



**BE A  
FRAMEBOXXER  
BECOME AN  
EXPERT**

# About Frameboxx 2.0

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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 studios 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

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

## Innovation

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- ▶ 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

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





**Mr. Rajesh R. Turakhia**

## Founder's Message

Frameboxx Animation and Visual Effects is a versatile conglomerate with a focus on providing high end computer graphics, animation and visual effects training services. Started in 2008, by a team of management and technical evangelists with over twenty years of experience in animation production and training domain, Frameboxx offers wide array of training programs aimed at producing high quality trained manpower to fuel India's rapid growing Animation & Visual Effects Industry.

We focus on teaching techniques and creativity, not just the software tools. How would an artist approach a software is more important rather somebody teaching how to use the software. We blend this very artistic approach in our teaching methodology to give the best knowledge to the student to make him / her industry ready artist. We follow this method of 'Techno Artist Training' where we train novice students with technical knowledge of software and aesthetic knowledge of artistic sense.

Working on the notion of continuous development, we launched our self in a completely new avatar named 'Frameboxx 2.0' in 2019. It is 'Premier Academy for Media & Creative Arts' which is amalgamation of various creative and technical skills, required by Media & Entertainment industry. We enlarged our gamut of creative design and visual art, by adding new verticals of new media technologies and creative research.

Being a pioneer in the Indian Animation and Visual Effects training industry, we are looking at producing high quality trained manpower to fuel India's rapid growing Animation & Visual Effects Industry demand.



**Mr. Ravi Gupta**

## From the CEO's Desk

We had gone through a very unfortunate 2020 due to COVID-19 pandemic, which hampered all parts of our personal and professional lives. Like others, it was also a setback to us. But, we took it as an opportunity with a whole new gamut of perspective.

With complete paradigm shift, we detach ourselves from regular training modules. Our team designed a complete new course curriculum, keeping in mind the latest industry standard requirements. Working on the notion of continuous development, we also extended our industry relationships. We joined hands with premier brands of the fast growing Gaming industries.

We combined our entire technical and management team to carve a fresh approach for training methodology. We were the first to start live online training sessions for students, in the peer competition. We successfully trained more than 1500 students online on pan India basis. With rigorous efforts, we came up with a robust online training platform. Apart from imparting such quality training, we also revamped our student evaluation techniques. We took full advantage of all the state-of-the-art tools and technologies to upskill our quality education.

To provide holistic knowledge to all students and professionals, we have also initiated series of webinars by industry professionals like Vaibhav Kumaresh, Kireet Khurana, Keyur Mehta, Biren Ghose, Ranjit Singh, Anish Mehta and team to name a few and international experts including Dr. Tom Howard, Torill Kove and Steve Wright.

I pray for everyone's health and wellness for all upcoming years. May you all fulfill your ambitions and embark on your success journey.



# Frameboxx 2.0 stands strong on the International Standards of Quality Education and Job Oriented Training

## Top 25 International Animation Schools and Colleges 2020 International Rankings

Ranking	School	Country
1	Sheridan College	Canada
2	Gobelins	France
3	Rubika	France, Canada, India
4	Bournemouth University	England
5	Ecole Superieure des Metiers Artistiques (ESMA)	France
6	MoPA	France
7	Animation Workshop/VIA University College	Denmark
8	RMIT University Australia	Australia
9	Media Design School	New Zealand
10	Griffith University	Australia
11	Emily Carr University of Art + Design	British Columbia
12	University of Technology Sydney	Australia
13	Royal College of Art	England
14	Teesside University	England
15	ArtFX	France
16	ChungKang College of Cultural Industries	South Korea
17	Image Campus	Argentina
18	Escape Studios	England
19	University of Hertfordshire	England
20	Frameboxx 2.0	India
21	Beijing Film Academy	China
22	University of Melbourne	Australia
23	School of Digital Arts	Canada
24	Bezalel Academy of Arts and Design	Israel
25	University of the West of England	England



**Frameboxx 2.0**  
is proud to be  
ranked in the list of

**"Top 25 International  
Animation Schools and  
Colleges -  
2020 International  
Rankings"**

**Scan here**  
to see our Ranking





# Proudly Affiliated with



Media & Entertainment Skills Council



# Our Programs

Our skill-based training comprises of Degree, Specialization, MPAVG and Expert programs that enhance professional competence and provides distinguished learning. Our program curriculum is the perfect mix of theory and practical sessions to learn the aesthetic values with real life problem solving techniques.

Team of experienced, innovative and passionate instructors is the core strength of our training studio. We regularly conduct master class sessions through industry evangelists.



## Degree Programs

- ▶ B.Sc. in Media Graphics & Animation  
36 Months Pg - 7 & 8
- ▶ B.Sc. in Animation & Multimedia  
36 Months Pg - 9 & 10



## Specialization Program

- ▶ 3D / VFX  
15 Months Pg - 11 & 12



## MPAVG (Master Program in Animation, Visual Effects & Gaming)

- ▶ Game Art  
24 Months Pg - 13 & 14
- ▶ Assets  
24 Months Pg - 15 & 16
- ▶ Rigging & Animation  
24 Months Pg - 17 & 18
- ▶ FX / Dynamics  
24 Months Pg - 19 & 20
- ▶ Compositing  
24 Months Pg - 21 & 22
- ▶ 3D Tracking & Matchmoving  
24 Months Pg - 23 & 24
- ▶ Motion Graphics  
24 Months Pg - 25 & 26
- ▶ VFX / Effects  
24 Months Pg - 27 & 28



## Expert Programs

- ▶ Graphic, Broadcast & Social Media Design  
10 Months Pg - 29 & 30
- ▶ Web & UI/UX Design  
7 Months Pg - 31 & 32
- ▶ Web Development  
7 Months Pg - 33 & 34
- ▶ Architecture Visualization  
7 Months Pg - 35 & 36





# B.Sc. in Media Graphics & Animation

1800 Hours, 36 Months

This Animation Degree program is UGC Recognized from **Yashwantrao Chavan Maharashtra Open University (YCMOU)**.

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

## What will you learn in this program?

- Various Design principles.
- Aesthetics skills.
- Various creative visualization techniques.
- Website development and management.
- 2D and 3D Animation.
- Visual Effects tools and techniques.
- Compositing of live action footages and CGI elements.

