

DARE TO CREATE DIFFERENTLY

Animation | VFX | Game Art Design | Graphic Design | UI/UX



ZeeInstituteofCreativeArts




zeeinstituteofcreativeart



zicaindia.com



The background of the entire page is a vibrant, futuristic digital landscape. Two figures, one on the left and one on the right, are shown from the chest up, facing each other. They are wearing glowing VR headsets. The figure on the left has a headset with a bright orange/red glow, while the figure on the right has a blue/cyan glow. They are standing on a grid-like floor that recedes into the distance. The sky is a mix of purple, pink, and blue, with a large, glowing orange sun or light source in the center. The background is filled with digital elements like floating data points, lines, and a cityscape of glowing buildings.

THE FUTURE OF **AVGC** INDUSTRY

- Artificial Intelligence is expected to influence the gaming sector, with consumers demanding an enhanced gaming experience that will present an opportunity for key players to invest.
- Virtual reality (VR) is the fastest-growing E&M segment, albeit from a small base. Its revenues surged by 31.7% in 2020 to US\$1.8bn and are projected to sustain a CAGR of 30%+ over the next five years to reach US\$6.9bn business in 2025.
- Entertainment and Media Market to Expand at 8.9% CAGR to Reach USD 2.6 Trillion by 2025.
- By 2025, the number of connected smart televisions are expected to reach 40-50 million. 30% of the content viewed on these screens will be gaming, social media, short video and content items produced exclusively for this audience by television, print and radio brands.
- OTT video services market (video-on-demand and live) in India is likely to post a CAGP of 29.52% to match US\$ 5.12 billion by FY26, driven by rapid developments in online platforms and increased demand for quality content among users.

Source: Media & Entertainment Skills Council 2024 Brochure

STEP INTO THE WORLD OF **AUGMENTED REALITY**

Augmented reality has rapidly evolved from a concept in science fiction to a groundbreaking technology with real-world applications. In just a few short years, it has transformed the way we interact with the world around us. The future is already here, and it's VIRTUAL. Imagine walking down a street with virtual directions, visualizing a 3D-modeled room filled with virtual furniture, or watching your backyard come alive with animated 3D characters and objects.

Investments in AR and VR are rising rapidly due to their wide range of applications across various industries, including gaming, marketing, advertising, retail, education, healthcare, manufacturing, real estate, defense, tourism, and more. Now is the perfect time to dive into these cutting-edge technologies and be a part of expanding the virtual world. At ZICA, we have integrated AR and VR into all our two-year flagship programmes, ensuring that students are future-ready with exposure to the latest technological advancements.





THE VISIONARY BEHIND THE CREATIVE REVOLUTION

DR. SUBHASH CHANDRA, FOUNDER, ZEE LEARN

Dr. Subhash Chandra is the driving force behind India's media revolution, reshaping both the entertainment and education sectors with his bold ideas and transformative leadership. Widely regarded as the father of private television in India, he transformed the way the nation consumes content by launching Zee TV, the country's first private satellite channel.

With his unwavering belief in India's creative potential, Dr. Chandra established the Zee Institute of Creative Art (ZICA) to empower young minds with industry-relevant skills in animation, VFX, graphic design, game art design, and more. His mission is simple yet powerful: to nurture a new generation of artists who are not only creatively brilliant but also technically proficient and globally competitive.

Under his guidance, ZICA has become a launchpad for careers, a hub for imagination, and a movement for creative excellence.



Innovation in Animation, VFX,
Gaming, and Graphics since 1995

PAN India Presence



Inception in 2003

2000+ centres in 750+ cities across India

Home to 1 million happy children

MAHESH TUTORIALS



A tutorial for grades 8, 9, and 10
established in 1988

51 centres across Mumbai

MAHESH TUTORIALS



An expert in coaching
grades 11, 12, and CA
foundation since 2003

27 centres across
India



India's fastest growing
chains of K-12 schools
since 2006

130+ schools in 110+ cities
across India



An institute for Media and
Filmmaking established in 2004

Centres located pan-India



A preparatory coaching
for Medical and
Engineering entrance
exams

Established in 2006



Mount Litera School
INTERNATIONAL

Established in 2014, a future-ready IB
Continuum School located at BKC,
Mumbai

Excellent infrastructure, IB-trained
academic team, and innovative
teaching methodologies



Online learning app for
grades 8 - 12, Science,
and Commerce

Inception in 2016



**PAN-INDIA PRESENCE,
ACROSS MAJOR CITIES**



PROFESSIONAL CAREER DEVELOPMENT PROGRAMME IN

3D ANIMATION AND VISUAL EFFECTS

36 MONTHS

3D Animation and Visual Effects is a comprehensive 36-month programme designed to equip students with the skills and knowledge required to excel in the dynamic field of animation and visual effects. It covers a wide range of topics, from fundamental art and design principles to advanced techniques in 3D modelling, texturing, rigging, animation, and visual effects. Students will gain hands-on experience with industry-standard software and tools, preparing them for successful careers in the animation and VFX industry.

FUNDAMENTALS OF ART, DESIGN, AND COMPUTER GRAPHICS (6 MONTHS)

- History of animation and VFX
- Drawing and sketching techniques
- Colour theory and painting
- Storytelling and scriptwriting
- Character design and digital illustration
- Storyboarding
- Computer graphics
- Video and audio editing

SOFTWARE

- Photoshop
- Illustrator
- Premiere
- Audition

3D DIGITAL ART (6 MONTHS)

- 3D modelling
- Environmental modelling
- Advanced modelling and sculpting
- Advanced texturing

SOFTWARE

- Maya
- SpeedTree
- ZBrush
- Substance Designer

RIGGING AND CHARACTER ANIMATION (6 MONTHS)

- Advanced texturing
- Rendering and look development
- Lighting
- Rigging
- 3D character animation

SOFTWARE

- Substance Painter
- Marmoset Toolbag
- Maya
- Arnold

CHARACTER ANIMATION AND PARTICLE DYNAMICS (6 MONTHS)

- Advanced character animation
- Dynamics
- Cloth simulation
- Fluid simulations

SOFTWARE

- Maya
- XGen
- Bullet
- MASH
- Marvelous Designer
- Bifrost
- RealFlow

MOTION GRAPHICS AND VISUAL EFFECTS (6 MONTHS)

- Digital compositing - 1
- Digital compositing - 2
- Advanced lighting

SOFTWARE

- After Effects
- Nuke
- Maya
- Arnold

ADVANCED VISUAL EFFECTS (6 MONTHS)

- Digital Compositing - 3
- Digital Tracking
- Advanced Effects

SOFTWARE

- SilhouetteFX
- 3D Equalizer
- Houdini

EMERGING STUDENT PROFILE

The certified students will emerge as highly skilled professionals ready to take on various roles in the animation and visual effects industry. They will possess strong artistic skills, technical expertise, creative storytelling, and problem-solving abilities. They will develop a diverse and impressive portfolio showcasing their work across various projects and assignments.



PROFESSIONAL CAREER DEVELOPMENT PROGRAMME IN ADVANCED GAME ART AND DESIGN

36 MONTHS

Game Art and Design is an extensive 36-month programme that provides students with the essential skills and knowledge required to excel in the game art and design industry. It covers a wide range of topics, from fundamental drawing and design principles to advanced techniques in 3D modelling, texturing, rigging, animation, and game development. Students will gain hands-on experience with industry-standard software and tools, preparing them for successful careers.

