THE FUTURE OF
ANIMATION
AND VFX
INDUSTRY

- Artificial Intelligence is expected to influence the gaming sector, with consumers demanding an enhanced gaming experience that will present an opportunity for key players to invest.
- Virtual reality (VR) is the fastest-growing E&M segment, albeit from a small base. Its revenues surged by 31.7% in 2020 to US$1.8bn and are projected to sustain a CAGR of 30%+ over the next five years to reach US$6.9bn business in 2025.
- Entertainment and Media Market to Expand at 8.9% CAGR to Reach USD 2.6 Trillion by 2025
- By 2025, the number of connected smart televisions are expected to reach 40-50 million. 30%of the content viewed on these screens will be gaming, social media, short video and content items produced exclusively for this audience by television, print and radio brands.
- OTT video services market (video-on-demand and live) in India is likely to post a CAGP of 29.52% to mach US$ 5.12 billion by FY26, driven by rapid developments in online platforms and increased demand for quality content among users.

Source: Media & Entertainment Skills Council 2024 Brochure

WORLD OF
AUGMENTED

REALITY

From the science fiction stories, the augmented reality phenomenon has turned into technology, which finds its application in everyday life. The transformation occurred just over the past few years. The future is already here, and it is VIRTUAL. It could be a street with a virtual route on it, your 3D modelled room with virtual furniture or your backyard crowded with 3D animated characters and objects.

The investments in AR and VR is rising due to its wide range of usability from gaming, marketing, advertising, retail, education, healthcare, manufacturing, real-estate, defence, and tourism etc. This is the right time to dive into this new technology and be a part of expanding the virtual world. ZICA has integrated AR and VR into all its two year flagship programs so that students get future ready with latest technological exposure.

ABOUT

ESSEL GROUP

Essel Group is one of Asia's largest corporate houses, headed by Dr. Subhash Chandra, a pioneer in the media industry.

With a diverse portfolio of assets in media, packaging, entertainment, technology-enabled services, infrastructure development, and education, the more than 95-year-old Group is one of India's most prominent business houses.

ZEE INSTITUTE OF CREATIVE ART

Animation, VFX, Gaming, and Graphics since 1995

PAN India Presence

Lakshya
IIT-JEE / NEET / Foundation

A preparatory coaching for Medical and Engineering entrance exams

Established in 2006

Robomate +
Learning Made Simple

Online learning app for grades 8 - 12, Science, and Commerce

Inception in 2016

KIDZEE
NURTURING GEN-NEXT

Inception in 2003

2000+ centres in 750+ cities across India

Home to 1 million happy children

MAHESH TUTORIALS
COMMERCE

An expert in coaching grades 11, 12, and CA foundation since 2003

27 centres across India

Mount Litera Zee School
Great School. Great Future.

India's fastest growing chains of K-12 schools since 2006

130+ schools in 110+ cities across India

Mount Litera School
INTERNATIONAL

Established in 2014, a future-ready IB Continuum School located at BKC, Mumbai

Excellent infrastructure, IB-trained academic team, and innovative teaching methodologies

MAHESH TUTORIALS
SCHOOL SECTION

A tutorial for grades 8, 9, and 10 established in 1988

51 centres across Mumbai

ZIMA
zima.co.in

An Institute for Media and Filmmaking established in 2004

Centres located in Mumbai and Jaipur

PAN INDIA PRESENCE

Ambala | Bengaluru | Bhopal | Bhubaneswar
Chandigarh | Chennai | Cochin | Coimbatore
Guwahati | Indore | Jaipur Kolkata | Lucknow
Mangalore | Mohali | Mumbai | Nagpur
Nashik | Pune | Siliguri | Thane | Udupi
Varanasi | Vadodara

PCDP IN
ANIMATION VISUAL EFFECTS
(36 MONTHS)

This comprehensive program covers a broad spectrum of art, design, and digital media skills. Students learn illustration, 3D modeling, rigging, animation, dynamics, and advanced visual effects using industry-standard software such as Maya, Z-Brush, Houdini, and more. The curriculum equips students with the knowledge and tools to excel in the world of digital media and visual effects production.

MODULE I - FUNDAMENTALS OF ART, DESIGN & COMPUTER GRAPHICS (6 MONTHS)

- Preface
- Sketching
- Colour Theory
- Story
- Character Design
- Digital illustration
- Storyboard
- Computer Graphics
- Video & Audio Editing

SOFTWARE
- Illustrator
- Photoshop
- Premiere
- Audition

MODULE II – 3D DIGITAL ART (6 MONTHS)

- Fundamental of Modelling
- Advance Modeling & Sculpting
- Texturing
- Realistic Character Modeling and Texturing

SOFTWARE
- Maya
- Z-Brush

MODULE III – LIGHTING, RIGGING & CHARACTER ANIMATION (6 MONTHS)

- Lighting
- Rigging
- 3D Character Animation
- Advance Character Animation (MAYA)

SOFTWARE
- Maya
- Arnold

MODULE IV – DYNAMICS AND MOTION GRAPHICS (6 MONTHS)

- Dynamics
- Technical Animation
- MAYA Byfrost
- Digital Compositing - 1

SOFTWARE
- Maya
- MASH
- Xgen
- Bullet
- Byfrost
- After Effects

MODULE V – VISUAL EFFECTS (6 MONTHS)

- 3D Animation Application
- Digital Compositing - 2
- Advanced Lighting

SOFTWARE
- Element 3D
- Maya
- Arnold
- Nuke

MODULE VI – ADVANCED VISUAL EFFECTS (6 MONTHS)

- Digital Compositing - 3
- Digital Tracking
- Advanced Effects

SOFTWARE
- SilhouetteFX
- 3D Equalizer
- Houdini

EMERGING STUDENT PROFILE:

The emerging student in this program is a budding digital artist and visual effects enthusiast. They begin with fundamental art and design skills, progressing into 3D digital art, where they master 3D modelling, texturing, and character design. Honing their skills in character movement and interaction. In advanced visual effects, they explore 3D animation, compositing, lighting, and tracking. The emerging student is well-prepared for a career in digital media and visual effects.