## Applicable jobs after successful completion of the B.Sc. in Media Graphics & Animation Degree Program:

- |                  |             |           |                                  |
|------------------|-------------|-----------|----------------------------------|
| - Previs         | - Texturing | - FX      | - Compositing                    |
| - Storyboarding  | - Lighting  | - Roto    | - Motion Graphics                |
| - Matte Painting | - Rigging   | - Paint   | - Graphic Designer               |
| - Modeling       | - Animation | - Cleanup | - Website Designer and Developer |





## Software Skills

## Artistic Skills

## Latest Industry Knowledge

1<sup>st</sup>

Year



Photoshop



Illustrator



InDesign



CorelDRAW

- ▶ Graphic Design
- ▶ Principles of Designing
- ▶ Drawing & Perspective
- ▶ Color Theory
- ▶ Typography
- ▶ Layout Design
- ▶ Technical and Creative Writing



Spark AR



QuarkXPress



AR & VR



Photography

2<sup>nd</sup>

Year



HTML 5



CSS 3



JavaScript



Dreamweaver



Premiere Pro



Sound Forge



Flash

- ▶ Web Design
- ▶ Developing Dynamic Web Page
- ▶ Website Navigation
- ▶ Responsive Website Design
- ▶ Story Boarding
- ▶ Visual Communication
- ▶ Audio Editing
- ▶ Video Editing
- ▶ Video Effects
- ▶ 2D Animation
- ▶ Interactive Presentation



Animate



Audition



Maya



3ds Max

3<sup>rd</sup>

Year



3ds Max



After Effects



Maya



Nuke

- ▶ Principles of Animation
- ▶ Modeling
- ▶ Texturing
- ▶ Lighting
- ▶ Rigging
- ▶ Animation
- ▶ 3D Techniques
- ▶ Visual Effects
- ▶ Creative Motion Graphics
- ▶ Compositing Techniques

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.



## B.Sc. in Animation & Multimedia

1800 Hours, 36 Months

This one is a premier Degree program of Animation & Multimedia.

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

### What will you learn in this program?

- Design principles.
- Aesthetics skills.
- Creative visualization techniques.
- Website development and management.
- 2D and 3D Animation.
- Visual Effects tools and techniques.
- Compositing of live action footages and CGI elements.

### Applicable jobs after successful completion of the B.Sc. in Animation & Multimedia Degree Program:

- |                  |             |           |                                  |
|------------------|-------------|-----------|----------------------------------|
| - Previs         | - Texturing | - FX      | - Compositing                    |
| - Storyboarding  | - Lighting  | - Roto    | - Motion Graphics                |
| - Matte Painting | - Rigging   | - Paint   | - Graphic Designer               |
| - Modeling       | - Animation | - Cleanup | - Website Designer and Developer |





## Software Skills

1<sup>st</sup>  
Year



Photoshop



Illustrator



InDesign



CorelDRAW

## Artistic Skills

- ▶ Graphic Design
- ▶ Principles of Designing
- ▶ Drawing & Perspective
- ▶ Color Theory
- ▶ Typography
- ▶ Layout Design
- ▶ Technical and Creative Writing

## Latest Industry Knowledge



Spark AR



QuarkXPress



AR & VR



Photography

2<sup>nd</sup>  
Year



HTML 5



CSS 3



JavaScript



Dreamweaver



Flash



3ds Max

- ▶ Web Design
- ▶ Web Color Theory
- ▶ Website Navigation
- ▶ Responsive Website Design
- ▶ Principles of Animation
- ▶ 2D Animation
- ▶ Interactive Presentation
- ▶ Modeling
- ▶ Lighting
- ▶ Texturing
- ▶ Rigging
- ▶ 3D Animation



Animate



Audition



Maya

3<sup>rd</sup>  
Year



Premiere Pro



After Effects



Maya



Nuke



Sound Forge

- ▶ Video Editing
- ▶ Editing Sound & Adding Effects
- ▶ Techniques for cleaning up and restoring images
- ▶ Creating Motion Graphics
- ▶ 3D Techniques
- ▶ Visual Effects
- ▶ Compositing Techniques

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.





## Specialization Program: 3D / VFX

540 Hours, 15 Months

This program focuses on providing the required knowledge to start your career in the spectacular Media & Entertainment Industry. It works as a stepping stone of your professional journey.

Now-a-days, Animation and VFX are an integral part of Movies, Web series, TVCs and many other broadcasting formats. They help to narrate the storytelling on an enhanced way. It had become a must tool of every Director to properly execute their conceived ideas into reality.

### What will you learn in this Program?

- All necessary things to get the jump start in the industry including 2D and 3D Animation, VFX, Photography and Editing.
- Holistic knowledge of the industry and work around.
- In the 2nd module, you will decide your career goal: 3D or VFX. You will select one module as per your passion and one-to-one discussion with your trainers.

### Applicable jobs after successful completion of the Specialization Program:

#### - 3D Specialization:

Previs	Modeling	Rigging
Storyboarding	Texturing	Animation
Matte Painting	Lighting	FX

#### - VFX Specialization:

Roto	3D Tracking	FX
Paint	Matchmoving	Motion Graphics
Cleanup	Compositing	





## Module 1

Sr. No.	Softwares	Hours
1	 Pre-Production	60
2	 Photography	5
3	 Photoshop	20
4	 3ds Max	125
5	 Premiere Pro	10
6	 After Effects	20
		<b>240</b>

**Foundation**  
(6 Months)

## Module 2

Sr. No.	Softwares	Hours
1	 Substance Designer	20
2	 Substance Painter	20
3	 Maya	150
4	 Houdini	50
5	 Mari	20
6	 Katana	20
7	 Nuke	20
		<b>300</b>

**Specialization  
in 3D**  
(7 Months)

**OR**

Sr. No.	Softwares	Hours
1	 After Effects	30
2	 Maya	80
3	 Nuke	60
4	 PF Track	20
5	 Houdini	70
6	 3DEqualizer	20
7	 Katana	20
		<b>300</b>

**Specialization  
in VFX**  
(7 Months)

## Module 3

**Portfolio Development: 2 Months**



# MPAVG: Game Art

**756 Hours, 24 Months**

This program focuses on creating Digital Video and Mobile Games. It makes you ready as an overall Gaming Artist who can maintain entire digital documentation and processes.