FUNDAMENTALS OF GAME ART AND DESIGN (6 MONTHS)

- History of Gaming and Game Design Theory
- Drawing basics and perspective
- Props design
- Advanced drawing and character anatomy (Human and creature)
- Digital painting techniques
- UI/UX design
- Prototyping
- 2D assets designed for games
- 2D character design

SOFTWARE

- Photoshop
- XD
- Illustrator

VISUAL DESIGN AND COMPOSITING (6 MONTHS)

- Fundamentals of photography
- Game logo design
- Gameplay poster design
- Digital Compositing – 1
- Digital Compositing – 2

SOFTWARE

- Illustrator
- Photoshop
- After Effects
- Nuke

ASSET CREATION (6 MONTHS)

- Modelling
- Texturing
- Advance texturing
- Environment design and asset creation
- Advanced character modelling

SOFTWARE

- Blender
- Unreal

ADVANCED LIGHTING AND DYNAMICS (6 MONTHS)

- Advanced lighting
- Dynamics
- Complex particles
- Basic Blueprint creation

SOFTWARE

- Unreal
- Niagara Particles

ADVANCED ANIMATION AND BLUEPRINT (6 MONTHS)

- Animation
- Advanced Blueprint

SOFTWARE

- Unreal

EMERGING STUDENT PROFILE

The students will emerge as highly skilled professionals ready to excel in the game art and design industry. They will have strong artistic skills in drawing, sketching, and digital painting, along with expertise in industry-standard software for 3D modelling, texturing, rigging, animation, and game design. With a deep understanding of game design principles and UI/UX design, they will be adept at creating compelling game assets, characters, and environments. Their portfolios will showcase their capability to tackle complex challenges and produce high-quality work.

PROFESSIONAL DEVELOPMENT PROGRAMME IN 3D ANIMATION AND VISUAL EFFECTS

27 MONTHS

3D Animation and Visual Effects is an intensive 27-month programme that provides students with the skills and knowledge required to excel in the dynamic field of animation and visual effects. It covers a wide range of topics, from fundamental art and design principles to advanced techniques in 3D modelling, texturing, rigging, animation, and visual effects. Students will gain hands-on experience with industry-standard software and tools, preparing them for successful careers in the animation and VFX industry.



FUNDAMENTALS OF ART, DESIGN, AND COMPUTER GRAPHICS (6 MONTHS)

- History of Animation and VFX
- Drawing basics and sketching techniques
- Colour theory and painting
- Storytelling and scriptwriting
- Character design and digital illustration
- Storyboarding
- Computer Graphics
- Video and audio editing

SOFTWARE

- Photoshop
- Illustrator
- Premiere
- Audition

3D DIGITAL ART (6 MONTHS)

- 3D modelling using Maya
- Environmental modelling
- Advanced texturing
- Rendering and look development

SOFTWARE

- Maya
- SpeedTree
- Substance Painter
- Marmoset Toolbag

LIGHTING, ANIMATION, AND DYNAMICS (6 MONTHS)

- Lighting techniques
- Rigging techniques
- 3D character animation principles
- Dynamics
- Motion graphics

SOFTWARE

- Maya
- Arnold
- XGen
- Bullet
- MASH

ADVANCED DYNAMICS AND VISUAL EFFECTS (6 MONTHS)

- Advanced Dynamics
- Fire and Smoke Simulations
- Digital Compositing

ELECTIVE SPECIALISATION (ANY 1) (3 MONTHS)

- Modelling and texturing specialisation
- Lighting and shading specialisation
- Character animation specialisation
- Visual effects specialisation

SOFTWARE

- Bifrost
- RealFlow
- FumeFX
- After Effects
- Nuke

SOFTWARE

- ZBrush
- Substance Painter
- Maya
- Arnold
- Nuke
- SilhouetteFX
- 3D Equalizer
- Trapcode
- Red Giant

EMERGING STUDENT PROFILE

The certified students will emerge as highly skilled professionals ready to excel in the animation and visual effects industry. They will possess strong artistic skills in drawing, sketching, and digital illustration, along with technical expertise in industry-standard software for 3D modelling, texturing, rigging, animation, and visual effects. With a deep understanding of storytelling techniques and scriptwriting, they will be adept at creating compelling stories and characters.



PROFESSIONAL DEVELOPMENT
PROGRAMME IN

GAME ART AND DESIGN

27 MONTHS

This programme is designed for aspiring game designers, programmers, and interactive media creators. Students will learn the core principles of game design, art, storytelling, and production using industry-standard software and emerging technologies. They will acquire the skills needed to create immersive gaming experiences.

FUNDAMENTALS OF GAME ART
AND DESIGN (6 MONTHS)

- History of gaming and game design
- Drawing basics and perspective
- Props and character anatomy
- Digital painting
- Game UI/UX design
- 2D asset design
- Character design and final polishing

SOFTWARE

- Photoshop
- XD
- Illustrator

COMPOSITING AND
GAME ASSET CREATION (6 MONTHS)

- Digital Compositing 1
- Digital Compositing 2
- Modelling
- Environment design and asset creation

SOFTWARE

- After Effects
- Nuke
- Blender

TEXTURING, RIGGING,
AND ANIMATION (6 MONTHS)

- Texturing
- Rigging and skinning
- Advanced rigging
- Animation

SOFTWARE

- Blender
- Substance Painter
- Mixamo
- Unreal Engine

ADVANCED LIGHTING, PARTICLES,
AND ANIMATION (6 MONTHS)

- Advanced lighting
- Particle system
- Basic blueprint creation
- Advanced animation

SOFTWARE

- Unreal Engine
- Niagara
- Cascade Particle System
- Animation Blueprint
- Sequencer

ADVANCED BLUEPRINT
AND PROJECT (3 MONTHS)

- Advanced Blueprint with assignment
- Project

SOFTWARE

- Unreal Engine

EMERGING STUDENT PROFILE

The certified students emerge as versatile digital artists and technical creators proficient in digital compositing, 3D modelling, rigging, animation, lighting, and real-time engine workflows. They are adept at using industry-standard tools like Adobe After Effects, Blender, Substance Painter, and Unreal Engine, enabling them to craft cinematic visuals, game-ready assets, and interactive experiences. Their skill set encompasses motion graphics, procedural texturing, character rigging, dynamic lighting, particle systems, and blueprint scripting, preparing them for roles in VFX, game design, and immersive media production.



PROFESSIONAL DEVELOPMENT PROGRAMME IN FILMMAKING AND VISUAL EFFECTS

24 MONTHS

Filmmaking and Visual Effects is a comprehensive 24-month programme designed to equip students with the skills and knowledge required to excel in the filmmaking and visual effects industry. It covers a wide range of topics, from fundamental art and design principles to advanced techniques in 3D modelling, texturing, rigging, animation, and visual effects.

Students will gain hands-on experience with industry-standard software and tools, preparing them for successful careers in filmmaking and VFX.

