



A high-angle, low-perspective shot of Spider-Man in his iconic red and blue suit, crouching on a ledge overlooking a dense cityscape. The lighting is dramatic, with a mix of warm and cool tones. The text is overlaid on the image in a clean, white, sans-serif font.

BACHELOR OF DESIGN IN VISUAL ART

# B.DES

4 YEARS DEGREE PROGRAM

- ✓ UI-UX
- ✓ ANIMATION
- ✓ VFX
- ✓ GAMING

# CURRICULUM\*

## FIRST YEAR

### SEM I

- History of World & Indian Art and Design
- Fundamentals of AI
- Principles of Animation
- Fundamentals of Drawing & Sketching
- Fundamentals of Creative Visualization
- Digital Illustrations & AI
- Fundamentals of UI/UX
- Open Elective

### SEM II

- Digital Photography
- Image Editing & Manipulation
- Videography, Podcasting and Stop Motion
- Script writing Concept
- Human Values & Environment Studies
- Open Elective
- Clay Animation Project

## SECOND YEAR

### SEM III

- Character Design Principles
- Storyboarding Fundamentals
- Video Editing
- Art of Voice Over and Audio Editing
- 2D Digital Animation
- Open Elective
- 2D Digital Animation Project

### SEM IV

- Research Methods & Tools
- Acting for Animation
- Introduction to 3D
- Low Poly Modeling
- Texturing, Lighting & CG Lighting Passes
- Stress Management & Yoga
- Open Elective

## THIRD YEAR

### SEM V

- World Animation Styles
- Advance 3D Modeling & CG Sculpting
- 3D Rigging & Animation
- FX Dynamics & Simulation
- Community Connect
- Open Elective
- 3D Portfolio Project

### SEM VI

- VFX & Post-production Fundamentals
- Compositing Fundamentals
- Motion Graphics GFX
- Advance Compositing
- Roto & Paint Techniques
- Open Elective
- VFX Portfolio Project

## FOURTH YEAR

### SEM VII

- Game Design Fundamentals
- Game Art & Game Play Design
- Game Asset Modeling
- Game Engine Integration (Unreal)
- Interview & Job Skills
- Open Elective
- Game Design Project

### SEM VIII

- Corporate skills for managers and entrepreneurs
- Degree Project
- Industry Internship

\*Curriculum is a subject of change as per the university directions & Industry trends.

MASTER OF DESIGN IN VISUAL ART

# M.DES

2 YEARS DEGREE PROGRAM

- ✓ UI-UX
- ✓ ANIMATION
- ✓ VFX
- ✓ GAMING

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# CURRICULUM\*

## FIRST YEAR

### SEM I

- Visualisation Technique
- Advanced AI for the Creative Industry
- Storyboarding, Storytelling & Script Writing
- Advance Photography
- Image Editing & AI
- Environment Science
- Open Elective

### SEM II

- Principles of Animation
- Elective Course I – (Group A/B/C/D) LB
- Elective Course II – (Group A/B/C/D) (PR)
- Elective Course III-(Group A/B/C/D) (PR)
- Elective Course IV-(Group A/B/C/D) (PR)
- Community Connect
- Open Elective

## ELECTIVE SUBJECTS FOR SEM II

GROUP A (3D)	GROUP B (VFX)	GROUP C (UI/UX)	GROUP D (GAMING)
<ul style="list-style-type: none"> <li>• Figure Drawing</li> <li>• Advance Concept Modeling for 3D</li> <li>• Advance Lighting &amp; Texturing 3D</li> <li>• Rigging &amp; Advance</li> <li>• Animation</li> </ul>	<ul style="list-style-type: none"> <li>• Roto &amp; Paint Techniques</li> <li>• VFX &amp; Postproduction Fundamentals</li> <li>• Advance Compositing</li> <li>• 3D FX &amp; Lighting passes</li> </ul>	<ul style="list-style-type: none"> <li>• Adv. Interaction Design &amp; Microinteractions</li> <li>• AI-Powered Design Systems</li> <li>• Ethical Design &amp; Inclusive UX</li> <li>• Extended Reality (AR/VR/MR) UX Design</li> </ul>	<ul style="list-style-type: none"> <li>• Figure Drawing</li> <li>• Game Design Fundamentals</li> <li>• Advance Game Asset Modeling</li> <li>• Advance Character Modeling for Games</li> </ul>

## SECOND YEAR

### SEM III

- Research Methodology – I
- Research Methodology – II
- Elective Course I –(Group A/B/C/D) – LB
- Elective Course II-(Group A/B/C/D)-(PR)
- Elective Course III-(Group A/B/C/D)I(PR)
- Entrepreneurship Fundamentals
- Open Elective

### SEM VI

- Degree End Project
- Internship
- Job & Interview Skills

## ELECTIVE SUBJECTS FOR SEM III

GROUP A (3D)	GROUP B (VFX)	GROUP C (UI/UX)	GROUP D (GAMING)
<ul style="list-style-type: none"> <li>• Advance 3D Sculpting</li> <li>• 3D FX &amp; Simulation</li> <li>• 3D Compositing</li> <li>• Human Values &amp; Environment Science</li> </ul>	<ul style="list-style-type: none"> <li>• CG Compositing</li> <li>• Advance Tracking &amp; Match</li> <li>• Deep Compositing</li> <li>• Human Values &amp; Environment Science</li> </ul>	<ul style="list-style-type: none"> <li>• Data-Driven &amp; Behavioral Design</li> <li>• Design for AI Interfaces (Chatbots, Voice, Agents)</li> <li>• Creative Coding for Designers</li> <li>• Human Values &amp; Environment Science</li> </ul>	<ul style="list-style-type: none"> <li>• Advance Texturing for Games</li> <li>• Advance Environment Modeling for Games</li> <li>• Game Engine Integration</li> <li>• Human Values &amp; Environment Science</li> </ul>

\*Curriculum is a subject of change as per the university directions & Industry trends.

# 100% PLACEMENT ASSISTANCE

"Top AVGC Companies you can aim for"



## CAREER OPPORTUNITIES

- 3D ANIMATOR / 2D ANIMATOR
- VISUAL EFFECTS (VFX) ARTIST / COMPOSITOR
- RIGGING / LIGHTING / TEXTURE ARTIST
- MOTION GRAPHICS DESIGNER
- PRE-VISUALIZATION ARTIST
- ROTO ARTIST / MATTE PAINTER
- GAME DESIGNER
- CHARACTER & ENVIRONMENT ARTIST
- UI/UX DESIGNER FOR GAMES
- CONCEPT ARTIST
- LEVEL DESIGNER
- TECHNICAL ARTIST
- CREATIVE DIRECTOR
- MULTIMEDIA DESIGNER
- ART DIRECTOR
- BRAND VISUAL STRATEGIST
- FREELANCE ANIMATOR
- PRODUCT VISUAL DESIGNER

The actual list of the recruiters are available on the college website

# COLLEGE ACCOLADES

★ Inclusive Learning Award in GAMING Category by Eduspark powered by Animation Express

★ India's Most Recognized Design Schools of the year by CIOLook, India

★ Students Choice Award by College Search

★ Adobe Creative Technology Academy (ACTA)

★ Microsoft Certificate Testing Centre

★ Emerging Leader Award in ANIMATION CATEGORY by Eduspark powered by Animation Express

★ Indywood Excellence Award by Indywood Film Carnival & Government of Telangana

★ ISO 9001:2008 Certified



Best Infrastructure



Qualified Faculties



Diversified Curriculum



Great Placement Opportunities

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