Game Art is an initial process. It gives an overview of conceptualizations, characterizations, storyline, game levels and all other related aspects. It is a very crucial stage which defines scope of work for each concerned departments.

## **What will you learn in this Program?**

- Stylized 3D art for various gaming genres.
- Understanding of how to use industry standard gaming engines.
- Great exposure regarding how to optimize all 3D elements for better performance on various platforms like Playstation, PC, Mobile, Xbox and Nintendo.
- Use of AR and VR to create immersive gaming experience.
- Deployment and optimization all 3D elements for faster rendering.

## **Applicable jobs after successful completion of the MPAVG Game Art Program:**

- |                 |                               |
|-----------------|-------------------------------|
| - Game Designer | - Game Programmer / Developer |
| - Game Animator | - Gaming 3D Artist            |
| - Game Tester   | - Unity / Unreal Developer    |

## **USPs of this Program:**

Internship at our industry partners **Lakshya Digital** and **CrazyLabs**





## Module 1

Sr. No.	Softwares	Hours
1	 Pre-Production	60
2	 Photography	5
3	 Photoshop	20
4	 3ds Max	125
5	 Premiere Pro	10
6	 After Effects	20
		<b>240</b>





**Foundation**  
(6 Months)

## Module 2

Sr. No.	Softwares	Hours
1	 Substance Designer	20
2	 Substance Painter	20
3	 Maya	150
4	 Houdini	50
5	 Mari	20
6	 Katana	20
7	 Nuke	20
		<b>300</b>

**Specialization  
in 3D**  
(7 Months)

## Module 3

Sr. No.	Softwares	Hours
1	 3ds Max	90
2	 Photoshop with Spark AR	10
3	 Substance Designer with Painter	26
4	 ZBrush	40
5	 Unity Engine	20
6	 Unreal Engine	30
		<b>216</b>

**Game Art**  
(9 Months)

## Module 4

**Portfolio Development: 2 Months**



# MPAVG: Assets

**756 Hours, 24 Months**

This program focuses on mastering 3D / Digital Asset Creation. It includes Modeling, Texturing and Lighting.

3D Models are basic building blocks of any animated content – movies, web series, games, commercials and more. The 3D artist needs to create various models as per client requirements. It can be from a concept art or a reference image.

## **What will you learn in this Program?**

- Techniques of how to create the best assets for any given project, with the highest production quality possible.
- Industry standard tips and tricks to make you able to work by yourself independently and efficiently.
- Strong artistic abilities.
- Optimization techniques to make entire scene light weight for fast rendering.
- Mastering on creating low poly 3D models.
- Creation of different texture maps of various material and shader types.

## **Applicable jobs after successful completion of the MPAVG Assets Program:**

- Character Modeling, Texturing and Lighting
- Environmental Modeling, Texturing and Lighting
- LookDev Artist
- Digital Matte Painting Artist





## Module 1

Sr. No.	Softwares	Hours
1	 Pre-Production	60
2	 Photography	5
3	 Photoshop	20
4	 3ds Max	125
5	 Premiere Pro	10
6	 After Effects	20
		<b>240</b>

**Foundation**  
(6 Months)

## Module 2

Sr. No.	Softwares	Hours
1	 Substance Designer	20
2	 Substance Painter	20
3	 Maya	150
4	 Houdini	50
5	 Mari	20
6	 Katana	20
7	 Nuke	20
		<b>300</b>

**Specialization  
in 3D**  
(7 Months)

## Module 3

Sr. No.	Softwares	Hours
1	 Maya	90
2	 Photoshop	10
3	 Mari	30
4	 Katana	16
5	 ZBrush	60
6	 Nuke	10
		<b>216</b>

**Assets**  
(9 Months)

## Module 4

**Portfolio Development: 2 Months**



# MPAVG: Rigging & Animation

**756 Hours, 24 Months**

This program focuses on teaching regular to technical Animation skills. You will develop vast knowledge and practicalities of various kinds of Animation styles.

Rigging and Animation are vital to put life into your character - let it be humans, aliens, creatures or vehicles. The fine art of these two elements makes your story convincing and relatable. Various animation styles are developed till now and continuing doing so.

## **What will you learn in this Program?**

- Creation of proper control rigs as per project requirement.
- Importance of secondary Animation for realistic output.
- Rigging set up to take care of CHF (Cloth, Hair, Fur) and other related Physics.
- Techniques to make the production pipeline better.
- Achieve various Animation styles as per the project genre.
- Creation of custom rigs to increase productivity.
- Develop overall artistic sense and creativity.
- Understand various body mechanisms – organic and inorganic both.

## **Applicable jobs after successful completion of the MPAVG Rigging and Animation Program:**

- Rigger
- Animator
- Technical Animator
- Motion Capture Artist





## Module 1

Sr. No.	Softwares	Hours
1	 Pre-Production	60
2	 Photography	5
3	 Photoshop	20
4	 3ds Max	125
5	 Premiere Pro	10
6	 After Effects	20
		<b>240</b>



**Foundation**  
(6 Months)

## Module 2

Sr. No.	Softwares	Hours
1	 Substance Designer	20
2	 Substance Painter	20
3	 Maya	150
4	 Houdini	50
5	 Mari	20
6	 Katana	20
7	 Nuke	20
		<b>300</b>

**Specialization  
in 3D**  
(7 Months)

## Module 3

Sr. No.	Softwares	Hours
1	 Maya	90
2	 3ds Max	86
3	 Processing Motion Capture Data	10
4	 Mari	15
5	 Katana	15
		<b>216</b>

**Rigging &  
Animation**  
(9 Months)

## Module 4

**Portfolio Development: 2 Months**





## MPAVG: FX / Dynamics

**756 Hours, 24 Months**

This program focuses on creating eye catching and realistic 3D Dynamics effects using Particle Simulations. It is one of the most challenging aspects of Animation, Visual Effects and Gaming industry.

You need to create effects as per the genre of the work. As per requirement of Director, you need to tweak it continuously to improve the quality. The workflow / pipeline get updated with every single project.

### **What will you learn in this Program?**

- Create and enhance your aesthetics and technical sense.
- Industry standard techniques for working on CHF (Cloth, Hair, Fur).
- Working on a shot single-handedly including Modeling, Texturing, Dynamics, Lighting and Animation.
- Manipulate techniques of 3D models and textures as per the requirement.
- Optimize the complete scene.
- Working on various aspects of simulations – fluids / liquids, object shattering and fracture. (building, glass, vehicles are more), blasts, debris, fire, smoke, blood, energy (balls, blasts, vortex and shockwaves), weather, storm clouds and more.