FUNDAMENTALS OF ART, DESIGN, AND FILMMAKING (6 MONTHS)

- Introduction to Animation and VFX industry
- Fundamentals of art and design
- Computer graphics
- Digital painting and matte painting
- Principles of Design and Frame Composition
- Storyboarding
- Fundamentals of photography
- Photo editing essentials
- Foundation of filmmaking
- Scriptwriting and Cinematography
- Video and audio editing

SOFTWARE

- Photoshop
- Lightroom
- Premiere
- Audition

3D DIGITAL ART (6 MONTHS)

- 3D modelling and texturing
- Lighting techniques
- Rigging techniques

DYNAMICS AND VISUAL EFFECTS (6 MONTHS)

- 3D Character Animation Principles
- Advanced Dynamics
- Digital Compositing

ADVANCED VISUAL EFFECTS (6 MONTHS)

- Animating 3D models
- Advanced rotoscoping
- Digital 2D tracking
- Digital compositing
- 3D camera tracking
- Advanced effects
- Energy-based effects
- Portfolio development

EMERGING STUDENT PROFILE

The certified students will emerge as highly skilled professionals ready to excel in the filmmaking and visual effects industry. They will possess strong artistic skills and technical expertise in industry-standard software for 3D modelling, texturing, rigging, animation, and visual effects. With a deep understanding of filmmaking principles and visual storytelling, they will be adept at creating compelling films and visual effects.

SOFTWARE

- Maya
- Arnold

SOFTWARE

- Maya
- XGen
- Bullet
- Mash
- Bifrost
- RealFlow
- After Effects

SOFTWARE

- Element 3D
- SilhouetteFX
- Mocha
- Nuke
- 3D Equalizer
- Trapcode
- Red Giant
- Saber

PROFESSIONAL DEVELOPMENT PROGRAMME IN

FASHION DESIGN

24 MONTHS

Our industry-focused Fashion Design programme emphasises comprehensive project-based learning, covering research, design development, pattern-making, and production techniques, as well as marketing and merchandising strategies. Students cultivate a heightened appreciation for design and refine their fashion aesthetics while nurturing their unique creative abilities. Through industry exposure, students gain a competitive edge, enhancing their creative thinking, ideation clarity, and presentation skills. Encouraged to cultivate their personal style, students learn to make a distinctive fashion statement. They acquire the confidence and expertise to conceptualise, design, produce, and showcase their collections.

- **Drawing and Geometry**
- **Basic design elements, principles of design and colour theory**
- **Fashion model drawing and illustration**
- **Design Project: Theme concept mood board**
- **Basic pattern making**
- **Basic garment construction**
- **History of art and design: Indian and Western**
- **Computers**
- **Introduction to embroideries: Basic embroidery and Indian embroidery**
- **Textile Science 1: Fiber to fabric**

SOFTWARE

- **Word**
- **PowerPoint**
- **Excel**

- **Basic Design – 2**
- **Design Principles – II**
- **Basic draping – Draping skirt and bodice**
- **Design Project I – (Skirt): Research, design development, theme concept mood board, pattern making and garment construction**
- **Design Project II – (Dress): Research, design development, theme concept mood board, pattern making and garment construction**
- **History of textiles: Indian and Western**
- **Fashion marketing**
- **Fashion forecasting – Market research**
- **Textile Science 2: Dyeing and printing**

SOFTWARE

- **CAD**
- **Photoshop**
- **Illustrator**
- **CorelDRAW**

- **Design Project: Draping – Draped Dress**
- **Design Project III – (Evening Wear): Research, design development, theme concept mood board, pattern making and garment construction**
- **Design Project IV – (Ethnic Wear): Research, design development, theme concept mood board, pattern making and garment construction**
- **CAD/CAM for Fashion and Textiles – Industry Software (Optitex / ReachCAD)**
- **Fashion Merchandising**
- **Managing export import business**
- **Manufacturing methods and processes, and quality control**
- **Portfolio development**
- **Project Styling: Films and advertisement**
- **Textile: Product development**
- **Fashion photography**
- **Fashion accessories**
- **Design Project V – (Final Collection): Research, design development, theme concept mood board, pattern making and garment construction**
- **Digital portfolio**

EMERGING STUDENT PROFILE

This course enables students to be professional fashion designers and work in the apparel industry, export houses, garment manufacturing, fashion retail stores, online fashion businesses, bloggers, and stylists in the media and film industry. As an entrepreneur, students learn how to launch their brand and open a boutique or fashion store.

PROFESSIONAL DEVELOPMENT PROGRAMME IN INTERIOR DESIGN

24 MONTHS

The Interior Design programme deals with the art and science of enhancing the interior of a building's inner space to achieve an aesthetically pleasing and functional environment. This programme covers the essentials of design, art, and drawing, along with furniture design, material sourcing, interior graphics, an introduction to CAD, construction, services, case studies, building materials, and more, to help you become a professional interior designer.

- History of Interior Furniture Design (Indian and Western)
- Concept of Interior Design
- Fundamental of art
- Free-hand drawing
- Design development
- Space planning
- Services and techniques (theory and practical)

SOFTWARE

- CAD
- Google SketchUp

- Architectural drafting
- Interior Design – Residential
- 2D and 3D computer-aided drawing (CAD, SketchUp, 3D model-making, AR/VR)
- Computer graphic skills
- Creativity and concept development
- BOQ, budget and costing
- Drawing presentation
- Application and execution
- Introduction of AR and VR
- Portfolio

SOFTWARE

- CAD
- Google SketchUp

- Furniture history and application
- Design Studio Workshop 2: Retail
- Construction studies
- Services- Plumbing, lighting, AC, etc.
- Computer rendering walkthrough

SOFTWARE

- Illustrator (Introduction)
- Photoshop (Introduction)
- CAD
- 3D drawings
- Google SketchUp

- Design Studio Workshop 3: Office
- Design Studio Workshop 4: Restaurant and Hospitality
- Academic research and communication skills
- Industrial experience, internship, application and execution
- Portfolio development

SOFTWARE

- CAD
- Google SketchUp - 3D (Walkthrough)

EMERGING STUDENT PROFILE

Graduates of this course can pursue careers as Interior Designers in residential, commercial, office, retail, hospitality, and public space design. They can also work as exhibition and stall designers, visual merchandisers, event and set designers, furniture designers, art directors, design consultants, colour consultants, or design entrepreneurs.



PROFESSIONAL PROGRAMME IN

2D DIGITAL ANIMATION

12 MONTHS

2D Digital Animation is an intensive 12-month programme that provides students with the essential skills and knowledge required to excel in 2D animation. It covers a wide range of topics, from fundamental art and design principles to advanced techniques in digital animation. Students will gain hands-on experience with industry-standard software and tools, preparing them for successful careers in 2D animation.

FUNDAMENTALS OF ART, DESIGN, VISUALISATION AND COMPUTER GRAPHICS

- History of animation and overview of sketching
- Principles of design and visual communication
- Perspective study (One, two, and three-point perspective)
- Sketching techniques and gesture drawing
- Still life composition and lighting
- Colour theory and cartoon drawing
- Human figure study and anatomy
- Animal study and anatomy
- Story creation and scriptwriting
- Introduction to computer graphics using Photoshop
- Character design and development
- Master layout design and background design

SOFTWARE

- Photoshop

2D DIGITAL ANIMATION

- Storyboarding and animatic creation
- Digital 2D animation
- Character creation and background design
- Motion path animation and special effects
- Biomechanics and organic animation
- Walk cycles and run cycles
- Facial expressions and lip-synching
- Special effects animation (Water, fire, wind, lightning, and blast)

SOFTWARE

- Animate

EMERGING STUDENT PROFILE

The certified students will emerge as highly skilled professionals ready to excel in the 2D animation industry. They will possess strong artistic skills in drawing, sketching, and digital painting, along with technical expertise in industry-standard software for 2D animation. With a deep understanding of animation principles and character design, they will be adept at creating compelling animations and visual stories.

