#### SEMESTER 1

- Graphics and Cinematography
- Concepts of 2D Digital Animation
- Digital Art
- Vocational Practical Design Portfolio

**Duration: 24 Hours** 

**Exit Profiles:** Graphic Designer

Illustrator

### SEMESTER 4

- Lighting and Rendering3D Objects with Maya
- Rigging 3D Objects with MAYA
- Character Animation with Maya
- Vocational Practical

Exit Profiles: 3D Animator,

Rigging Artist, Texturing

Artist, Lighting Artist, Rendering Artist

#### SEMESTER 2

- Magic with Images
- Digital Sound Track
- Editing Digital Video
- Vocational Practical

**Duration: 24 Hours** 

**Exit Profiles:** Layout Designer, Graphic Designer, Sound Editor,

Video Editor

#### SEMESTER 5

- Creating Motion Graphics
- Introduction to Nuke and Silhouette
- Wire removal and Colour Correction
- Vocational Practical

**Exit Profiles:** Compositor, VFX Artist, Matchmove Artist, Tracking Artist

#### SEMESTER 3

- Character Design, Storytelling
   & Script Writing
- Modeling and Texturing 3D Objects with Maya
- Character Sculpting with Zbrush
- Vocational Practical

Exit Profiles: Storyboard Artist, Character Designer, 3D Modeler, Texturing Artist

#### SEMESTER 6

- Green/ Blue screen
- Matchmoving and Camera tracking
- Matte Painting
- Vocational Practical

**Exit Profiles:** VFX Artist,

Matchmove Artist, Tracking Artist

# **ELIGIBILITY CRITERIA:**

THE MINIMUM QUALIFICATION TO APPLY IS 10 + 2 PASS OR AN EQUIVALENT EXAMINATION (ANY STREAM).



# **ABOUT ARENA ANIMATION**

Arena Animation, a pioneer in the global media and entertainment training industry, has upskilled over 450,000 students in 18 countries over the past 25 years. Our industry-relevant courses are committed to equipping students with the latest design tools and techniques that empower them to be full-fledged animation and multimedia professionals with rewarding creative careers.

# **LEGACY**

- 25 YEARS of training expertise
- 450,000+ students trained
- Presence across 18+ COUNTRIES
- Placement Guaranteed





# **ABOUT DATTA MEGHE INSTITUTE OF MEDICAL SCIENCES**

Datta Meghe Institute of Medical Sciences (DMIMS) constitutes a world-class infrastructure and curriculum for students who aim to build a strong career in the fields of Medicine, Dentistry, Nursing, Ayurved, Physiotherapy, Allied Health Sciences, Allied Sciences, Engineering, Commerce, Science and Advanced Studies.

With Animation, Multimedia, Graphic Design and VFX industries booming exponentially today, DMIMS intends to introduce a Bachelor of Vocation (B.Voc.) Degree for those inclined to have an aspiring career in the Media & Entertainment Industry.

# **PROGRAM 1**

#### **B.VOC IN ANIMATION & MULTIMEDIA**

The Bachelor of Vocation in Animation & Multimedia is an undergraduate degree program for students keen to join the field. The program ensures to give students a complete overview of the basics of 2D Classical & Digital, 3D Animation & Graphics, 2D Animation, principles of Animation, Advanced 3D Concepts, etc. The course is a blend of theory and practical training which grooms students to become successful creative professionals in the field.

#### SEMESTER 1

- Graphics and Cinematography
- Digital Art for Web
- Web Designing Concepts
- Vocational Practical
   Exit Profiles: Graphic Designer
   Illustrator

#### SEMESTER 2

- Layout Design for Web
- Digital Sound Track
- Editing Digital Video
- Vocational Practical

**Exit Profiles:** Layout Designer, Graphic Designer,

Sound Editor, Video Editor

### **SEMESTER 3**

- Typography Design
- UI / UX for Responsive Design
- Web Animation
- Vocational Practical

**Exit Profiles:** Web Designer

#### SEMESTER 4

- UI Design
- Building Next Generation Websites
- Web Development using Angular Js
- Vocational Practical

**Exit Profiles:** UI Designer, Web Designer

#### SEMESTER 5

- Bootstrap
- Design and Development using Programming Language
- Content Management System
- Vocational Practical

Exit Profiles: Web Developer,

Content Management System Specialist

#### SEMESTER 6

- Search Engine Optimization
- Web Adwords
- Web Analytics
- Vocational Practical -Digital Portfolio

Exit Profiles: SEO Consultant,

**Web Analytics** 

## PROGRAM 2

### **B.VOC IN ANIMATION & GRAPHIC DESIGN**

The Bachelor of Vocation in Animation & Graphic Design is an undergraduate degree program that equips students with the latest design tools & techniques. The course will grant students relevant industry insights & a detailed overview of Graphic Design, Web Design, Web Animation, Classical Cel Animation, Photography, etc.

#### SEMESTER 1

- Graphics and Cinematography
- Concepts of 2D Digital Animation
- Digital Art
- Vocational Practical Design Portfolio

**Exit Profiles:** Graphic Designer Illustrator

#### SEMESTER 4

- Lights, Colour & Perspectives
- Anatomy Study
- Digital Art and Animation
- Vocational Practical

**Exit Profiles: 2D Animator** 

### SEMESTER 2

- Magic with Images
- Digital Sound Track
- Editing Digital Video
- Vocational Practical

Exit Profiles: Layout Designer, Graphic Designer, Sound Editor, Video Editor

#### SEMESTER 5

- Clay Modeling and 3D Basics
- Modeling for 3D Artists
- CG Lighting and Texturing
- Vocational Practical

**Duration: 24 Hours** 

**Exit Profiles:** Clay Modeler, Modeling Artist, Lighting, Artist, Texturing Artist

### SEMESTER 3

- Art of Storytelling & Script Writing
- Character Design
- Storyboarding and Animatics
- Vocational Practical

**Exit Profiles:** Storyboard Artist, Character Designer

### SEMESTER 6

- 3D Animation and FX
- 3D Photorealistic Rendering
- Creating Motion Graphics
- Vocational Practical

**Duration: 24 Hours** 

Exit Profiles: 3D Animator,
Rendering Artist, Motion Graphics

Artist, Compositor

## **PROGRAM 3**

#### **B.VOC IN ANIMATION & VFX**

The Bachelor of Vocation in Animation & VFX is an undergraduate degree for students who envision a career in the Media & Entertainment Industry. The program enables students to grasp fundamental knowledge & the basic principles of VFX and Animation. Throughout the program, students will not just gain theoretical training but will simultaneously work on real-time projects to gain a holistic learning experience.