### **Applicable job after successful completion of the MPAVG FX / Dynamics Program:**

- 3D FX / Simulation Artist  
(Water / Fire / Expositions / Natural phenomena and more)





## Module 1

Sr. No.	Softwares	Hours
1	 Pre-Production	60
2	 Photography	5
3	 Photoshop	20
4	 3ds Max	125
5	 Premiere Pro	10
6	 After Effects	20
		<b>240</b>

**Foundation**  
(6 Months)

## Module 2

Sr. No.	Softwares	Hours
1	 Substance Designer	20
2	 Substance Painter	20
3	 Maya	150
4	 Houdini	50
5	 Mari	20
6	 Katana	20
7	 Nuke	20
		<b>300</b>

**Specialization  
in 3D**  
(7 Months)

## Module 3

Sr. No.	Softwares	Hours
1	 Maya Dynamics (Particle simulation, Xgen)	20
2	 Houdini Object Simulation	40
3	 Houdini Cloth Simulation	40
4	 Houdini Fracture Simulation	40
5	 Houdini / Realflow Liquid Simulation	40
6	 Houdini Particle Simulation	20
7	 VEX	16
		<b>216</b>

**FX / Dynamics**  
(9 Months)

## Module 4

**Portfolio Development: 2 Months**





# MPAVG: Compositing

**756 Hours, 24 Months**

This program focuses on the last module of the Post Production Pipeline of a studio – Compositing. It encompasses all the live action footages, CG render passes, matte paintings, camera projections, 3D tracking data, other mattes in a single shot and creates the final output.

Compositing job requires a keen sense of various creative and technical skills. As per the genre of work, you will go for either for creative or realistic compositing. We will show you a holistic approach to the VFX production.

## **What will you learn in this Program?**

- Animation of various graphic elements and designs in moving clips.
- Seamless blending of various type of camera footages and file formats.
- Knowledge of proper Post Production workflow and pipeline.
- Industry standard techniques of compositing multiple CG render passes with live action footage.
- Proper color correction techniques to match lighting.
- Tips and tricks to deliver shots under tight deadline.
- Use of industry standard plug-ins to enhance the compositing output.
- Establish and maintain look and feel of the entire composition.

## **Applicable jobs after successful completion of the MPAVG Compositing Program:**

- CG Compositor
- 3D Tracking
- 2D / VFX Compositor
- Matchmoving
- VFX Generalist

**Chroma Shoot**



**Final Compositing**












## Module 1

Sr. No.	Softwares	Hours
1	 Pre-Production	60
2	 Photography	5
3	 Photoshop	20
4	 3ds Max	125
5	 Premiere Pro	10
6	 After Effects	20
		<b>240</b>


## Foundation (6 Months)

## Module 2

Sr. No.	Softwares	Hours
1	 After Effects	30
2	 Maya	80
3	 Nuke	60
4	 PF Track	20
5	 Houdini	70
6	 3DEqualizer	20
7	 Katana	20
		<b>300</b>

## Specialization in VFX (7 Months)

## Module 3

Sr. No.	Softwares	Hours
1	 SilhouetteFX, Mocha	30
2	 Maya Rendering	60
3	 Photoshop for Compositors	20
4	 Nuke	40
5	 Maya and Matte painting	40
6	 Nuke-Plugins (Ocula, CaraVR, Furnace)	26
		<b>216</b>

## Compositing (9 Months)

## Module 4

Portfolio Development: 2 Months





## MPAVG Expert: 3D Tracking and Matchmoving

**756 Hours, 24 Months**

This program focuses on one of the most exciting and challenging module of the Visual Effects Industry. 3D Tracking and Matchmoving plays a very important role for breathtaking cinematic sequences.

CG elements are seamlessly integrated in the live action footage. With help of this technique, the Director is free to use his/her creative concepts for storytelling. There is no restriction or practical challenges for executing any type of camera motion.

### **What will you learn in this Program?**

- Setup of trackers and pointers for live action shooting.
- Understanding core concepts of film cameras including lens, fps, shutter speed, aperture, shooting formats and various others.
- Knowledge of how to get and read the survey data.
- Automatic and manual matchmoving techniques.
- Object tracking techniques.
- Optimization process of the VFX pipeline.
- Integration of various softwares for the final output.

### **Applicable jobs after successful completion of the MPAVG 3D Tracking and Matchmoving Program:**

- 3D Tracking / Matchmoving Artist
- VFX Artist
- Rotomation Artist





## Module 1

Sr. No.	Softwares	Hours
1	 Pre-Production	60
2	 Photography	5
3	 Photoshop	20
4	 3ds Max	125
5	 Premiere Pro	10
6	 After Effects	20
		<b>240</b>






**Foundation**  
(6 Months)

## Module 2

Sr. No.	Softwares	Hours
1	 After Effects	30
2	 Maya	80
3	 Nuke	60
4	 PF Track	20
5	 Houdini	70
6	 3DEqualizer	20
7	 Katana	20
		<b>300</b>

**Specialization  
in VFX**  
(7 Months)

## Module 3

Sr. No.	Softwares	Hours
1	 3DEqualizer	40
2	 Maya for Match Move	40
3	 Rotomation in Maya	80
4	 Nuke	36
5	 SynthEyes	20
		<b>216</b>

**3D Tracking  
and  
Matchmoving**  
(9 Months)

## Module 4

**Portfolio Development: 2 Months**



## MPAVG: Motion Graphics

**756 Hours, 24 Months**

This program focuses on creating awesome Motion Graphics for Movies, Web series, TV serials, Commercials, Social Media, Broadcasting and many more. These videos are vital for brand promotion, awareness and revenue generation.

Motion Graphics makes you able to tell a story through a visual medium. As per the project and genre, appropriate animation style is worked upon. It starts with storyboard and progress ahead with various 2D and 3D softwares.

### **What will you learn in this Program?**

- Complete production pipeline of Motion Graphics.
- Pipeline of multiple 2D and 3D softwares to create desired output.
- Understanding of marketing psychology.
- Creating videos for various mediums including feature film, OTT, web, games, social media and many others.
- File formats and technical parameters of broadcasting system (editing, sizing, coloring and more).
- Typography and many other styles of text animation.
- Use of leading industry standard plugins for faster production pipeline.