PDP IN
3D ANIMATION VISUAL EFFECTS
(27 MONTHS)

This program begins with the Fundamentals of Art and Design, Digital Painting and Digital 2D Animation which is necessary for 3D Animation. The program follows with Visual Effects where students can create amazing effects, compose live and CG footage, Paint, Color correct etc. Afterwards, the student can select any one specialization from four different options where they decide to make their career. They will also learn how Augmented and Virtual Reality works.

MODULE I – FUNDAMENTALS OF ART, DESIGN & COMPUTER GRAPHICS (6 MONTHS)

- **Preface**
- **Sketching**
- **Human Figure Study**
- **Animal Study**
- **Perspective Study**
- **Colour Theory**
- **Story**
- **Master Layout Design**
- **Character Design**
- **Digital Illustration**
- **Storyboard**
- **Computer Graphics**
- **Digital 2D Animation**

SOFTWARE
- **Photoshop**
- **Illustrator**
- **Animate**

MODULE II – DIGITAL ART (6 MONTHS)

- **Video & Audio Editing**
- **Stop-motion**
- **Prop Modeling**
- **Character Modeling**
- **Texturing Fundamental**
- **Advanced Texturing**
- **Lighting & Shading**
- **Rigging**

SOFTWARE
- **Premiere**
- **Audition**
- **Maya**
- **Substance Painter**
- **Arnold**

MODULE III – 3D CHARACTER ANIMATION & DYNAMICS (6 MONTHS)

- **3D Character Animation**
- **Maya Dynamics**
- **Maya Technical Animation**
- **Liquid Simulations**

SOFTWARE
- **Maya**
- **Mash**
- **Xgen**
- **Bullet**
- **RealFlow**

MODULE IV – VISUAL EFFECTS & ELECTIVE SPECIALISATION (6 MONTHS)

- **Motion Graphics**
- **Compositing**
- **Masking, Rotoscope**
- **Colour Correction**
- **Compose 3D render passes**
- **Keying**
- **Tracking Stabilize**
- **Particles**
- **Paint**
- **Wire/Rig Removal**
- **Camera Projection**
- **Camera tracking**
- **Re-lighting**
- **Specialisation (Any one)**
Modeling & Texturing, Lighting and Shading, Character Animation, Visual Effects

SOFTWARE
- **After Effects**
- **Element 3D**
- **Nuke**
- **Fusion**
- **Maya**
- **Specialisation (Any one)**
  - A. Z-Brush
  - B. Substance Painter
  - C. Maya
  - D. Arnold
  - E. Nuke
  - F. Mocha
  - G. PFTrack
  - H. 3D Equalizer

MODULE V – AR & VR, PORTFOLIO DEVELOPMENT (3 MONTHS)

- **Portfolio Development**

SOFTWARE
- **Unity / Unreal**

EMERGING STUDENT PROFILE:

The Certificate holder will have a very bright prospect in the Animation or Visual Effects studios. They will contribute to any / all departments of the 3D & VFX production pipeline, with a clear understanding of the fundamentals. They will become indispensable for any Animation or VFX production studio. The candidate can work on different profiles such as Character designer, 2D Animator, 3D Modeling & Texturing artist, Lighting artist, 3D Animator, compositing artist, VFX artist, VFX supervisor.

PDP IN
FILMMAKING VISUAL EFFECTS

(24 MONTHS)

This program has been designed to deal with Filmmaking by using Live Action, 3D Animation & Visual Effects. The first module deals with the Fundamentals of Art, Design & Composition. A student then understands the basics of Photography and Filmmaking. The second module covers CG Assets & Characters, Rigging & Animation that is required for a VFX film. The third module deals with Dynamics & Tracking. The fourth module combines CG with live action footage using timelines and a node-based compositing software. At the end of the program, the student develops a Visual Effects short film using Live Action & CG.

MODULE I – FUNDAMENTALS OF ART, DESIGN & FILMMAKING (6 MONTHS)

- Fundamentals of Art
- Computer Graphics
- Principles of Design
- Perspective
- Color Theory
- Storyboard
- Filmmaking Foundation
- Screen Writing
- Direction
- Acting
- Cinematography
- Film Editing
- Sound Editing

SOFTWARE

- Photoshop
- Premiere
- Audition

MODULE II – 3D ANIMATION (6 MONTHS)

- 3D Character Modeling
- Texturing
- Lighting and Shading
- Rigging
- Animation

SOFTWARE

- Maya
- Arnold

MODULE III – DYNAMICS & VISUAL EFFECTS (6 MONTHS)

- Particles and Dynamics
- Technical Animation
- Liquid Simulation
- Daemon and Hybrido
- Motion Graphics
- Compositing
- Masking, Rotoscope
- Keying
- Tracking Stabilize

SOFTWARE

- Maya
- Mash
- Xgen
- Real Flow
- After Effects
- Element 3D
- Mocha

MODULE IV - ADVANCED VISUAL EFFECTS & AR VR (6 MONTHS)

- Particles
- Paint
- Wire/Rig Removal
- Camera Projection
- Camera Tracking
- Re-Lighting
- Colour Correction
- Compose 3D Render Passes
- 3D Tracking & Stabilizing
- Auto and Geometry Tracking
- Track Stereo Footage
- Advance Motion Blur Roto
- Planner Tracker
- Spinning & Occlusion
- Advanced Keying
- Complex Wire Removal
- Augment Reality & Virtual Reality

SOFTWARE

- Nuke
- Fusion
- PF Track
- 3D Equalizer
- Silhouette
- Unity / Unreal

EMERGING STUDENT PROFILE:

The emerging student will have a complete understanding of the different modules of Visual Effects, which will help in attaining a bright career. The VFX certificate holder will be capable of delivering outstanding VFX shots due to his / her extensive knowledge in areas like Live Action shooting, 3D Animation, Advanced Dynamics, Tracking & Compositing etc. The candidate can work in different profiles such as 3D Modeling & Texturing artist, Lighting artist, 3D Animator, compositing artist, tracking artist, effects (FX) technical director (TD), FX animator, VFX artist, VFX supervisor.