PROFESSIONAL PROGRAMME IN 3D ANIMATION 12 MONTHS

3D Animation is an intensive 12-month programme that equips students with the core skills and knowledge needed to succeed in 3D animation. It covers a wide range of topics, from fundamental art and design principles to advanced techniques in 3D modelling, texturing, rigging, animation, and dynamics. At the end of the program, students will choose one of four specialisations, aligning their skills and portfolio with their desired career path.

FUNDAMENTALS OF ART AND COMPUTER GRAPHICS (2 MONTHS)

- History of animation
- Fundamentals of art and design
- Principles of design and visual communication
- Computer graphics
- Digital painting and matte painting

SOFTWARE

- Photoshop

3D ANIMATION USING MAYA (7 MONTHS)

- 3D modelling and texturing
- Lighting techniques
- Rigging techniques
- 3D character animation principles

SOFTWARE

- Maya
- Arnold

ANY ONE SPECIALISATION (3 MONTHS)

- Modelling and texturing
- Lighting and shading
- Character animation
- Dynamics

SOFTWARE

- ZBrush
- Substance Painter
- Maya
- Arnold
- After Effects
- Bifrost
- RealFlow
- FumeFX

EMERGING STUDENT PROFILE

The certified students will emerge as highly skilled professionals ready to excel in the 3D animation industry. They will possess strong artistic skills in drawing, sketching, and digital painting, along with technical expertise in industry-standard software for 3D modelling, texturing, rigging, animation, and dynamics. With a deep understanding of animation principles and character design, they will be adept at creating compelling animations and visual stories.



PROFESSIONAL PROGRAMME IN **VISUAL EFFECTS** 12 MONTHS

Visual Effects is a comprehensive 12-month programme that provides students with the skills and knowledge required to excel in the visual effects industry. It covers a wide range of topics, from fundamental design principles to advanced techniques in 3D modelling, texturing, lighting, dynamics, and digital compositing. Students will gain hands-on experience with industry-standard software and tools, preparing them for successful careers in visual effects and post-production.

FUNDAMENTALS OF DESIGN, COMPUTER GRAPHICS AND FILMMAKING (3 MONTHS)

- | | |
|--|---|
| <ul style="list-style-type: none">• Introduction to visual effects• Principles of design and visual communication• Computer graphics• Digital painting and matte painting• Video and Audio editing | SOFTWARE <ul style="list-style-type: none">• Photoshop• Premiere• Audition |
|--|---|

INTRODUCTION TO 3D DIGITAL ART USING MAYA (3 MONTHS)

- | | |
|--|--|
| <ul style="list-style-type: none">• 3D modelling• Texturing• Lighting Techniques | SOFTWARE <ul style="list-style-type: none">• Maya |
|--|--|

DYNAMICS AND FLUID EFFECTS (1.5 MONTHS)

- | | |
|--|---|
| <ul style="list-style-type: none">• Dynamics• Fluid Effects• Crowd Animation | SOFTWARE <ul style="list-style-type: none">• Maya• XGen• Bullet• MASH |
|--|---|

VISUAL EFFECTS AND TRACKING (4.5 MONTHS)

- | | |
|--|--|
| <ul style="list-style-type: none">• Digital Compositing• Advanced Compositing Techniques• Rotoscopy• 3D Camera Tracking | SOFTWARE <ul style="list-style-type: none">• After Effects• Nuke• SilhouetteFX• 3D Equalizer |
|--|--|

EMERGING STUDENT PROFILE

The certified students will emerge as highly skilled professionals, equipped to excel in the visual effects industry. They will possess strong skills in dynamics and digital compositing, alongside a deep understanding of visual storytelling and filmmaking principles. This expertise will enable them to create compelling visual effects and deliver exceptional post-production work.

PROFESSIONAL PROGRAMME IN

GAME ART AND DESIGN

12 MONTHS

Game Art and Design is a dynamic 12-month course designed to immerse students in game art and design. It offers a comprehensive curriculum that spans from the foundational principles of game design to advanced techniques in digital painting, 3D modelling, and animation. Students will gain hands-on experience with industry-standard software, preparing them to create visually stunning and engaging game environments and characters.



FUNDAMENTALS OF GAME ART AND DESIGN

- Introduction to game design
- Drawing basics and perspective
- Props design
- Advanced drawing and character anatomy
- Digital painting techniques
- Introduction to character design
- Digital compositing

SOFTWARE

- Photoshop
- Illustrator
- After Effects

3D MODELING AND ANIMATION

- Basic and advanced modelling techniques
- PBR workflow and texture painting
- Environment design and asset creation
- Bone structures and constraints
- Keyframe animation and graph editor
- Lighting principles and techniques
- Blueprint creation and level design

SOFTWARE

- Blender
- Substance Painter
- Unreal Engine

EMERGING STUDENT PROFILE

The certified students will emerge as versatile and skilled professionals ready to make their mark in the game art and design industry. They will possess a robust understanding of game design principles, coupled with advanced skills in digital painting, 3D modelling, and animation. With hands-on experience in industry-standard software, they will craft detailed game assets, immersive environments, and dynamic characters. Their portfolios will showcase a seamless blend of creativity and technical skill, making them standout additions to any game development team.

PROFESSIONAL PROGRAMME IN GRAPHIC DESIGN

12 MONTHS

Graphic Design is a meticulously crafted 12-month course aimed at nurturing creative talent and transforming them into proficient graphic designers. It delves into the core principles of design, digital illustration, and computer graphics, equipping students with the skills to create visually compelling designs. Through hands-on projects and real-world applications, students will learn to master industry-standard software and develop a robust portfolio that showcases their unique style and technical prowess.

FUNDAMENTALS OF ART, DESIGN, ILLUSTRATION, AND COMPUTER GRAPHICS (6 MONTHS)

- Visual design concepts
- Colour theory
- Digital illustrations
- Computer graphics
- Design techniques and photo effects

SOFTWARE

- Illustrator
- Photoshop
- Canva

LAYOUT DESIGN, UI, MOTION GRAPHICS, AND 3D PHOTOREALISTIC DESIGN (6 MONTHS)

- Digital illustrations - 2
- Motion graphics
- Prototype mobile app design
- Photorealistic 3D design

SOFTWARE

- CorelDRAW
- After Effects
- XD
- Figma
- Dimension

EMERGING STUDENT PROFILE

The students will emerge as innovative and skilled graphic designers ready to excel in the creative industry. They will possess a deep understanding of design principles, colour theory, and digital illustration, along with advanced skills in industry-standard software. Their ability to create compelling visual content, from branding and packaging to motion graphics and UI design, will make them valuable assets to any creative team.

PROFESSIONAL PROGRAMME IN UI AND UX DESIGN

12 MONTHS

The UI and UX design programme is an intensive 12-month course designed to equip students with the essential skills and knowledge to excel in user interface and user experience design. It covers a comprehensive range of topics, from the fundamental principles of UI/UX design to advanced techniques in wireframing, prototyping, and usability testing. Students will gain hands-on experience with industry-standard tools and methodologies, preparing them to create intuitive and engaging digital experiences.



