

Animator

Course Name: Animator

Eligibility: 12th Pass out with Creative bent of Mind

Course Duration: 6 Months (4 Hours/Day, 6 Days/week)

Student Capacity: 25/Batch

Total Batches/Year: 4 Batches/Year

Course Overview

The Animator Course is an 6-month intensive program designed to build a strong foundation in animation. The curriculum includes the principles of animation, walk cycle, body mechanics, and character animation , among other essential skills. The course follows an assignment-based learning approach, where students develop their skills through hands-on projects that simulate real-world animation challenges.

During the training students are provided with;

1. Industry Expert as Trainer
2. Studio Visit

Industry Expert as Trainer: Students will be mentored by a highly experienced trainer with production experience. This ensures that students receive industry-standard training aligned with global animation trends.

Studio Exposure: To bridge the gap between learning and industry practice, students get a studio visit opportunity, allowing them to experience a professional studio environment firsthand. This exposure helps them understand the production pipeline and industry expectations.

Career Outcomes

Upon completion, students can explore careers as 3D Animators, Motion Graphic Artists, Character Animators. Graduates will be well-prepared to work in animation studios, film production houses, gaming companies, advertising agencies, or establish themselves as freelance animators and will have the opportunity to start their own youtube channel in the growing digital media industry.

Infrastructure Required:

Hardware: 1. Workstation 14th Gen Core i7, 14th Gen 14700 20 Core, 32GB DDR5 RAM, 512GB NVMe + 1TB SATA, Nvidia T1000 8/16 GB Graphics, Win 11 Pro, Mouse and KB

2. Over the Ear Headphone

Software: Autodesk Maya,