PROFESSIONAL PROGRAM IN
3D ANIMATION
(12 MONTHS)

This program has been developed to provide specialized knowledge in 3D Animation. It covers the Fundamentals of Art and Design after which students are exposed to the detailed 3D module. At the end of the program, there will be three elective specializations such as Modeling & Texturing, Lighting and Animation.

PROGRAM CONTENTSS MODULE I – FUNDAMENTALS OF ART, DESIGN & COMPUTER GRAPHICS (2 MONTHS)

- **History of Animation**
- **Principles of Design**
- **Fundamentals of Drawing**
- **Still Life**
- **Colour Theory**
- **Introduction to Computer Graphics**
- **Background Painting**

SOFTWARE
- **Photoshop**

MODULE II – 3D ANIMATION (6 MONTHS)

- **Modelling**
- **Texturing**
- **Lighting**
- **Rigging**
- **Character Animation**

SOFTWARE
- **Maya**

MODULE III – COMPOSITING (1 MONTH)

- **Digital Compositing**
- **Motion Graphics**
- **Rotoscope**
- **Keying**
- **Colour Correction**
- **Camera Projection**
- **Video Editing**

SOFTWARE
- **After Effects**
- **Premiere**

MODULE IV – SPECIALISATION & PORTFOLIO DEVELOPMENT – ANY ONE (3 MONTHS)

- **Modeling**
- **Lighting and Shading**
- **Character Animation**

SOFTWARE
- **Z-Brush**
- **Maya**
- **Arnold**
- **Nuke**

EMERGING STUDENT PROFILE:

The student shall be well versed in 3D Content Development in any 3D production studio. The USP of the program is its elective specialization in any one 3D module. This will help the student to build a career in 3D Animation within a short span of time. The course completed candidate can work in different profiles such as 3D Modeling artist, Texturing artist, Lighting artist, rigging artist, 3D Animator, 3D production coordinator, 3D production supervisor etc.

PROFESSIONAL PROGRAM IN

VISUAL EFFECTS

(12 MONTHS)

This program provides a gateway to the Visual Effects world. The program starts with the Fundamentals of Film Making & Computer Graphics. Then the program introduces the students to 3D Computer Graphics for a short period, thereby strengthening their skills in Dynamics, Tracking, Rotoscopy and Compositing, which forms the foundation for Visual Effects. A student will compile different kinds of VFX shots to build an outstanding portfolio during the last month of the program.

MODULE I - FUNDAMENTALS OF FILMMAKING & COMPUTER GRAPHICS (3.5 MONTHS)

- History of VFX
- Principles of Design
- Photography
- Computer Graphics
- Film Making
- Video Editing
- Audio Editing

SOFTWARE
- Photoshop
- Premiere
- Audition

MODULE II – MAYA (2.5 MONTHS)

- Modeling
- Texturing
- Lighting
- Rigging
- Animation

SOFTWARE
- Maya
- Arnold

MODULE III – DYNAMICS & TECH ANIMATION (1.5 MONTHS)

- Emitters
- Fluid Effect
- Soft Body
- Rigid Body
- nHair
- nCloth
- nParticles

SOFTWARE
- Maya
- Xgen
- Bullet

MODULE IV – VISUAL EFFECTS (4.5 MONTHS)

- Motion Graphics
- Compositing
- Masking, Rotoscope
- Colour Correction
- Compose 3D render passes
- Keying
- Tracking Stabilize
- Particles
- Paint
- Wire/Rig Removal
- Camera Projection
- Camera Tracking
- Re-lighting

SOFTWARE
- After Effects
- Element 3D
- Nuke
- Silhouette
- 3DEqualizer

EMERGING STUDENT PROFILE:

The student will acquire skills that are needed to excel in any Visual Effects Studio as a Compositing Artist. Good understanding of Design, aesthetics of filmmaking along with strong fundamentals of Visual Effects will make this candidate, an advantage for any VFX team. The course completed candidate can work on different profiles such as CHF Technician, Roto artist, compositing artist, tracking artist, effects (FX) artist, FX animator, VFX artist, VFX coordinator.

PROGRAM IN
COMPOSITING
(6 MONTHS)

This program is designed for the student who wants to make a career in the VFX industry. The program starts with the basic understanding of how Computer Graphic works. We then expose students to layer based and node based Compositing software. Students learn all important areas of compositing such as Rotoscopy, Color Correction, Paint, Wire Removal and Tracking etc.

PROGRAM CONTENTS

- Computer Graphics
- Colour correction
- Masking - Layer, vector, quick
- Multilayer compositing
- Image manipulation
- Matte paint
- Motion Graphics
- Compositing
- 3D object based particle (Plug-in)b
- Working with the 3D object, Creating 3D object
- Materials
- Particle Replicators
- Integrating with AFX
- Rotoscope
- Colour Management
- Tracking, stabilizing
- Planner Tracking
- Keying
- Camera Projection
- Camera tracking
- Re-lighting
- Animation Engine
- Advance motion blur roto
- Use of tracking (1-point and 2-point) in roto
- Silhouette default planner tracker
- Mocha Tracker
- Spinning and occlusion
- Hair Roto
- Roto using IK
- Stereo Roto
- Advance Paint advance
- Warping & Morphing
- Power Matte

SOFTWARE

- Photoshop
- After Effects
- Element 3D
- Nuke
- Silhouette

EMERGING STUDENT PROFILE:

There are enormous job opportunities at the entry-level of the Compositing Department make this program very lucrative. He / She will acquire the skills needed to enter a Visual Effects Studio as a Compositing Trainee. Candidates can build the career while working and gaining experience at production studios as compositing artist, effects (FX) technical director (TD), FX animator, multimedia artist, VFX artist, VFX supervisor.