FUNDAMENTALS OF UI/UX DESIGN

- Fundamental principles of UI and UX design
- Understanding and applying design principles
- Colour theory
- Using typography effectively in design
- Computer graphics
- Laws of UX design
- Problem-defining documentation
- Defining research data

SOFTWARE

- Photoshop
- Notion
- Miro

ADVANCED UI/UX TECHNIQUES

- Digital illustrations
- Creating prototypes and content grids
- Collaborative ideation
- Advanced wireframing and usability testing
- Design system and UI design

SOFTWARE

- Illustrator
- XD
- FigJam
- Marvel
- Figma

EMERGING STUDENT PROFILE

The certified students will emerge as proficient and innovative UI/UX designers ready to excel in the digital design industry. Their ability to conduct user research, define problem statements, and collaborate effectively will make them valuable assets to any design team and contribute to the success of digital products and services.

PROFESSIONAL PROGRAMME IN

DIGITAL DESIGN AND MARKETING

12 MONTHS

Digital Design and Marketing is a dynamic 12-month course designed to equip students with the skills and knowledge required to excel in digital design and marketing. It offers a comprehensive curriculum that spans from the foundational principles of design to advanced techniques in digital marketing. Students will gain hands-on experience with industry-standard software and tools, preparing them to create visually compelling designs and effective marketing strategies. It is tailored to foster creativity, technical proficiency, and strategic thinking, ensuring graduates are well-prepared to thrive in the competitive digital landscape.



DIGITAL DESIGN (6 MONTHS)

- Principles of design
- Colour theory
- Digital illustrations - 1
- Computer graphics
- Video and audio editing

SOFTWARE

- Illustrator
- Photoshop
- Premiere
- Audition

DIGITAL MARKETING (6 MONTHS)

- Digital illustrations - 2
- Introduction to digital marketing
- Social media marketing and platforms
- Website and Google Suite
- Analytics and tracking
- Search and paid advertising
- Advanced advertising
- Email, automation, and CRO
- Specialised marketing channels
- Business strategy and planning
- Advanced content and optimisation
- Project and portfolio development

SOFTWARE

- CorelDRAW
- Google Suite
- Microsoft Clarity
- HubSpot CRM

EMERGING STUDENT PROFILE

The certified students will emerge as versatile and skilled professionals ready to excel in digital design and marketing. Their ability to create compelling visual content and effective marketing strategies will make them valuable assets to any organisation. With hands-on experience in digital marketing tools and techniques, they will be adept at driving engagement and conversions. Their diverse portfolio will showcase their creativity, technical proficiency, and strategic thinking, making them well-prepared to tackle complex challenges and contribute to the success of digital campaigns.

PROFESSIONAL PROGRAMME IN VISUAL PROMOTION AND AD DESIGN

12 MONTHS

This programme has been carefully designed to offer specialised knowledge of product and advertisement visual design. It covers the essential principles of product promotional design, focusing on both the creation and visualisation aspects of ad design.

Throughout the course, students will engage with various platforms of visual promotion to ensure that they are well-equipped to understand the dynamics of promotion across different sectors. In the final module, students will have the opportunity to select elective specialisations, allowing them to hone their skills and expertise in specific areas of interest.



FUNDAMENTALS OF MEDIA AND VISUAL DESIGN (3 MONTHS)

- Principle of product promotion
- Fundamental of perspective drawing
- Colour theory
- Fundamentals of product design
- Fundamentals of static and visual product design
- Concept of static and visual promotion

SOFTWARE

- Photoshop
- Illustrator
- After Effects

PROJECT (ANY ONE) (2 MONTHS)

- Creating static CGI advertisements with no camera motion
- Creating dynamic CGI advertisements with camera motion
- Creating dynamic CGI advertisements with camera motion and object motion
- Creating anamorphic video presentation for front and L shape screen

SOFTWARE

- Photoshop
- Illustrator
- After Effects
- Blender
- Unreal
- 3DEqualizer
- Premiere

3D PRODUCT MODELLING AND ANIMATION (5 MONTHS)

- 3D product and industrial modelling
- Shading and lighting
- Texture and light baking
- Rigging for animation
- Visual effects for product presentation
- Fundamental of product display animation
- Camera movement and depth
- Fundamentals rendering (object and light)
- 2.5D projection mapping
- Fundamentals of anamorphic video

SOFTWARE

- Blender

EMERGING STUDENT PROFILE

The student will master visual promotional design, translating marketing ideas into compelling print and motion designs. The programme offers practical exposure to product and ad design, preparing students for roles in multinational companies. They will be ready for careers as ad developers, visual communicators, CGI artists, 2D designers, graphic designers, and more, contributing to top advertising and design teams.

MOTION GRAPHICS AND COMPOSITING (2 MONTHS)

- Introduction to Unreal
- Product shading and texturing
- Look development
- 2D motion graphics
- Compositing
- Fundamentals of Matchmove
- Advance tracking system
- 3D motion graphics
- Fundamentals of marketing product visualisation
- Colour correction
- Product visual output

SOFTWARE

- Unreal
- 3DEqualizer
- After Effects
- Premiere

PROFESSIONAL PROGRAMME IN GRAPHIC AND WEB DESIGN

12 MONTHS

Graphic and Web Design is an immersive 12-month course that provides students with the essential skills and knowledge required to excel in graphic and web design. It covers a wide range of topics from foundational design principles to advanced techniques in digital illustration, web design, and user experience design. Students will gain hands-on experience with industry-standard software and tools, preparing them to create visually compelling designs and functional websites. The curriculum is structured to promote creativity, technical proficiency, and strategic thinking, ensuring that students are well-prepared to meet the demands of the dynamic design industry.

GRAPHIC DESIGN (6 MONTHS)

- Digital illustrations - 1
- Computer graphics
- Digital illustrations - 2
- Layout design

SOFTWARE

- Illustrator
- Photoshop
- CorelDRAW
- InDesign

WEB DESIGN (6 MONTHS)

- Introduction to web design
- Designing components and prototyping
- HTML and CSS foundations
- UI/UX design and project work
- JavaScript basics
- Responsive design, framework, and SEO
- Final project and portfolio development

SOFTWARE

- Figma
- HTML and CSS
- JavaScript
- Bootstrap

EMERGING STUDENT PROFILE

The certified students will emerge as versatile and skilled professionals ready to excel in graphic and web design. Their ability to create compelling visual content and functional websites will make them valuable assets to any organisation. With hands-on experience in web design tools and techniques, they will be adept at designing user-friendly interfaces and responsive layouts. Their diverse portfolio will showcase their creativity, technical proficiency, and strategic thinking, ensuring they are well-prepared to contribute to the success of digital projects.

PROFESSIONAL PROGRAMME IN

FASHION DESIGN

12 MONTHS

Fashion design blends aesthetics with technical mastery, encompassing creative processes and technical proficiency. Emphasising research and experimentation, the programme offers diverse approaches to design.

Students acquire updated technical skills and knowledge essential for the modern workplace, focusing on research, design development, pattern making, garment manufacturing, production technology, and marketing merchandising. Through this comprehensive curriculum, aspiring fashion professionals gain the expertise needed to excel in the dynamic field of fashion design.

- Drawing and Geometry
- Basic design: Elements and principles of design and colour theory
- Fashion model drawing and illustration
- Design project: Theme concept mood board
- Basic pattern making
- Basic garment construction
- History of art and design: Indian and western
- Computers
- Introduction to embroideries: Basic embroidery and Indian embroidery
- Textile Science 1 – Fiber to fabric

SOFTWARE

- Word
- PowerPoint
- Excel

- Basic Design – 2
- Design Principles – II
- Basic draping – Draping skirt and bodice
- Design Project I – (Skirt): Research, design development, theme concept mood board, pattern making and garment construction
- Design Project II – (Dress): Research, design development, theme concept mood board, pattern making and garment construction
- History of textiles: Indian and Western
- Fashion marketing
- Fashion forecasting – Market research
- Textile Science 2: Dyeing and printing

SOFTWARE

- CAD
- Photoshop
- Illustrator
- CorelDRAW

EMERGING STUDENT PROFILE

A certified professional in Fashion Design holds promising prospects in the industry. With a comprehensive understanding, they possess the versatility to excel in roles encompassing design, production, marketing, and more. Their expertise ensures valuable contributions to the dynamic landscape of fashion design.