### **Applicable jobs after successful completion of the MPAVG Motion Graphics Program:**

- Motion Graphics Artist
- Broadcast Designer Artist









## Module 1

Sr. No.	Softwares	Hours
1	 Pre-Production	60
2	 Photography	5
3	 Photoshop	20
4	 3ds Max	125
5	 Premiere Pro	10
6	 After Effects	20
		<b>240</b>

**Foundation**  
(6 Months)

## Module 2

Sr. No.	Softwares	Hours
1	 After Effects	30
2	 Maya	80
3	 Nuke	60
4	 PF Track	20
5	 Houdini	70
6	 3DEqualizer	20
7	 Katana	20
		<b>300</b>

**Specialization  
in VFX**  
(7 Months)

## Module 3

Sr. No.	Softwares	Hours
1	 Maya MASH	40
2	 Illustrator	16
3	 Element 3D	20
4	 Trapcode Suite	15
5	 Look Development Plugins	15
6	 Cinema 4D	110
		<b>216</b>

**Motion  
Graphics**  
(9 Months)

## Module 4

**Portfolio Development: 2 Months**



## MPAVG: VFX / Effects

**756 Hours, 24 Months**

This program focuses on creating eye catching and realistic 2D and 3D Dynamics effects using Particle Simulations and how to compose them for the final output.

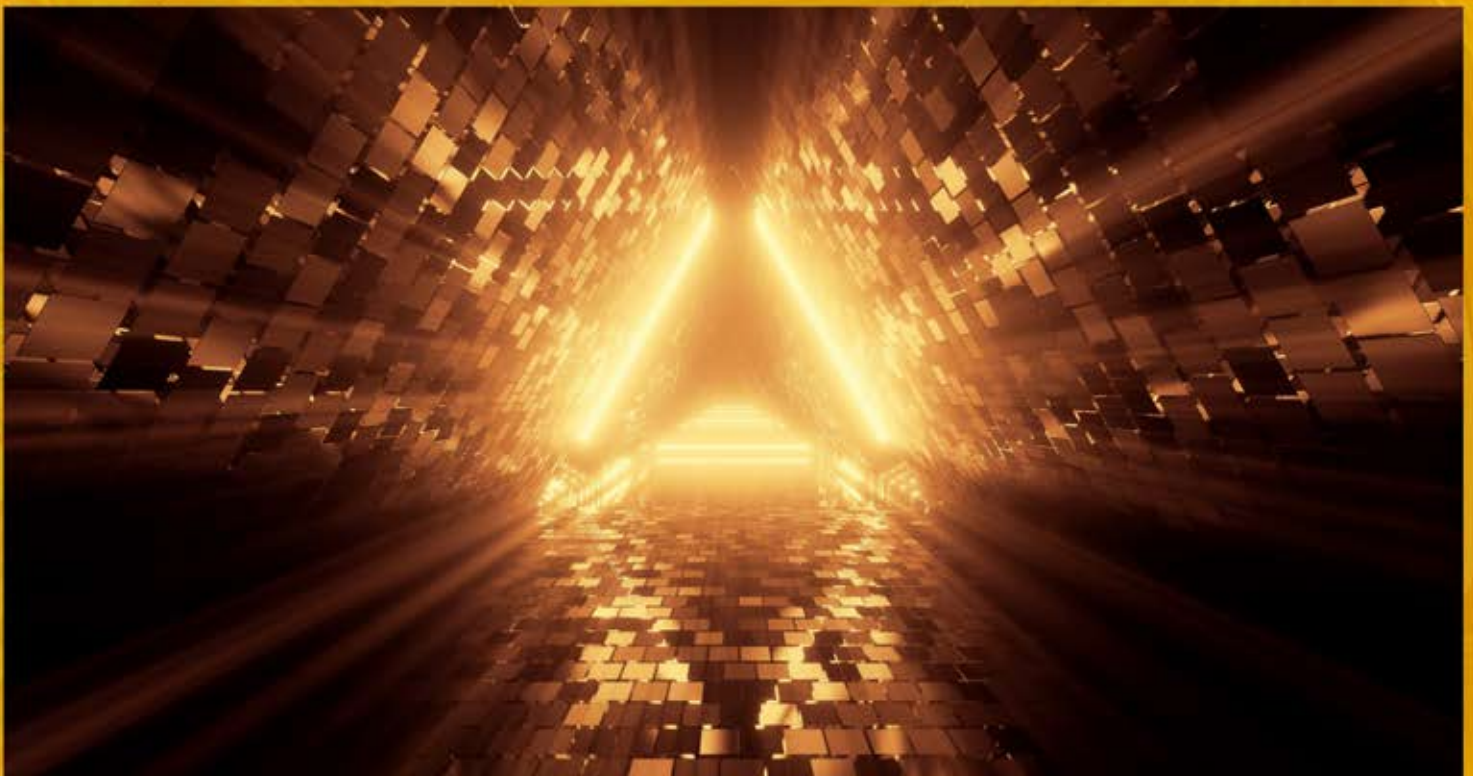
You need to create effects as per the genre of the work. As per requirement of Director, you need to tweak it continuously to improve the quality. The workflow / pipeline get updated with every single project.

### **What will you learn in this Program?**

- Create and enhance your aesthetics and technical sense.
- Industry standard techniques for working on CHF (Cloth, Hair, Fur).
- Working on a shot single-handedly including Modeling, Texturing, Dynamics, Lighting and Animation.
- Manipulate techniques of 3D models and textures as per the requirement.
- Optimize the complete scene.
- Working on various aspects of simulations – fluids / liquids, object shattering and fracture. (building, glass, vehicles are more), blasts, debris, fire, smoke, blood, energy (balls, blasts, vortex and shockwaves), weather, storm clouds and more.