PROGRAM IN

MOTION GRAPHICS

(6 MONTHS)

Explore the dynamic world of motion graphics through a comprehensive 6-month program. Delve into the fundamentals of design, animation, and compositing, mastering techniques from basic setting to advanced editing. Learn to craft captivating visuals, integrate audio seamlessly, and bring concepts to life with 3D elements and particle systems. Develop a diverse skill set in digital artistry and animation for a range of creative projects.

PROGRAM CONTENTSS

- **Introduction to Motion Graphics**
- **Computer Graphics**
- **Digital Illustrations**
- **Video Editing**
- **Audio Editing**
- **Motion Graphics**
- **3D Object based Particle Plug-in**
- **Particle simulations and 3D effects for motion graphics**

SOFTWARE

- **Photoshop**
- **Illustrator**
- **Premiere**
- **Audition**
- **After Effects**
- **Element 3D**
- **Trapcode**

EMERGING STUDENT PROFILE:

This intensive motion graphics program is tailored for aspiring visual storytellers and digital artists. Ideal candidates possess a passion for creative expression and a keen eye for design. Students will immerse themselves in a dynamic curriculum covering everything from fundamental design principles to advanced animation techniques. This course is perfect for individuals eager to explore the department of motion graphics and unleash their artistic potential in a professional setting.

BLENDER

(10 MONTHS)

This Blender program covers a comprehensive range of topics essential for 3D modeling and animation. It starts with fundamental techniques such as creating and transforming mesh objects, utilizing modifiers and modifiers for symmetrical objects, and advanced operations like Boolean operations and UV mapping. Rigging is explored for various purposes including character animation and mechanical rigging. Particle systems, dynamics, and simulations are also covered extensively. Additionally, it delves into animation principles, techniques, and tools like keyframing, graph editor, and pose libraries. The program wraps up with advanced features like non-linear animation editing and audio integration, encapsulating a holistic learning journey.

PROGRAM CONTENTS

- **Interface & Modeling**
- **Unwrap & Texture**
- **Materials**
- **Lighting & Rendering**
- **Rigging**
- **Dynamics & FX**
- **Animation**

EMERGING STUDENT PROFILE:

This Blender program caters to aspiring 3D artists and animators seeking a comprehensive understanding of Blender's capabilities. It's suitable for beginners looking to grasp fundamental concepts like mesh editing and object manipulation, as well as intermediate users aiming to delve into advanced topics such as rigging, particle systems, lighting, and animation principles. The curriculum provides a well-rounded education in 3D modeling, animation, and rendering techniques, empowering students to create diverse and engaging digital content.

UNREAL
(10 MONTHS)

This Unreal Engine course offers a comprehensive guide for beginners to develop their own interactive game environments. Students will learn the fundamentals of game design, including level creation, blueprint scripting, character and enemy implementation, collision systems, and packaging for distribution. With hands-on tutorials covering everything from basic navigation to advanced audio integration, participants will gain the skills needed to bring their game ideas to life in Unreal Engine.

- **Introduction to Unreal Engine Game Development**
- **Blueprint**
- **Levels**
- **Audio**
- **Project**

EMERGING STUDENT PROFILE:

This course caters to aspiring game developers keen on mastering Unreal Engine. Students will learn essential skills like level design, blueprint scripting, asset integration, and audio implementation. Ideal for beginners, it covers everything from basic navigation to advanced gameplay mechanics. By the end, participants will be equipped with the knowledge and tools to create immersive, interactive gaming experiences. Suitable for individuals passionate about game development and eager to unleash their creativity using Unreal Engine

PROFESSIONAL PROGRAM IN ADVANCED
GAME ART AND DESIGN
(12 MONTHS)

Game art is basically all the visual elements you see while playing a game. Anyone who has artistic talent and wants to use them to create video games are preferred to become game artist. In this program student will learn to concept game art, storyboard, digital paint, matte paint the scenery, create objects / props, characters, environment etc., which will be used in the game.

This is a combination of "Program In Game Art" and "Program in Advanced Game Art & Design"

PROGRAM IN GAME ART (6 MONTHS)

- Understanding different games
- The concept of game art
- The game art documents
- Sketching
- Digital painting
- Matte painting
- Inorganic / Prop modeling
- Human figure study
- Character design
- Organic / character modeling
- Texturing
- Lighting
- Rigging
- Animation principles
- Character animation

SOFTWARE

- Photoshop
- Maya
- Unity / Unreal

PROGRAM IN ADVANCED GAME ART AND DESIGN (6 MONTHS)

- Human sculpting
- Skeleton and Muscle study
- Male and female body differences
- Low res of character
- Rules of gaming UV
- Character Design study
- Animal study
- Anthropomorphic Characters
- Texturing Cloths
- Baking a face for texturing
- Texturing a Face
- Presenting the Assets in Engine
- Foliage
- Emitter
- Particles/FX
- Level Design

SOFTWARE

- Maya
- Z-Brush
- Substance Painter
- Unity / Unreal

EMERGING STUDENT PROFILE:

Being a game artist is one of the most rewarding jobs in the industry, they work closely with the game designers, producers, and writers to bring the game's characters, stories and worlds to life. Character artists are hired to create either 2D character sprites or 3D character models, while environmental artists are in-charge of creating the areas the player explores. 3D environmental artist is expected to create 3D models with texture, lighting, and color. There is also a high demand for concept artists and illustrators in the gaming industry.