PROFESSIONAL PROGRAMME IN INTERIOR DESIGN

12 MONTHS

Interior design is a multifaceted profession that includes conceptual development, space planning, site inspections, programming, research, communicating with stakeholders, construction management, and execution. This 12-month programme is designed for a student to get better employment opportunities.

- History of interior design (Indian and Western)
- Concept of interior design
- Fundamental of art
- Free-hand drawing
- Design development
- Space planning
- Services, techniques, theory, and practical

- Architectural drafting
- Interior design: Residential
- 2D and 3D computer-aided drawing
- Computer graphic skills
- Creativity and concept development
- BOQ, budget and costing
- Drawing presentation
- Application and execution
- Portfolio

EMERGING STUDENT PROFILE

The students will be accomplished graduates, poised to contribute to residential space design, design consultancy, colour consultation, and entrepreneurial ventures in design. Equipped with strong technical skills and a fresh creative perspective, they will be ready to infuse innovation, artistry, and expertise into every project.

SOFTWARE

- CAD
- Google SketchUp

SOFTWARE

- CAD
- Google SketchUp



PROGRAMME IN VISUAL EFFECTS

6 MONTHS

Visual Effects is an intensive 6-month course that provides students with the essential skills and knowledge required to excel in visual effects and compositing. It covers a comprehensive range of topics from the fundamentals of VFX to advanced techniques in digital compositing. Students will gain hands-on experience with industry-standard tools, preparing them to create seamless and visually stunning compositions. The curriculum promotes creativity, technical proficiency, and a deep understanding of the VFX pipeline.

- Introduction to compositing
- Overview of the VFX pipeline
- Computer graphics
- Digital compositing
- Basics of compositing and production pipeline
- Creating motion graphics animations
- Particle systems and simulations
- Advanced compositing techniques
- Rotoscoping and advanced keying
- Complex wire removal and set extension
- 3D environment and camera projections
- Post-production and cleanup
- Specialised compositing

SOFTWARE

- Photoshop
- After Effects
- Nuke
- SilhouetteFX

EMERGING STUDENT PROFILE

The students will emerge as highly skilled and innovative compositors ready to excel in the visual effects industry. Their ability to work within the VFX pipeline, technical proficiency and problem-solving skills will make them valuable assets to any visual effects team.

PROGRAMME IN

ARCHITECTURAL DESIGN AND ANIMATION

6 MONTHS

Architectural Design and Animation is a specialised 6-month course to equip students with the essential skills and knowledge. It covers a comprehensive range of topics, from the fundamentals of architectural design to advanced techniques in 3D modelling, rendering, and animation. Students will gain hands-on experience with industry-standard software, preparing them to create visually stunning and technically accurate architectural presentations.



- Introduction to Architectural Design
- Computer graphics
- 2D drafting using AutoCAD
- 3D modelling and animation
- Render settings and image samplers
- Lighting and materials
- Rendering techniques
- Video and audio editing

SOFTWARE

- Photoshop
- AutoCAD
- Autodesk 3ds Max
- V-Ray
- Premiere
- Audition

Emerging Student Profile

Graduates will emerge as proficient and innovative architectural visualisers ready to excel in the industry. They will be adept at creating visually stunning and technically accurate architectural presentations. Their ability to work within the architectural design pipeline, technical proficiency, and problem-solving skills will make them valuable assets to any architectural visualisation team. With a diverse portfolio showcasing their expertise, they will contribute to the success of architectural projects.

PROGRAMME IN GRAPHIC DESIGN

6 MONTHS

Graphic Design is an intensive 6-month course designed to provide students with the essential skills and knowledge required to excel in the graphic design field. It covers a wide range of topics from foundational design principles to advanced techniques in digital illustration and layout design. Students will gain hands-on experience with industry-standard software, preparing them to create visually compelling designs.



- Digital illustrations - 1
- Computer graphics
- Digital illustrations - 2
- Layout design

SOFTWARE

- Illustrator
- Photoshop
- CorelDRAW
- InDesign

EMERGING STUDENT PROFILE

The certified students will emerge as creative and skilled graphic designers ready to excel in the graphic design industry. Their ability to create compelling visual content, from branding and packaging to digital illustrations, will make them valuable assets to any creative team. With a diverse portfolio showcasing their creativity and technical proficiency, they will be well-prepared to contribute to the visual storytelling of brands and businesses.

PROGRAMME IN WEB DESIGN

6 MONTHS

The Program in Web Design (PWD) is a complete 6-month course designed to equip students with the skills and knowledge required to excel in the field of web design. This program covers a wide range of topics, from the basics of design principles to advanced techniques in HTML, CSS, JavaScript, and responsive design. Students will gain hands-on experience with industry-standard tools and methodologies, preparing them to create visually appealing and user-friendly websites.



- Introduction to web design and design basics
- Elements and principles of design
- Introduction to UI/UX design and wireframing
- Designing components and prototyping
- Typography and colour theory
- HTML and CSS foundation
- UI/UX design and project work
- JavaScript basics
- Responsive design, framework and SEO
- Web hosting
- Portfolio development

SOFTWARE

- HTML
- CSS
- Figma
- JavaScript
- Bootstrap

EMERGING STUDENT PROFILE

The certified students will emerge as proficient and innovative web designers ready to excel in the web design industry. Their ability to work within the web design pipeline, technical proficiency, and creative problem-solving skills will make them valuable assets to any web design team. With a diverse portfolio showcasing their expertise, they will be well-prepared to contribute to the success of digital projects.

PROGRAMME IN DIGITAL MARKETING

6 MONTHS

Digital Marketing is a vigorous 6-month course designed to provide students with the essential skills and knowledge required to excel in the digital marketing field. It covers a comprehensive range of topics from the fundamentals of digital marketing to advanced techniques in SEO, social media marketing, and content creation. The curriculum is structured to advance creativity, analytical thinking, and technical proficiency.



- Introduction to digital marketing
- Social media marketing and platforms
- Website and Google Suite
- Search and paid advertising
- Email, automation, and CRO
- Specialised marketing channels
- Business strategy and planning
- AI tools in digital marketing
- Advanced content and optimisation
- Computer graphics
- Design ideas and colour theory

SOFTWARE

- Various AI Tools
- Google Suite
- HubSpot CRM
- Photoshop
- Canva

EMERGING STUDENT PROFILE

The certified professionals will emerge as proficient and innovative digital marketers ready to excel in the industry. Their ability to analyse data, optimise content, and engage audiences will make them valuable assets to any marketing team. With a diverse portfolio showcasing their expertise, they will be well-prepared to contribute to the success of digital marketing initiatives.

PROGRAMME IN ADVANCED MOTION GRAPHICS

6 MONTHS

Advanced Motion Graphics is a specialized 6-month course designed to provide students with the skills and knowledge required to excel in motion graphics. It covers a comprehensive range of topics from the fundamentals of motion graphics to advanced techniques in digital illustration, video editing, and 3D object-based particle animation. The curriculum is structured to enhance creativity, technical proficiency, and a deep understanding of motion graphics principles.

