

New - Age Undergraduate Programme

B. Sc. - Animation

(3 Year Full Time Programme)

MAKE THE UNREAL, REAL

TOONSKOOL
ANIMATION
AN INURTURE INITIATIVE



Academic Year 2015

Industry Partner

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Thakur College of Science and Commerce

Thakur College Internal Road, Thakur Village,
Kandivali East, Mumbai, Maharashtra - 400101

TOONSKOOL
ANIMATION
AN INURTURE INITIATIVE

B. Sc. - Animation

Course Objective

This is a comprehensive degree course that teaches the complete animation process from “script to screen”. The course is tailored to hone the conceptual, visualization and craft skills of the students through theory and practice.

Unique Features

- Strong conceptual foundation
- Practical orientation
- Industry relevant subjects
- Option of electives
- Emphasis on experimentation and exploration
- Proven course-delivery techniques
- Eminent faculties
- Online study materials and e-content
- Students will be able to imagine, visualize and create

Programme Name

B. Sc. in Animation

Medium of Instruction / Examination

English

Degree Awarded

Bachelor of Science (B. Sc.)

Study Campus

Thakur ToonSkool Advanced Animation Academy
Thakur College of Science & Commerce
Kandivali (East), Mumbai 400101

Duration of the programme

3 Years (6 Semesters)

Eligibility

10 + 2 in any stream or equivalent or 10th std. + a pass in govt. approved 3 year diploma preferably in Visual Fine Arts papers or related animation fields

Examinations & Assessments

1. Internal tests
2. Assignments
3. Seminar presentation
4. Class tests
5. Preparatory theory and practical examination
6. Term end theory and practical examination

Semester 1

English I
Indian Constitution & Ethics
Classical Animation I
Foundation Art I Digital Art I
3D Animation I

Semester 2

Communication English II
Environmental Studies
Film Appreciation and Analysis Part - 1
Storytelling (Writing)
Foundation Art II
Digital Art II
Classical Animation II
3D Animation II

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B. Sc. - Animation

Semester 3

Film Appreciation and Analysis Part - II
3D Lab I
Storytelling (Visualization)
Pre Production I
Post Production I
Elective I [Cut out Animation/
Pixilation Animation]

Semester 5

3DElective/
Specialization
Elective III [Sound Design / Motion Graphics]
Project –Part I

Career Opportunities

Animation

Experts believe that the Indian animation industry is set to clock stupendous growth in coming times. Animation, which encompasses gaming, web designing, creative content, television commercials, games for internet, personal computer and consoles, has a strong and wide reach across sectors. According to a report by auditing firm PWC on the Indian media & entertainment industry, the animation industry is estimated to have been around Rs.1,100 crore in the year 2006 and it is expected to grow at a rate of 22% to reach Rs.5,400 crore at the end of 2014. This is just over 2% of the size of the world's animation industry and hence, there is tremendous growth potential for the industry.

This Animation course prepares you for career opportunities in

- Animation Production Studio
- Animation Gaming
- Film and other Entertainment Industry
- Advertising Agency
- Television

VFX and 3D film making industry is expected to grow at 18.5% per annum and it would generate large number of employment opportunities.

- Indian Media & Entertainment Industry is zooming ahead. Current Market Size is estimated at Rs. 61,000-crore and expected to reach Rs. 1,05,200-crore by the year 2014.
- Maximum growth expected in Television and Film segments. More than 300 national and regional TV channels ensure pan India reach.
- Close to 1000 films made every year in India.
- Liberal FDI policies across all the segments of the industry
- Government focusing on regulations to give further force to the industry
- By successfully completing BCA in VFX students can work in many areas of live action Film Production
- The main opportunity comes from VFX Production studios across the country as well as global Animation Industry
- Advertising Design studios provides multiple opportunities to VFX students, Television Channels and other Tele productions also provide good opportunity for placements

Semester 4

3D Lab II
Pre production II
Lighting & Rendering
Post Production II
Elective II[Clay Modeling/Rotoscopy /photography]
Data visualization -Project

Semester 6

Project (Continued from Semester V) (Part II)
Viva
Project Report

**Subject to changes made by the university*

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Career Progression Path for B. Sc Animation*

Industry	Entry Level (0-1yrs exp)	Mid Level (3-5 plus yrs exp)	Advanced Level (5yrs plus exp)
Average Salary	₹ 200,000-500,000	₹ 500,000-800,000	₹ 800,000 +
Animation	Visualizer Storyboard Artist BG Modeler/ Character Modular Texturing Artist Graphic Designers 2D/3D Animator Digital Lighting & Compositing Artist Junior Motion Graphic Designer Production Assistant Illustrator	Team Leads Production Coordinator Lead Concept Artist Render Wranglers Senior Artist- Modeling/Texturing/ Animation/Lighting Sr. Composer UI Designers	Production Manager Creative Director Technical Lead/Director Animation Supervisor Composting Supervisor Studio Manager Line Producer Asset Supervisor Sequence Lead Sr. UI Design Lead

*Terms & Conditions Apply

Partial List of Organizations where our Animation Students Received Employment Opportunities*



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For Enquiries & Admission, Contact

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