADKAR

★★★★★

I really like the open game zone at Motion Media School where students can relax after long practical sessions. It helps reduce stress and creates a fun environment inside the institute.



SHREYASH SHINDE

★★★★★

The classrooms & labs at Motion Media School are comfortable, air-conditioned, and well equipped for learning. The modern setup makes studying animation and media courses more engaging.



PRANALI MUDE

★★★★★

Motion Media School provides strong placement support and guidance for students entering the animation and VFX industry. They help connect students with good studios and creative companies.



AVISHKAR SHINDE

★★★★★

I learned much more than just editing videos. The practical assignments, workshops, and guidance from experienced mentors helped me understand professional workflows and build a strong portfolio. Highly recommended for passionate content creation Students.



PRATIK NIKAM

★★★★★

"The faculty explained every concept in a simple and practical way. From basic editing to advanced techniques, I learned everything step by step. The creative environment motivated me to keep improving every day."



SIDDHARTH HARIHAR

★★★★★

Motion Media School helped me improve both my technical and creative skills. The workshops, studio exposure, and industry collaborations make learning exciting and career-oriented.



OMKAR LAGAD

★★★★★

The campus is designed to replicate a professional creative studio, providing a real industry feel. It creates an inspiring environment that prepares students for the fast-paced AVGC industry. The campus offers a modern studio-like atmosphere that reflects real production environments.



ONKAR CHAUDHARI

★★★★★

Motion Media School offers industry-focused education with modern tools, AI integration, and hands-on projects. Excellent learning environment with supportive mentors and practical training. Highly recommended!



AYUSH JAGTAP

★★★★★

A perfect place for aspiring creators. Excellent infrastructure, creative environment, and career-focused training. The mentors are knowledgeable and always ready to help. The curriculum is updated with current industry standards.



SHREYASH PATANKAR

★★★★★

Motion Media School is one of the best institutes for AVGC education. The practical approach, experienced mentors, industry exposure, and placement support helped me develop both my creative and professional skills.



DNYANI THOPTÉ

★★★★★

Designed like a professional creative studio, the campus encourages innovation and teamwork. Every space is built to provide an immersive industry experience.



AMRUTA MOGHE

★★★★★

Motion Media School always encourage students to improve their skills, clear doubts patiently, and push us to become better every day. Thank you for always inspiring and helping students achieve their best potential.



PURVA SONDEKAR

★★★★★

Great learning environment with highly experienced and supportive faculty who are always ready to guide and motivate students. Choosing Motion Media School was one of the best decisions I made for my career.

INDUSTRY EXPERT WORKSHOPS

Every Saturday, Motion Media School hosts special workshops led by industry experts to provide students with real-world exposure and deeper understanding of the AVGC industry. These sessions cover areas like **3D, VFX, Gaming, Movie Making** and various creative techniques that help strengthen practical skills. The workshops focus on concept clarity, industry insights, and hands-on learning to prepare students for professional creative careers.


MOTION MEDIA SCHOOL®
 Crafting AVGC Experts



CHAITANYA SONAWANE
CLAY ARTIST - GABHA STUDIO

MOULDING MAGIC
CLAY LUMP TO FINISHED ART

25TH JULY 2026
FOR MORE DETAILS
9134 585858
9527 123 123
www.motionmediaschool.com

SATURDAY
TIME: 11:00 AM ONWARDS

4th Floor, Sohrab Hall, Dhole Patil Rd, Opp. Jehangir Hospital, Pune - 01

SUNNY OBEROI GROUP




MOTION MEDIA SCHOOL®
 Crafting AVGC Experts



DR. CHANDRASHEKHAR JOSHI
FILMMAKER

FROM SCRIPT TO SCREEN

04TH JULY 2026
FOR MORE DETAILS
9134 585858
9527 123 123
www.motionmediaschool.com