- Fundamentals of motion graphics
- Computer graphics
- Digital illustration for motion graphics
- Audio and video editing
- Motion graphics techniques
- 3D object-based particle

SOFTWARE

- Photoshop
- Illustrator
- Premiere
- Audition
- After Effects
- Element 3D

EMERGING STUDENT PROFILE

The certified students will emerge as highly skilled and innovative motion graphics designers ready to excel in the industry. They will possess a deep understanding of motion graphics principles, digital illustration, and video editing, along with advanced skills in industry-standard software. Their ability to work within the motion graphics pipeline, technical proficiency, and creative problem-solving skills will make them valuable assets to any motion graphics team.

PROGRAMME IN UI AND UX DESIGN

6 MONTHS

UI and UX design is an intensive 6-month course that provides students with the essential skills and knowledge required to excel in user interface and user experience design. It covers a comprehensive range of topics from the fundamentals of UI/UX design to advanced techniques in wireframing, prototyping, and usability testing. Students will gain hands-on experience with industry-standard tools and methodologies, preparing them to create intuitive and engaging digital experiences.

- Fundamental principles of UI and UX design
- Laws of UX design
- Colour theory and typography
- Introduction to computer graphics
- UI design techniques
- Advanced wireframing and usability testing
- Design system and UI design

SOFTWARE

- Photoshop
- XD
- Marvel
- Figma

EMERGING STUDENT PROFILE

The certified students will emerge as proficient and innovative UI/UX designers ready to excel in the digital design industry. Their ability to conduct user research, define problem statements, and collaborate effectively will make them valuable assets to any design team. With a diverse portfolio showcasing their creativity and technical proficiency, they will be well-prepared to contribute to the success of digital products and services.



PROGRAMME IN **FASHION STYLING** 6 MONTHS

The course enables the students to understand client requirements and deliver their best work. Students will create an entire look for a client and commercial projects as well. Students will be able to enhance the brand image of any brand by incorporating various elements, keeping the brand sensibility in mind.

- Introduction to fashion styling
- Introduction to basics (Design elements and foundation art)
- Categories of styling and their respective titles
- Fashion terms, language, and types
- Sections of a garments
- Various body types and styling to hide flaws and enhance their appearance
- Introduction to CAD
- Introduction to illustration
- Fashion research and idea development
- Personal grooming
- Sourcing of garments and accessories
- The principles of fashion styling for an individual
- Optical illusions and their importance in style
- Hair and makeup ideas
- Writing skills and fashion vocabulary
- Theme-based styling
- Case studies and mock shoot
- Fashion consulting outcomes
- Styling module project
- Photoshoots
- Promotional booklets
- Concept-based promotional fashion film

EMERGING STUDENT PROFILE

The individual will gain employment opportunities with designers, retail brands, advertorial magazines, print media, electronic media and fashion stylists. They may also venture into personal styling and work for individual clients and well-known celebrities. The candidate can work as an image consultant, grooming expert or personal shopper.

PROGRAMME IN DIGITAL PHOTOGRAPHY

5 MONTHS

Digital Photography is an intensive 5-month course designed to provide students with the skills and knowledge required to excel in the digital photography field. It covers a comprehensive range of topics from the history and fundamentals of photography to advanced techniques in digital editing and photo manipulation. Students will gain hands-on experience with industry-standard tools and methodologies, preparing them to create visually compelling and technically proficient photographs.



- Fundamentals of photography
- Basics of digital cameras and accessories
- Range and exposures
- Camera lenses and optics
- Photography techniques and styles
- Digital exposure techniques
- Macro photography and night photography
- Bit depth, sharpness, and image noise
- Composition and lighting
- Action and motion in photography
- Digital photo editing
- Presentation and assessment

SOFTWARE

- Photoshop
- Lightroom

EMERGING STUDENT PROFILE

The certified students will emerge as proficient and innovative digital photographers ready to excel in the photography industry. They will possess a deep understanding of photography principles, camera operations, and digital editing techniques, along with advanced skills in industry-standard software. Equipped with hands-on experience in tools like Adobe Photoshop and Lightroom, they will be adept at creating visually compelling and technically proficient photographs. Their ability to work within the digital photography pipeline, technical proficiency, and problem-solving skills will make them valuable assets to any photography team.

PROGRAMME IN MOTION GRAPHICS AND EDITING

4 MONTHS

Motion Graphics and Editing is a focused 4-month course designed to equip students with the skills and knowledge required to excel in motion graphics and video editing. It covers a comprehensive range of topics from the fundamentals of editing to advanced techniques in motion graphics and audio editing. Students will gain hands-on experience with industry-standard software, preparing them to create visually compelling motion graphics and video edits.

- Overview of editing and postproduction process
- Aesthetics of editing and the role of an editor
- Computer graphics
- Video and audio editing
- Colour correction and grading
- Working with effects and motion
- Speed control and time remapping
- Keying and background replacement
- Motion graphics animation
- Particle systems and simulations

SOFTWARE

- Photoshop
- Premiere
- Audition
- After Effects

EMERGING STUDENT PROFILE

The certified students will emerge as proficient and innovative motion graphic designers and video editors ready to excel in the industry. They will possess a deep understanding of editing principles, motion graphics, and audio editing, along with advanced skills in industry-standard software. Their ability to work within the editing pipeline, technical proficiency, and problem-solving skills will make them valuable assets to any motion graphics and editing team.

BLENDER

10 MONTHS

The Blender programme covers a comprehensive range of topics essential for 3D modelling and animation. It starts with fundamental techniques such as creating and transforming mesh objects, utilising modifiers, modifiers for symmetrical objects, and advanced operations like Boolean operations and UV mapping. Rigging explores character animation and mechanical rigging. Particle systems, dynamics, and simulations are also covered extensively. Additionally, it delves into animation principles, techniques, and tools like keyframing, graph editor, and pose libraries. The programme wraps up with advanced features like non-linear animation editing and audio integration, encapsulating a holistic learning journey.

- Interface and modelling
- Unwrap and texture
- Materials
- Lighting and rendering
- Rigging
- Dynamics and FX
- Animation

EMERGING STUDENT PROFILE

This programme caters to aspiring 3D artists and animators seeking a comprehensive understanding of Blender's capabilities. It's suitable for beginners looking to grasp fundamental concepts like mesh editing and object manipulation and intermediate users aiming to delve into advanced topics such as rigging, particle systems, lighting, and animation principles. The curriculum provides a well-rounded education in 3D modelling, animation, and rendering techniques, empowering students to create diverse digital content.



UNREAL ENGINE

10 MONTHS

This course offers a comprehensive guide for beginners to develop their interactive game environments. Students will learn the fundamentals of game design, including level creation, blueprint scripting, character and enemy implementation, collision systems, and packaging for distribution. With hands-on tutorials covering everything from basic navigation to advanced audio integration, participants will learn the skills required to bring their game ideas to life. The course covers the following topics:

- Unreal Engine
- Blueprint
- Levels
- Audio
- Project

EMERGING STUDENT PROFILE

This course caters to aspiring game developers keen on mastering Unreal Engine. Students will learn essential skills like level design, blueprint scripting, asset integration, and audio implementation. Ideal for beginners, it covers everything from basic navigation to advanced gameplay mechanics. Students are equipped with the knowledge and tools to create immersive and interactive gaming experiences. The course is suitable for individuals passionate about game development and eager to unleash their creativity.