### **Applicable jobs after successful completion of the MPAVG VFX / Effects Program:**

- VFX Artist
- Compositor
- 3D FX/Simulation Artist (Water / Fire / Expositions / Natural phenomena and more)












## Module 1

Sr. No.	Softwares	Hours
1	 Pre-Production	60
2	 Photography	5
3	 Photoshop	20
4	 3ds Max	125
5	 Premiere Pro	10
6	 After Effects	20
		<b>240</b>





**Foundation**  
(6 Months)

## Module 2

Sr. No.	Softwares	Hours
1	 After Effects	30
2	 Maya	80
3	 Nuke	60
4	 PF Track	20
5	 Houdini	70
6	 3DEqualizer	20
7	 Katana	20
		<b>300</b>

**Specialization  
in VFX**  
(7 Months)

## Module 3

Sr. No.	Softwares	Hours
1	 After Effects	30
2	 Nuke	15
3	 Maya Dynamics	35
4	 Houdini Fracture Simulation	40
5	 Houdini Liquid Simulation	40
6	 Houdini Particle Simulation	40
7	 VEX	16
		<b>216</b>

**VFX / Effects**  
(9 Months)

## Module 4

**Portfolio Development: 2 Months**



## Expert Program: Graphic, Broadcast and Social Media Design

226 Hours, 10 Months

This program focuses on teaching Graphic Designing for Broadcast mediums (Movies, Web series, Commercials, Documentaries, TV Serials and others) and Social Media Channels (Facebook, WhatsApp, Instagram, Pinterest, Twitter, LinkedIn, Snapchat, YouTube and more).

Graphic Designing industry is massive and growing continuously. It is used in wide array of verticals of Media & Entertainment industries. From print media to digital, it is seen in all mediums of marketing and publications.

### What will you learn in this Program?

- Drawing & Perspective.
- Design Principles.
- Printing parameters.
- Creative Visualization.
- Aesthetics Skills.
- Color Theory.
- Layout Design.
- 2D and 3D Motion Graphics.

### Applicable jobs after successful completion of the Expert Program in Graphic, Broadcast and Social Media Design:

- |                          |                          |
|--------------------------|--------------------------|
| - Graphic Designer       | - Illustrator            |
| - Motion Graphics Artist | - Website Designer       |
| - Concept Artist         | - App Interface Designer |





## Module 1

Sr. No.	Softwares / Skills	Hours
1	 Social Media Platforms	1
2	 Drawing	10
3	 Design Theory	5
4	 Print Theory	3
5	 Digital Photography with Lightroom	10
6	 Photoshop with Spark AR	23
7	 Illustrator	20
8	 InDesign	10
9	 CorelDRAW	20
10	 Web Design	4
		<b>106</b>

**Foundation**  
(4 Months)

## Module 2

Sr. No.	Softwares / Skills	Hours
1	 Animation	9
2	 Animate	30
3	 Premiere Pro	20
4	 After Effects	33
5	 Cinema 4D	28
		<b>120</b>

**Expert**  
(5 Months)

## Module 3

**Portfolio Development: 1 Month**



## Expert Program: Web & UI / UX Design

140 Hours, 7 Months

This program focuses on creating website for business, blogging, news, gaming and many other categories. Apart from beautiful design, it will also teach how to make it fully functional using all latest technologies and softwares.

In today's digital age, majority of businesses are online. So a professional looking website is an essential part of your marketing strategy. Creating unique website will make you stand apart in the crowd and will help to generate more leads and revenue.

Well-built website also gives credibility to your business. In a long run, it helps to improve your SEO score, backed by user rating and trust factors. All these parameters establish your brand in the market.

### What will you learn in this Program?

- Complete website design.
- Critical functions to handle all online processes.
- Graphics creation as per client requirement.
- UI (User Interface) and UX (User Experience).
- Required back-end coding for smooth functioning of website.

### Applicable jobs after successful completion of the Expert Program in Web & UI / UX Design:

- Web Designer
- UI / UX Designer
- Graphic Designer








## Module 1

Sr. No.	Softwares / Skills	Hours
1	 Web Design & Development	2
2	 Photoshop	23
3	 Illustrator	23
1	 UX Design	3
2	 UI Design	4
3	 XD	17
4	 Figma	6
		<b>78</b>

**Foundation**  
(3 Months)

## Module 2

Sr. No.	Softwares / Skills	Hours
1	 HTML 5	16
2	 CSS 3	26
3	 Dreamweaver	6
4	 Bootstrap	14
		<b>62</b>

**Expert**  
(3 Months)

## Module 3

**Portfolio Development: 1 Month**



## Expert Program: Web Development

120 Hours, 7 Months

This program focuses on back-end of the website creation. It teaches you all required technical aspects of the website including coding, interconnectivity of various pages, database management, triggers to perform specific tasks, debugging and error tracking, integration of all the contents (text, video, graphics and audio) seamlessly, and many more.

The website must be fully optimized in regards to fast loading, responsive layout structure, utilization of latest tools and technologies, secure browsing and many more related. Based on client needs, the specifications get changed. As an example, e-commerce website will need a robust payment gateway whereas news website will require proper configuration to handle heavy traffic.

### What will you learn in this Program?

- Client side scripting.
- Server side scripting.
- Techniques to connect front-end and back-end.
- Domain related operations.
- Management of CMS (Content management system).
- Entire project planning and execution.

### Applicable jobs after successful completion of the Expert Program in Web Development:

- |                                  |                        |
|----------------------------------|------------------------|
| - Website Developer / Programmer | - JavaScript Developer |
| - WordPress Theme Designer       | - Full Stack Developer |
| - Back-end Developer             | - CMS Manager          |





## Module 1

Sr. No.	Softwares	Hours
1	 JavaScript	20
2	 JQuery	10
		<b>90</b>

**Foundation**  
(3 Months)

## Module 2

Sr. No.	Softwares	Hours
1	 PHP	15
2	 MySQL	10
3	 WordPress	5
4	 Dreamweaver	10
		<b>90</b>

**Expert**  
(3 Months)

## Module 3

**Portfolio Development: 1 Month**





## Expert Program: Architecture Visualization

116 Hours, 7 Months

This program focuses on executing 3D Architectural views from various perspectives and lighting conditions. At the end, it enables you to create walkthroughs as per client requirements. It is a challenging process, where you develop new ideas to accomplish every project.

The program is designed to help all interior and exterior designers, architectural students and 3D visualizers to sharpen their skills and render photo realistic views. The complete design process will enable you to create the structure, which remains true to all creative, technical and aesthetic aspects.