SATURDAY
TIME: 11:00 AM ONWARDS

4th Floor, Sohrab Hall, Dhole Patil Rd, Opp. Jehangir Hospital, Pune - 01

SUNNY OBEROI GROUP


MOTION MEDIA SCHOOL®
 Crafting AVGC Experts



DIPANKER VISHWAKARMA
METHOD STUDIOS, STEREO, ASSISTANT SUPERVISOR

STEREO CONVERSION
WITH ROTO, PAINT & COMP

20TH JUNE 2026
FOR MORE DETAILS
9134 585858
9527 123 123
www.motionmediaschool.com

SATURDAY
TIME: 1:30 PM ONWARDS

4th Floor, Sohrab Hall, Dhole Patil Rd, Opp. Jehangir Hospital, Pune - 01

SUNNY OBEROI GROUP





MOTION MEDIA SCHOOL

Crafting AVGC Experts





ARTIST
DARSHITA GUNDESHA
ESPORTS CASTER

ESPORTS & CONTENT CREATION

13TH JUNE 2026

FOR MORE DETAILS
9134 585858
9527 123 123

www.motionmediaschool.com

SATURDAY
TIME: 11:00 AM ONWARDS

4th Floor, Sohrab Hall, Dhole Patil Rd, Opp. Jehangir Hospital, Pune - 01

SUNNY OBEROI GROUP



MOTION MEDIA SCHOOL

Crafting AVGC Experts





ARTIST
ANIRBAN CHAKRABORTY

PRE PRODUCTION

INTRODUCTION & OVERVIEW

30TH MAY 2026

FOR MORE DETAILS
80877 97779
9527 123 123

www.motionmediaschool.com

SATURDAY
TIME: 11:00 AM ONWARDS

4th Floor, Sohrab Hall, Dhole Patil Rd, Opp. Jehangir Hospital, Pune - 01





MOTION MEDIA SCHOOL

Crafting AVGC Experts

DP ROAD





ARTIST
TANMAY MANDAL

INTRODUCTION & OVERVIEW TO VISUAL ART IN ENTERTAINMENT

18TH APRIL 2026

FOR MORE DETAILS
80877 97779
9527 123 123

www.motionmediaschool.com

SATURDAY
TIME: 11:00 AM ONWARDS

Sohrab Hall, Dhole Patil Rd, Opp. Jehangir Hospital, Sangamvadi, Pune - 01



MOTION MEDIA SCHOOL

Crafting AVGC Experts

DP ROAD





ARTIST
MALLINATH ALURE

CONCEPT OF GAMING

WORKSHOP - ISOMETRIC & SLOT GAME

07TH MARCH 2026

FOR MORE DETAILS
80877 97779
9527 123 123

www.motionmediaschool.com

SATURDAY
TIME: 11:00 AM ONWARDS

Sohrab Hall, Dhole Patil Rd, Opp. Jehangir Hospital, Sangamvadi, Pune - 01



WHY CHOOSE MMS ???

- Curriculum Designed by Industry Professionals
- Experienced Mentors with Practical Industry Knowledge
- Weekly Master Classes Conducted by Industry Experts
- The Company is Run by Experts in the Education Sector
- Studio Internships
- Hands-On Projects from Day One
- Industry-Ready Portfolio Development with Global Platforms (ArtStation, Behance & Pinterest)
- Studio Visits for Real-World Exposure
- AI-Integrated Creative Programs
- "Motion Media Creators" Competition to Nurture Creative and Technical Skills
- Opportunities to Participate in Industry Events and Creative Competitions Globally
- MESC | NSDC | MeCAT – Certified Courses
- University (UGC-Recognised) Affiliated Courses
- One-on-One Career Mentoring and a Personalized Growth Roadmap for Every Student
- Detailed Training from Script to Screen
- Portfolio and Personality Development Programs
- Placement and Career Support
- Training by Industry Experts for Every Course
- Unlimited Practice Hours
- Education Loan Facilities Available



MOTION MEDIA SCHOOL®

Crafting AVGC Experts

Head Office

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