MODULE I – FUNDAMENTAL OF ART, DESIGN, VISUALISATION AND COMPUTER GRAPHICS (6 MONTHS)

- Preface
- Principles of Design
- Sketching
- Still life
- Cartoon Drawing
- Computer Graphics
- Human Figure Study
- Anatomy study
- Animal Study
- Perspective Study
- Colour Theory
- Story
- Character design
- Digital Illustration
- Master Layout Design
- Layout and Background

SOFTWARE

- Photoshop
- Illustrator

EMERGING STUDENT PROFILE:

There is huge demand for 2D animation series on TV and OTT platform as they are very simple drawings, much focus on the storytelling, action and exaggeration which kids love the most. Looking at this the production studios across the world are hiring massively the 2D artists. Apart from this, they also work on lots of creative content as pre-production artist, character designer, storyboard artist, layout / background artist, art director, visualizers etc.

PROFESSIONAL PROGRAM IN
2D DIGITAL ANIMATION
(12 MONTHS)

This program has been developed based on the current requirement of 2D Animators in the world. The prerequisite for the program is good drawing skills. Student will learn all the aspects of 2D Animation film making from Pre-production, Production and Post production. Student will initially learn fundamental of Art and design by manual drawing and then they will learn character design, background painting, character animation, audio and video editing by using advance digital tools.

MODULE II – 2D DIGITAL ANIMATION (6 MONTHS)

- Video Editing
- Audio Editing
- Storyboard
- Animatic
- Stopmotion
- Digital 2D Animation
- Acting for Animation
- Bio-Mechanics/Organic Animation (Digital)
- Special effects (Digital)
- Project

SOFTWARE

- Premiere
- Audition
- Animate

PROGRAM IN
ARCHITECTURAL DESIGN & ANIMATION

(6 MONTHS)

This program will teach you the skills to accurately design the Layouts in CAD software. The CAD section of the course is designed to help you achieve accurate real-world scale while you are learning this powerful design tool. Then take those designs into a fully realized 3D model for animation. The texturing and advance lighting which will provide more realistic output. In the end of the progam you will learn to edit and create your own portfolio.

PROGRAM CONTENTS

- Computer graphics
- Creation of 2D layouts
- Geometry Nodes
- Asset Library
- 3D Modelling & Texturing the Assets
- Creation of trees, rocks & grass
- Set up the scene & Lighting
- Create the plans rolling open
- Setup the animation with camera & key frames
- Rendering with the new Real time render engine Arnold

SOFTWARE

- Photoshop
- AutoCAD
- 3Ds MAX
- VRay
- Premiere

EMERGING STUDENT PROFILE:

There are plenty of job opportunities for 3D architectural visualizers or designers. The skills learned will help them work for any architectural design production studios, prominent property developers, Builders or the candidate can even works as freelance visualizer. The candidate can start working as 3D architectural visualizer, Architectural designer, architectural animator, Design consultant etc.

PDP IN

FASHION DESIGN

(24 MONTHS)

Our industry-focused Fashion Design program emphasizes comprehensive project-based learning, covering research, design development, pattern making, and production techniques, as well as marketing and merchandising strategies. Students cultivate a heightened appreciation for design and refine their fashion aesthetics while nurturing their unique creative abilities. Through hands-on industry exposure, students gain a competitive edge, enhancing their creative thinking, ideation clarity, and presentation skills.

Encouraged to cultivate their personal style, students learn to make a distinctive fashion statement.

Ultimately, they acquire the confidence and expertise to conceptualize, design, produce, and showcase their collections with passion and assurance.t

MODULE |

- Drawing + Geometry
- Basic Design- Elements And Principals Of Design+Colour Theory
- Fashion Model Drawing +Illustration
- Design Project – Theme Concept Mood Board
- Basic Pattern Making
- Basic Garment Construction
- History Of Art & Design -Indian And Western
- Computers
- Introduction To Embroideries -Basic Embroidery And Indian Embroidery
- Textile Science 1– Fiber To Fabric

SOFTWARE

- MS Word
- MS Powerpoint
- MS Excel

MODULES – ||

- Basic Design – 2
- Design Principles-Ii
- Basic Draping -Draping Skirt And Bodice
- Design Project -I–(Skirt) Research -Design Development -Theme Concept Mood Board -Pattern Making -Garment Construction
- Design Project -Ii–(Dress) Research -Design Development -Theme Concept Mood Board -Pattern Making -Garment Construction
- History Of Textiles Indian And Western
- Fashion Marketing
- Fashion Forecasting- Market Research
- Textile Science 2– Dyeing And Printing

SOFTWARE

- CAD
- Photoshop And Illustrator / CorelDRAW

MODULE |||

- Design Project – Draping –Draped Dress
- Design Project -Iii–(Evening Wear) Research -Design Development -Theme Concept Moodboard -Pattern Making -Garment Construction
- Design Project -Iv–(Ethnic Wear) Research -Design Development -Theme Concept Mood Board -Pattern Making -Garment Construction
- Cad/Cam For Fashion And Textiles-(Industry Software-Optitex /Reachcad)
- Fashion Merchandising
- Managing Export Import Business
- Manufacturing Methods & Process And Quality Control
- Portfolio Development

MODULES – IV

- Project Styling - For Films - Advertisement
- Textile- Product Development
- Fashion Photography
- Fashion Accessories
- Design Project -V–(Final Collection) Research -Design Development -Theme Concept Mood Board -Pattern Making -Garment Construction
- Digital Portfolio

EMERGING STUDENTS PROFILE:

This course enables students to be professional fashion Designer and work in the in the industry of Apparel, Buying Houses, Export houses, Garment manufacturing, fashion retail stores, Online fashion business, blogger, as a Stylist in the Media and film industry etc. As an entrepreneur students also learn how to launch their own brands, open boutique and fashion store.