HOUDINI

6 MONTHS

The Houdini programme offers an in-depth exploration of procedural 3D content creation. Designed for aspiring VFX artists and technical directors, the course covers core topics including procedural modelling, UV mapping, texturing, lighting, rendering, particle simulation, Pyro FX, and dynamic effects such as rain, chocolate simulations, oceans, and destruction effects. Students will progressively build technical expertise and creativity through real-world projects, ensuring a solid foundation in Houdini's powerful node-based workflow.

- **Modelling**
- **UV and material**
- **Lighting**
- **Render**
- **Pyro FX and particle effects**
- **Special effects**
- **Advanced projects**

EMERGING STUDENT PROFILE

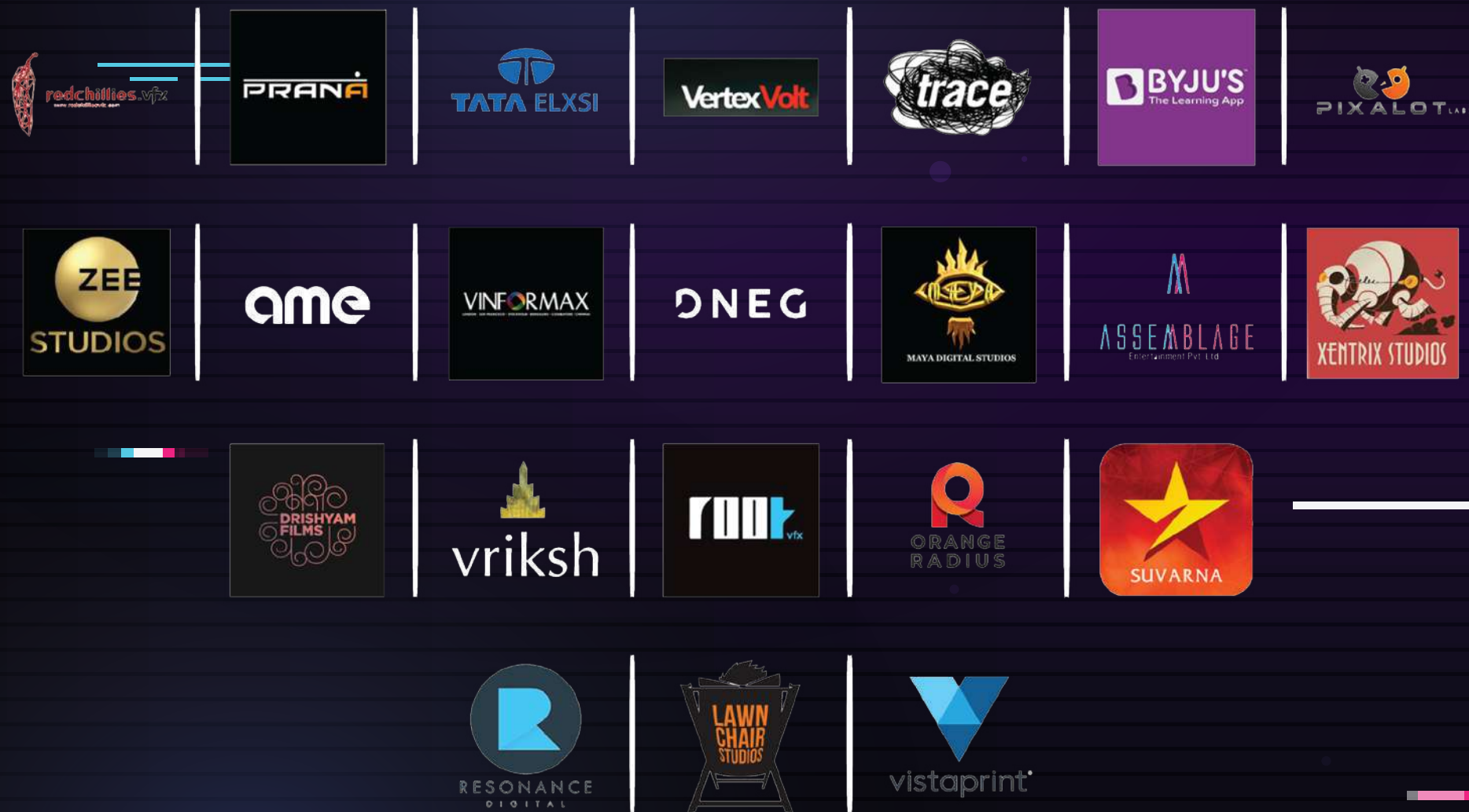
The certified Houdini professionals emerge as highly skilled technical artists, proficient in procedural 3D modelling, particle and fluid simulations, dynamic effects, and cinematic lighting setups. They are adept at using Houdini's node-based workflow for complex VFX and simulation tasks, preparing them for roles in film, television, gaming, and advertising industries. With a strong portfolio showcasing real-world projects, they are ready to contribute to professional VFX pipelines and creative studios.



AESTHETICS YOUTH CONCLAVE

Aesthetics is an annual youth conclave celebrating creativity in Animation, VFX, and Filmmaking. The event bridges the gap between students and the industry by bringing together professionals, production studios, film houses, and gaming companies. It serves as a dynamic platform for aspiring artists to engage with experts, gain industry insights, and explore emerging trends. Aesthetics offers students a platform to showcase their creativity, connect with industry mentors, and lay the groundwork for successful careers in the creative arts.

TOP RECRUITERS



STAR ALUMNI



KRISHNA MOHANN CHINTAPATLA
HEAD OF ANIMATION DEPARTMENT - 3D
GREEN GOLD ANIMATION



AASHISH MALL
CO-FOUNDER AND DIRECTOR
PAPERBOAT DESIGN STUDIOS | OCCULT VFX



SIDDHARTH VASUDEVA
HEAD OF CREATIVE OPERATIONS
POWERKIDS ENTERTAINMENT



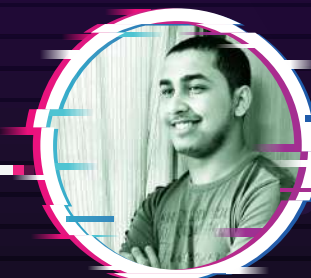
ANKIT DEV
FOUNDER & CEO
PARICHAY ANIMATION STUDIO



INDRAJIT CHANDRA
OWNER
POPCORN ANIMATION STUDIOS



SHUBHAM TIJARE
VFX COMPOSITOR VFX COMPOSITOR
YRF-VASH RAJ FILMS



RUBUL DAS
SR. SUPERVISOR - 3D ANIMATION
MIKROS



SOMNATH DAS
ROTO-PREP SUPERVISOR
PRIME FOCUS



ARIJIT GHOSH
VFX SUPERVISOR
REDEFINE / DOUBLE NEGATIVE



DEBABRATA MAITY
VFX SUPERVISOR
REDEFINE / DOUBLE NEGATIVE



ANIMESH MAITY
ANIMATION SUPERVISOR
REDEFINE / DOUBLE NEGATIVE



DURGESH RANJITKAR
VIDEO PRODUCER / DOCUMENTARY MAKER
ENTREPRENEUR

STEPS TO ENROL

STEP 1

VISIT [ZICAINDIA.COM](https://zicaindia.com)

STEP 2

FILL OUT THE FORM

STEP 3

CLICK SUBMIT