### What will you learn in this Program?

- Techniques to read the 2D drawings.
- Tips and tricks to manipulate 3D models, textures and lighting as per the requirement.
- Optimization process of the entire scene.
- Industry standard rendering techniques for photo realistic Architectural views.
- Creation of 3D Architectural Walkthroughs.
- Presentation techniques.
- Marketing collaterals for print and digital media.
- Brochure creation.

### Applicable jobs after successful completion of Architecture Visualization Expert Program:

- |                              |                    |
|------------------------------|--------------------|
| -3D Architectural Visualizer | -Lighting          |
| -Modeling                    | -Interior Designer |
| -Texturing                   | -Exterior Designer |





## Module 1

Sr. No.	Softwares	Hours
1	 Photoshop	20
2	 Reading Autocad Plans	6
3	 3ds Max	60
		<b>86</b>

**Foundation**  
(4 Months)

## Module 2

Sr. No.	Softwares	Hours
1	 V-Ray	5
2	 InDesign	10
3	 Premiere Pro	15
		<b>30</b>

**Expert**  
(2 Months)

## Module 3

**Portfolio Development: 1 Month**



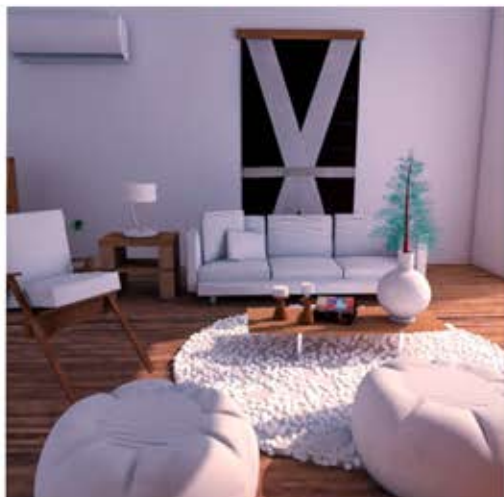
# Student's Artwork

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# Student's Artwork



# Student Placements





# Student Placements



# Proud Alumni



**Aniket Ujjainkar**

*Creature Asst.  
Tech Director  
@  
Weta Digital*



**Emad Shaikh**

*Digital  
Compositor  
@  
Double Negative*



**Harshada Lodha**

*Matchmover  
@  
MPC*



**Tarunesh Acharya**

*Motion Graphics  
Artist  
@  
ICD Studios*



**Indrajeet Sisodiya**

*Senior  
Compositor  
@  
Pixomondo*



**Yogesh Waghale**

*Motion Graphic  
Designer  
@  
B4U Television*



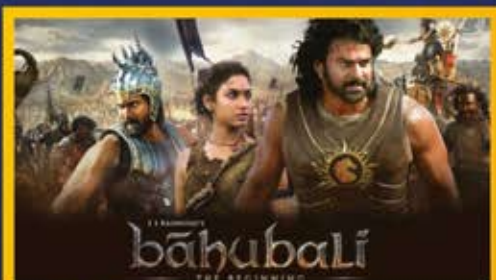
# Proud Alumni



**Sunny Mindhe**  
Fashion & Commercial  
Photographer  
@  
ISO Curry (Studio Owner)



**Yoghesh Badhe**  
Compositor  
@  
Reliance  
Mediaworks Ltd.



**Nikita Saini**  
Line  
Producer  
@  
Makuta VFX



**Pratik Shevalkar**  
FX Technical  
Director  
@  
Double Negative



**Oneil Fernandes**  
Senior  
Compositor  
@  
Pixomondo



**Puneeth PB**  
Creature/Character  
Animator  
@  
MPC

# Student's Testimonial



## Jinkal Shah - Frameboxx Alumni

Motion Graphics Artist & Graphic Designer - Directi

“The knowledge that I got from Frameboxx is really helping me at my workplace. Here, learning is always fun. My mentors have always been helpful in solving my doubts and queries. I've participated in various competitions at Frameboxx and they have motivated me to take my work to the next level. To anyone who is interested in learning, I would suggest that you learn at Frameboxx. ”



## Hemantkumar Das - Frameboxx Alumni

Designing & Social Media Executive - Frameboxx 2.0

“I was a degree student at Frameboxx Andheri. The trainers are very knowledgeable and friendly. It's fun to learn design and animation in such an excellent institute like Frameboxx. I got to build a good portfolio by participating in Rockstar Frameboxxer Competition and getting my work assessed by industry experts. ”



## Yogesh Badhe - Frameboxx Alumni

VFX Supervisor and Compositing Lead - Future Works Media Ltd.

“On my first day at Frameboxx, I had a basic idea that I wanted to be a part of the Media & Entertainment business. It's all thanks to the great environment and my mentors that I could understand my true potential and I chose a satisfying career. The industry knowledge and technical expertise of my mentors helped me in finding my areas of focus. I am really proud to be a Frameboxxer. ”



## Pravin Shivsharan - Frameboxx Alumni

Composer - Mr. X Inc

“I completed my Animation and VFX course at Frameboxx. Since my interest from the beginning was VFX Compositing, my mentors at Frameboxx guided me in the nuances of Rotoscopy, paint, chroma key extraction and CG compositing. I was given regular projects and tasks pertaining to VFX compositing and these tasks helped me to put together an impressive demoreel. I am really happy to be a Frameboxxer. ”



## Akshay Pandey - Frameboxx Alumni

Senior 3D Asset Artist - Polyphonic Consultancy

“Frameboxx training provides cutting edge technical information that artists need, they also take it one step further by showing how these techniques are used by industry professionals. I recommend Frameboxx to those who would like to get a head start in their career. ”



# Student's Testimonial



## Yogesh Waghela - Frameboxx Alumni

Sr. Motion Graphics Designer - B4U TV Network India Ltd.

“One thing I loved about Frameboxx is that all the teachers thought all subjects very nicely. I got amazing technical support from my mentors. They took out time for me to understand my skill sets and recommend to me a career that best suited my skills and area of interest. They pulled out all stops to ensure that I got the perfect career where my skills were utilized in the best way possible.”



## Sagar Shah - Frameboxx Alumni

Art Director - Autumn Winter Communication & Designs

“I am a passionate art director and designer with no arts school experience. I came to Frameboxx to learn a few software and ended up learning a lot more. It's here that I found my true calling- Advertising design. Thanks to the focused mentoring at Frameboxx, I got individual attention and built a career based on my talent and interest.”