PROFESSIONAL PROGRAM IN

FASHION DESIGN

(12 MONTHS)

Fashion design blends aesthetics with technical mastery, encompassing creative processes and technical proficiency. Emphasizing research and experimentation, the program offers diverse approaches to design.

Students acquire updated technical skills and knowledge essential for the modern workplace, focusing on research, design development, pattern making, garment manufacturing, production technology, and marketing merchandising. Through this comprehensive curriculum, aspiring fashion   professionals gain the expertise needed to excel in the dynamic field of fashion design.

MODULE |

- Drawing + Geometry
- Basic Design - Elements And Principals Of Design +Colour Theory
- Fashion Model Drawing +Illustration
- Design Project – Theme Concept Mood Board
- Basic Pattern Making
- Basic Garment Construction
- History Of Art & Design - Indian And Western
- Computers
- Introduction To Embroideries - Basic Embroidery And Indian Embroidery
- Textile Science 1 – Fiber To Fabric

SOFTWARE
- MS Word
- MS Powerpoint
- MS Excel

MODULES – ||

- Basic Design – 2
- Design Principles-Ii
- Basic Draping -Draping Skirt And Bodice
- Design Project -I-(Skirt) Research -Design Development -Theme Concept Mood Board -Pattern Making -Garment Construction
- Design Project -Ii-(Dress) Research -Design Development -Theme Concept Mood Board -Pattern Making -Garment Construction
- History Of Textiles Indian And Western
- Fashion Marketing
- Fashion Forecasting- Market Research
- Textile Science 2– Dyeing And Printing

SOFTWARE
- CAD
- Photoshop And Illustrator / CorelDRAW

EMERGING STUDENTS PROFILE:

A certified professional in Fashion Design holds promising prospects in the industry, equipped to contribute effectively across various departments. With a comprehensive understanding of the field, they possess the versatility to excel in roles encompassing design, production, marketing, and more. Their expertise ensures valuable contributions to the dynamic landscape of fashion design.

PROGRAM IN
FASHION STYLING
(6 MONTHS)

The course enables the students to understand client requirements and meet the same most appropriately. Learners will create an entire look for an individual client and commercial projects as well. Learners will be able to enhance the brand image of any brand by incorporating various elements, keeping the brand sensibility in mind.

MODULE-I

- Who is a Stylist, What is the role of Fashion Stylist
- Introduction to basics (Design elements and foundation art)
- Categories of Styling and their respective titles
- Fashion terms, language, types
- Sections of a garments
- Various body types and styling to hide flaws and enhance their appearance
- Introduction to CAD
- Introduction to Illustrations
- Fashion research and idea development
- Personal grooming
- Sourcing of garments and accessories

MODULE- II

- The principles of fashion styling for an individual
- Optical illusions and its importance in style
- Hair and makeup ideas positive, negative
- Writing skills and fashion vocabulary
- Theme based styling
- Case studies and mock shoot
- Produce fashion consulting outcomes
- Styling module-project
- 2 Photoshoots
- Promotional booklets
- Concept-based promotional fashion film

EMERGING STUDENTS PROFILE:

The individual will gain employment opportunities with designers, retail brands, advertorial magazines, print media, electronic media as well as fashion Stylists. They may also venture into personal styling and work for individual clients and well-known celebrities. The candidate can work as an Image consultant, grooming expert or Personal shopper.

PDP IN
INTERIOR DESIGN

The Interior design program deals with the art and science of enhancing the interior of a building's inner space to achieve a healthier more aesthetically pleasing and functional environment for the people using the space. In this program, we develop the design, art, fundamentals of drawing, furniture design, and design source and materials, interior graphics, Introduction to CAD, construction, services, case study, building material, etc. to become a professional Interior Designer.

MODULE – 1

- History of Interior furniture Design
- (Indian & Western)
- Concept of Interior Design
- Fundamental of Art
- Free-Hand Drawing
- Design development
- Space planning
- Services, Techniques,
- Theory & Practical

SOFTWARE
- CAD
- Google SketchUp

MODULE – 2

- Architectural Drafting
- Interior Design – Residential
- 2D, 3D Computer Aided Drawing
- (CAD, Sketch-up, 3D Model making,
- AR/VR)
- Computer Graphic Skills
- Creativity and Concept Development
- BOQ, Budget and Costing
- Drawing Presentation
- Application and Execution
- Introduction of AR & VR
- Portfolio

SOFTWARE
- CAD
- Google SketchUp

MODULE – 3

- Furniture History and Application
- Design Studio workshop 2 - Retail
- Construction Studies
- Services- Plumbing, Lighting, AC, etc.
- Computer Rendering Walkthrough

SOFTWARE
- Adobe Illustrator (Introduction)
- Adobe Photoshop (Introduction)
- CAD
- 3D Drawings
- Google SketchUp

MODULE – 4

- Design Studio Workshop 3 - Office
- Design Studio Workshop 4
- Restaurant & Hospitality
- Academic Research and Communication Skills
- Industrial experience, Internship
- Application and Execution
- Portfolio Development
-

SOFTWARE
- CAD
- Google SketchUp- 3D (Walkthrough)

EMERGING STUDENT PROFILE:

The course-completed student can be Interior Designer and works for Residential Space Designing Firm, Commercial Space Designing, Office Space Designing, Retail Space Designing, Hospitality Space Designing, Public Space Designing, Exhibition Space Designing, Merchandising designer, Stall Designer, Event and Set Designer in entertainment, Furniture designer, Art direction, Design Consulting, Colour consultant, Design Entrepreneur

PROFESSIONAL PROGRAM IN

INTERIOR DESIGN

(12 MONTHS)

Interior design is a multifaceted profession that includes conceptual development, space planning, site inspections, programming, and research, communicating with the stakeholders of a project, construction management, and execution of the design. This one year program specially designed for a student to get better employment opportunities.

