

B.Sc in Animation and Multimedia



Knowledge Partner



About Renaissance University

The philosophy that we at Renaissance University believe in is "To create Nation Builders". Time is changing. India is marching ahead to become a Superpower. Credulously, Education is going to play an important role in it. Every progress has an education as a base. Be it any profession, it all emerges through a teacher and the education he/ she imparts. Also the core concept of creating Great Humans, who are Great Professionals is very important. At Renaissance University our philosophy is to resuscitate Education in such a way that it in turn creates professionals with human touch and none of the denominations eclipse the other.

Renaissance, as the name suggests, is innovation. We believe in the ever existing scope of newness and innovation and are committed to serve the same to our students, who in turn will do the same to our Great Nation. We acquaint ourselves with the philosophy of Nation Building. We know it is not one man or one nation who can do it all. We need togetherness. At Renaissance University, we wish to create professionals who believe in oneness of the world, who have outstanding exposure to this world, who think globally, who think big. It is very important to think out of the box and to think out of the boundaries. Our philosophy hence is to create well exposed, deep thinkers and true nation builders.



36 Months



The 3 year Degree program covers all required workflow and pipeline of the 3D Animation and Visual Effects industry. The student will have a perfect blend of Technical and Creative Skills. He/she will be able to contribute to the organization with such specialization and to take the right decisions and troubleshoot challenges.

During the program, you will develop an in-depth understanding of the tools and techniques which are used in 2D & 3D Animation, VFX and Graphics Design. You will be interacting with our Subject Matter Experts, who have worked on projects that have been acclaimed both nationally and internationally.

At the end of each year, you will be required to submit a project that has been created using all the skills learnt throughout the year. This will be followed by a practical exam that will test your skills.

The goal of this Degree program is to make a Job Ready Professional Artist. With the holistic knowledge and work around, you will start your career in the spectacular Media & Entertainment Industry.

36 Months



First Year (Foundation)

The Foundation module gives you a jump start to this industry. Learn various design principles, blended with aesthetics skills.

It focuses on various Graphic Arts, Photography and Advertising. You will learn how to think and conceptualize your creative ideas on paper and how to take it forward in digital format. With the help of various tools, you are ready to make it publish to various broadcasting mediums and social media channels.

Semester	Sr. No.	Course Name	Software & Tools	Mode of Training
FIRST	1	Graphic Design	Ps Photoshop	Theory / Practical
			ld InDesign	Theory / Practical
			Ai Illustrator	Theory / Practical
			CorelDRAW	Theory / Practical
	2	Pre Production	Introduction to Computer & Internet	Theory / Practical
			Drawing and Sketching	Theory / Practical
			Color theory	Theory / Practical
			T Typography	Theory / Practical
	3	2D Animation	An Animate CC	Theory / Practical
			Fl Flash	Theory / Practical
SECOND	4	Video Editing	Pr Premier Pro	Theory / Practical
			Ae After Effects Basic	Theory / Practical
	5	Audio Editing	Sound Forge	Theory / Practical
			Au Audition	Theory / Practical
	6	DTP	Desktop Publishing	Theory

36 Months



Second Year (Survey)

The Survey module takes you to the 3D world. You combine various softwares and techniques to produce an outstanding video output.

It is an implementation stage for what you learnt in the first year. With an amalgamation of multiple tools, you increase your creative and technical potential. Along with all these, you will also learn effective presentation techniques to beautify your output. All these will be compiled in a final Compositing module.

Semester	Sr. No.	Course Name		Software & Tools	Mode of Training
THIRD	1	Web Designing	HTML	HTML	Theory / Practical
			3	CSS	Practical
				Figma	Practical
	2	Web Development	15	Javascript	Practical
			Dw	Dreamweaver	Theory / Practical
	3	AR/VR	\$	Spark AR	Practical
FOURTH	4	3D Animation	**	3ds Max	Practical
			SUBSTANCE PARTER	Substance Painter	Practical
	5	3D Motion Graphics		Cinema 4D	Practical
	6	VFX Basic	@	Katana	Practical
			X	PFTrack	Practical

36 Months



Third Year (Specialization)

As names suggests, the Specialization module teaches you all the advanced tips and tricks as per latest industry standards.

You will create your final showreel in this stage to showcase to any Production and Post Production Studio. It covers various studio pipeline and workflow in detail. It will make you a complete artist with thorough knowledge of various job levels of 3D and VFX. Your showreel will have your own look and feel and appropriate color grading.