## Tejaswini Suwarna- Frameboxx Alumni

Sr. UI/UX Designer - HEPTA

“I am a passionate art director and designer with no arts school experience. I came to Frameboxx to learn a few software and ended up learning a lot more. It's here that I found my true calling- Advertising design. Thanks to the focused mentoring at Frameboxx, I got individual attention and built a career based on my talent and interest.”



## Ajinkya Pandit - Frameboxx Alumni

Web Designer & Developer - Nine Tech

“I had a great time learning at Frameboxx. The mentors at Frameboxx are technically skilled and are very cooperative. The overall environment is growth oriented as well. I would say the same for the placement department at Frameboxx that provided me the best opportunity as soon as I finished the course.”



## Paresh Waifalkar- Frameboxx Alumni

Game Asset Designer - Pixel Tech

“Not only did this experience teach me the proper techniques of gaming, but it also made me an independent learner. I learnt how to stick with a problem and find different ways of solving it. Most significantly, the experience taught me the skills that will enable me to continually develop my technical skills beyond the classroom.”



# Exclusive Webinars

**Dr. Max Howard:  
His Animated Journey**



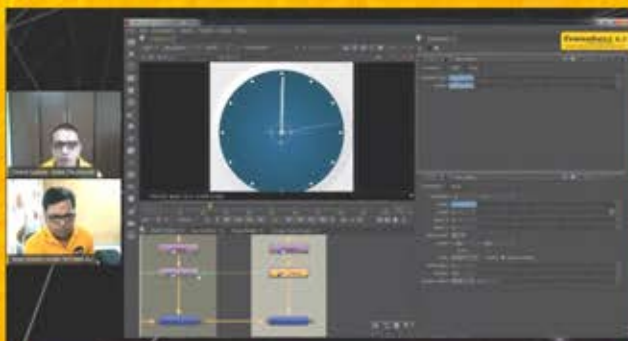
**VFX: A perfect blend of Creativity and Technology with Steve Wright**



**Earn Paid Internship and create a brand new Hyper-Casual Game**



**Mathematics for Animation, Games & VFX**



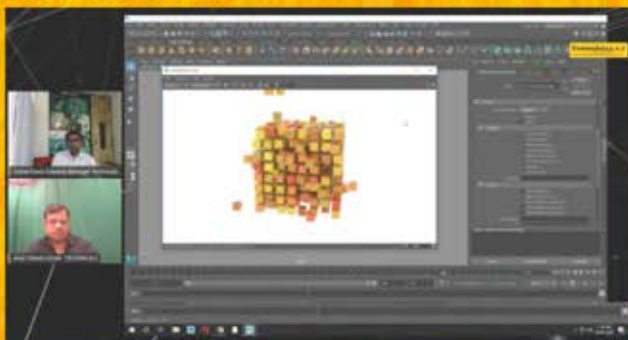
**Counseling Session: Career in Graphics, Animation, VFX & Multimedia**



**Concept of Procedural Texturing using Substance Designer**



**Maya For Motion Graphics**

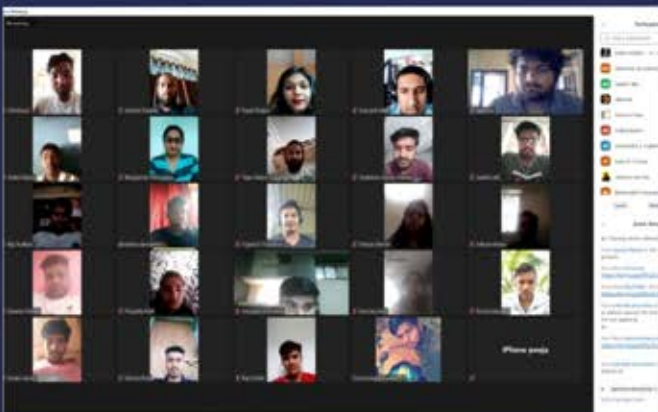
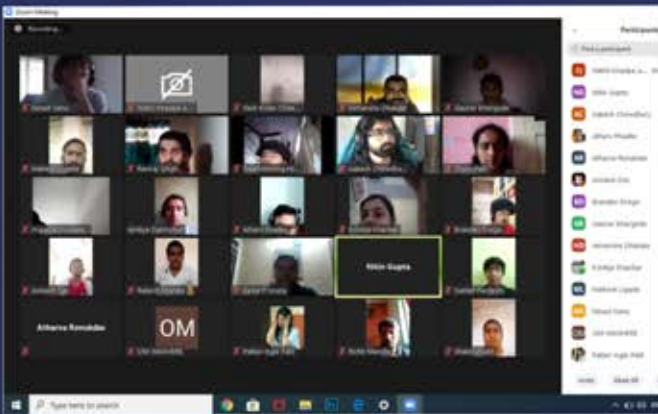
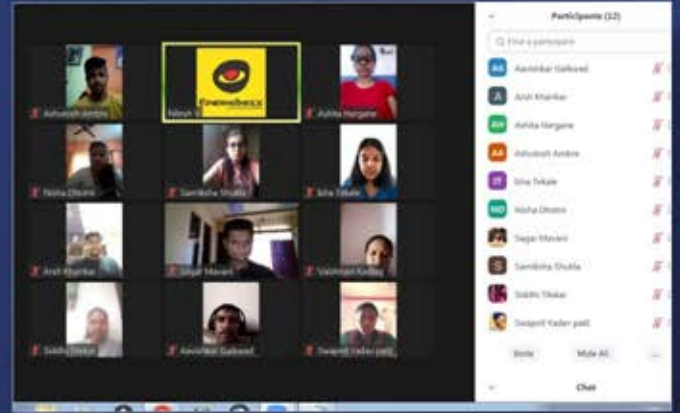


**Art of Short Film Making**






# Exclusive Webinars



Scan the QR Code

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 /myframeboxx



## Why Frameboxx?

- ▶ Career-Focused Training
- ▶ Training by Industry Experts
- ▶ Industry Oriented Course
- ▶ Workshops & Seminars
- ▶ Personalized Attention
- ▶ Project & Portfolio
- ▶ 100% Placement Assistance

### Proudly Affiliated With



**SILVER OAK UNIVERSITY**  
EDUCATION TO EMPOWERMENT



**Crazy Labs**



## Frameboxx 2.0

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