MODULE – 1

- History of Interior furniture Design (Indian & Western)
- Concept of Interior Design
- Fundamental of Art
- Free-Hand Drawing
- Design development
- Space planning
- Services, Techniques, Theory & Practical

SOFTWARE

- CAD
- Google SketchUp

MODULE – 2

- Architectural Drafting
- Interior Design – Residential
- 2D, 3D Computer Aided Drawing
- (CAD, Sketch-up, 3D Model making, AR/VR)
- Computer Graphic Skills
- Creativity and Concept Development
- BOQ, Budget and Costing
- Drawing Presentation
- Application and Execution
- Portfolio

SOFTWARE

- CAD
- Google SketchUp

EMERGING STUDENT PROFILE:

An accomplished graduate poised to contribute to residential space design, design consultancy, color consultation, or entrepreneurial ventures in design. Equipped with comprehensive skills and fresh perspectives, ready to infuse creativity and expertise into any project. Passionate about shaping environments and exceeding client expectations in the dynamic field of interior design.

PROFESSIONAL PROGRAM IN
GRAPHIC DESIGN
(12 MONTHS)

Graphic designers create visual concepts to communicate ideas that inspire, inform or captivate consumers. The graphic design industry has been evolved with the requirement of more presentable designs due to which we have updated the program with the latest tools and technologies so that student can create outstanding artworks. This program is divided into two parts, the first part deals with fundamental of art, design, digital illustration and computer graphics. The training is focused on how to make marketing collateral designs such as logos, posters, leaflet, brochure, package design etc. by using digital tools. The second module of the program deals with design prototyping, UI Design, Video editing, Motion Graphics, Design for Printing, Advertising, Packaging and Photorealistic 3D Design.

MODULE I – FUNDAMENTAL OF ART, DESIGN, ILLUSTRATION AND COMPUTER GRAPHICS (6 MONTHS)

- Fundamentals of Drawing
- Principle of Design
- Colour Theory
- Digital Illustrations
  o Perspective
  o Typography
- Design - Logo, Magazine cover, Advertisement
- Computer Graphics
  o Color correction
  o Digital Paint
  o Image manipulation
  o Text Effect
  o Matte paint
  o Create GIF Animation
- Page layout
- Poster design
- Page layout for newspaper
- Creating brochure design
- Create advertisements

SOFTWARE
- Illustrator
- Photoshop
- CorelDraw

MODULE II – LAYOUT DESIGN, UI, MOTION GRAPHICS AND 3D PHOTOREALISTIC DESIGN (6 MONTHS)

- Page layout design
- Design - Lookbook
- Packaging designs
- Printing techniques
- Video Editing
- Motion Graphics
- User Interface design
- Design, prototyping, and collaboration
- Create the Prototype Project
- Build the Linkage between Pages/Creating Interaction
- Google Ads (Digital Banners for a web page)
- Facebook Ads (Digital banners)
- Photorealistic 3D Design
- Working with materials and lights
- Photorealistic rendering
- Project (Branding for mock Company and Present it)

SOFTWARE
- InDesign
- Premiere
- Audition
- After Effects
- Adobe XD
- Figma
- Dimension

EMERGING STUDENT PROFILE:

Many of Graphic Designers are employed in specialized design services, publishing or advertising, public relations, and related service industries. Majority of them become self-employed or freelancers due to the rising demand for quality designers. The course completed candidate can work on different profiles such as Art Production Manager, Graphic Designer, Brand identity Developer, Logo Designer, Marketing Designer, Illustrator, Visual Image Developer, Multimedia Developer, Layout artist, Package Designer etc.

PROGRAM IN
GRAPHIC
& WEB DESIGN
(12 MONTHS)

This is a combination of Program in Graphic Design and Program in Web Design.