Semester	Sr. No.	Course Name		Software & Tools	Mode of Training
FIVE	1	3D Advanced	Maya F	oundation	Practical
			Nuke B	Basic	Practical
	2	3D/VFX	3DEqua	aliser	Practical
			Silhoue	tte	Practical
	3	Photography	Digital	Photography	Theory / Practical
			Lr Lightro	om	Practical
SIX	4	Advanced VFX	Nuke A	dvanced	Practical
	5	Advanced 3D Compositing	O Houdin	i	Practical
			Maya A	dvanced	Practical
	6	Advanced After Effects	Ae After Ef	ffects	Practical

About Frameboxx 2.0

In the era of prevailing creative art schools, redefining the age old training methods was necessary. A fresh approach to the training system was required. To fill this vacuum, Frameboxx was established with a vision to create industry-ready artists.

We offer latest course curricula to help students specialize their careers in Animation, VFX (Visual Effects), Gaming, Graphic Design, Web Design & Development, Photography, Editing, Multimedia, Broadcast design and other related creative and technical sectors.

Our skill-based training comprises of degree and specialized certificate courses that enhance professional competence and provides distinguished learning. Our course curriculum is the perfect mix of theory and practical sessions to learn the aesthetic values with real life problem solving techniques. Innovation and a team of experienced and passionate instructors is the core strength of our training studio. To reinforce the curriculum we regularly conduct Master class sessions through leading industry evangelists.

Over 18,000 students trained with more than 3,000 currently in the system.

As stated earlier, we match the latest technological trends with our techniques to contribute in the growth of the student. Bringing fresh energy to our processes and emphasizing on our core strengths is a vital part of our mission. User-friendly working environment and quality training programs act as an artistic merit of our training studio. Training through experienced trainers practical exposure, working on live projects are contributing in the process of overall professional development of our students. Today, we have built an atmosphere that opens new gateways of creativity and innovation for our students.

Frameboxx has one of the most transparent placement portals that provides career opportunities to its students in leading Animation and VFX studios all over India. Our Students have worked on prestigious Hollywood and Bollywood feature film projects in studious such as DNEG, Technicolor, Prime Focus, Framestore, Pixel Digital Studios, Rockstar, Red Chillies VFX, Weta Digital, Accenture, Dreamworks, Legend, Makuta Visual Effects, MPC, Viacom 18, Golden Robot, NY VFXWAALA, Tata Elxsi, Deluxe, Tau Films, Vistaprint, Bubble Creations, After, Labyrinth, philmCGI to name a few.

Become a part of this journey. Learn to animate your imagination and explore new dimensions of the digital world.

Be a Frameboxxer. Become an Expert.

Strategic Alliance

- Affiliation with Media & Entertainment Skills Council (MESC)
- Partnership with international experts (Los Angeles based visual effects veteran Steve Wright)

Innovation

- Introduced concepts of skills super-specialization which has become the norm in the industry
- Students of Frameboxx worked on a 3D Animated feature film trailer (Jugnoo) with nationally acclaimed director a first in the industry.

Awards

- Students work received national and international acclaim.
- Awards: FICCI BAF Awards, Golden Cursor Animation Awards, AAROHI Film Festival, Mofilm and CGT Awards

Why Renaissance?

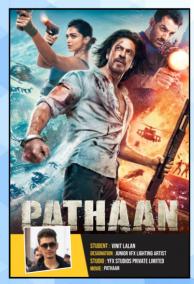
- Blended Technology-enabled education
- Experienced faculties
- Collaborative learning approach
- Personalized attention to students
- Experiential Learning through PracticalHands on training
- Lectures and guest sessions from Industry experts
- Large campus of 60 acers, Lush green campus
- © Committees for student welfare like Anti-Ragging, Equal Opportunity Cell, Internal Complaint Committee etc
- Renaissance University Accredited through UGC(University Grant Commission)
- Computer Labs as well as Research Labs
- Swimming pool
- Transportation facilities
- WiFi connectivity in the hostels and campus

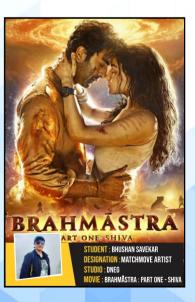
- Regular workshops, seminars and competitions
- Project and Portfolio creation
- **100% Placement Assistance**
- *** Education loan facility available**
- Unlimited practice hours
- Solar Geysers and Refrigerators to provide cold water
- Rooms that are spacious and well-maintained for not just boys but girls too
- **The Sports Complex and Gymnasium**
- Auditorium and Theatre Halls
- *** Cafeteria and Tuck Shops**
- Well-maintained classrooms and well-equipped labs
- A projector is required in every class
- **© Computer Labs and Research Labs**

Work of our alumni in Internationally Acclaimed Movies









Renaissance University

Gram Revti, Behind Aurobindo Hospital Sanwer-Ujjain Road, Indore (M.P.) - 452015

WhatsApp: +91 9109954955

Email: admission@renaissance.ac.in

Website:renaissance.ac.in