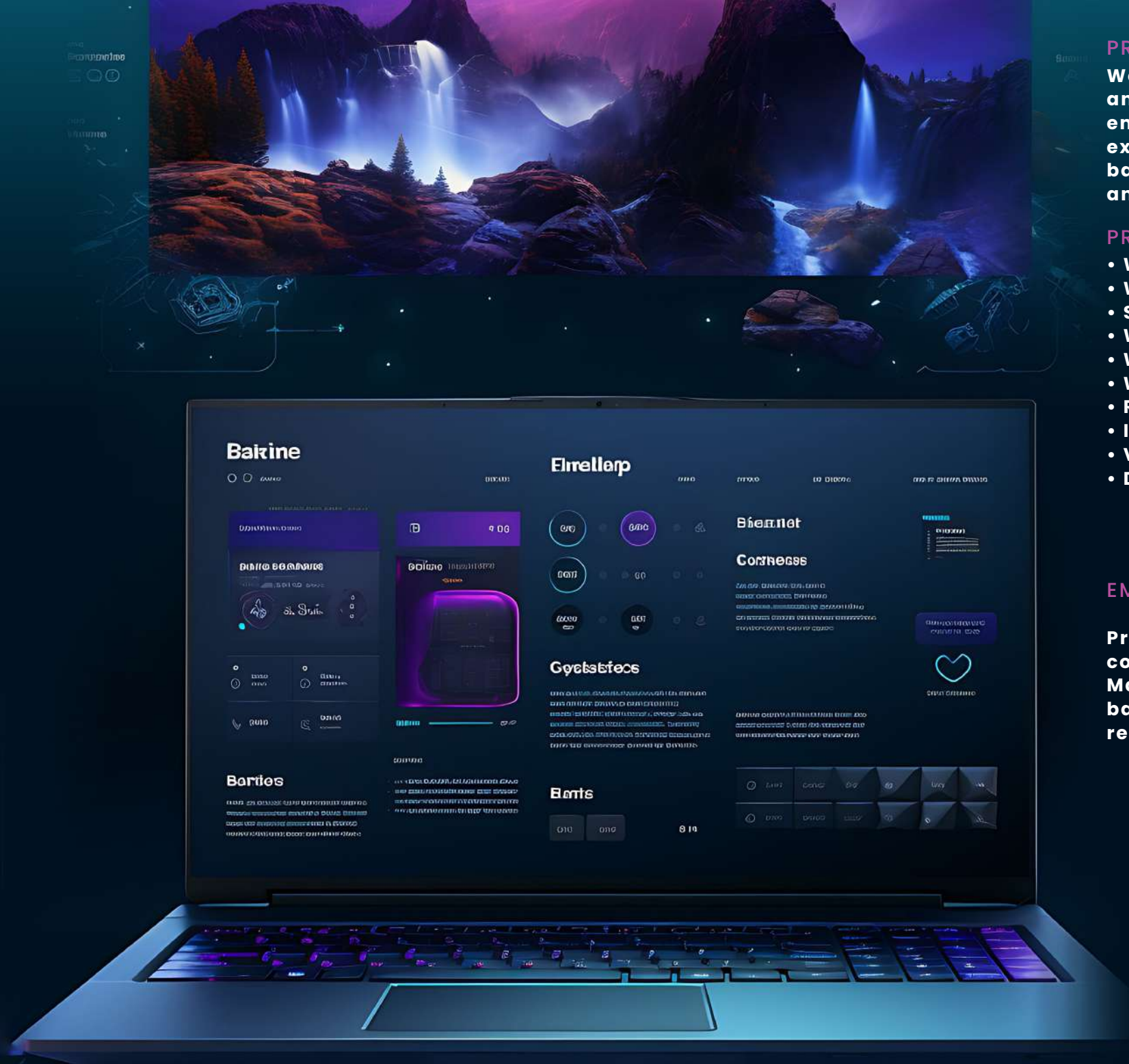### PROGRAM IN GRAPHIC DESIGN (6 MONTHS)

Graphic Design is a combination of text, images, designs & illustrations in a presentable layout for print. It has a wide array of requirements like Design for Art, Illustration, Advertising, Photography, Image Editing for Newspapers, Magazines, Displays, The Print Media etc., to name a few.

PROGRAM CONTENTS
• Design & Illustration concept
• Computer Graphics
• Matte paint
• Color the illustrations
• Design – Logo, Magazine cover, Advertisement
• Printing techniques
• Page layout for newspaper
• Creating brochure design
• Printing techniques
• Digital Layout Design
• Page formatting with image and layout
• Understanding printing technology

SOFTWARE
• Photoshop
• Illustrator
• CorelDraw
• InDesign

PROGRAM IN WEB DESIGN (6 MONTHS)

Web Design typically includes a combination of text, images, animation, audio video & other interactive forms of media, embedded in the presentable form for web/internet. This program exposes you to the art & technology of creating web templates; web banners; responsive as well as interactive flash web pages and animated e-presentations.

PROGRAM CONTENTSS
• Website Design concept
• Web Animation
• Scripting with Animate
• Website Basic
• Web Script
• Web Layout
• Responsive Layout - UI
• Incorporating SEO
• Video Editing
• Domain Hosting

SOFTWARE
• Animate
• HTML 5
• JavaScript
• Dreamweaver
• Bootstrap
• SEO
• Premiere

EMERGING STUDENT PROFILE:

Program completed student will have the requisite skills to digitally compile artworks for advertisements, image editing, Press Ads, Magazine Artwork, Promotional Displays etc. He / She will also have a basic understanding of Design & Composition, hence delivering good results.

PROFESSIONAL PROGRAM IN
UI & UX
(8 MONTHS)

This comprehensive program is an immersive 8-month journey into UI & UX design, exploring foundational concepts such as design principles, color theory, and typography. Delve into the laws of UX and learn to define and document problems effectively. Harness digital illustration techniques and collaborative ideation strategies. Master advanced wireframing, usability testing, and design system implementation, culminating in real-world project assignments to solidify skills and expertise.

PROGRAM CONTENTS

- Computer Graphics
- Introduction to UI/ UX design
- Introduction to Design Principles
- Colour Theory
- Typography
- Laws of UX design
- Problem Defining Documentation
- Defining the Research Data
- Digital Illustrations
- User Interface
- Collaborative Ideation
- Advance Wireframing and usability testing
- Design System and UI Design Advance
- Assignment / Project

SOFTWARE

- Photoshop
- Notion
- Miro
- Illustrator
- Adobe XD
- FigJam
- Marvel
- Figma

EMERGING STUDENTS PROFILE:

This program attracts aspiring designers keen on mastering UI & UX. Students exhibit a passion for creative problem-solving, equipped with a keen eye for design principles, color theory, and typography. They embrace collaborative thinking, leveraging tools for effective ideation and problem documentation. Through hands-on projects, they hone advanced wireframing skills and develop an understanding of design systems, preparing them for impactful contributions in the UI & UX domain.

PROGRAM IN
UI & UX
(4 MONTHS)

In this condensed 4-month course, dive into the fundamentals of UI/UX design, mastering image editing, color theory, and typography. Explore design principles and analyze existing interfaces while understanding key UX laws and heuristics. Learn prototyping techniques and collaborative design systems, culminating in hi-fidelity wireframes and advanced animation. Gain practical skills to create impactful designs, ready to tackle real-world challenges in the dynamic field of UI/UX.
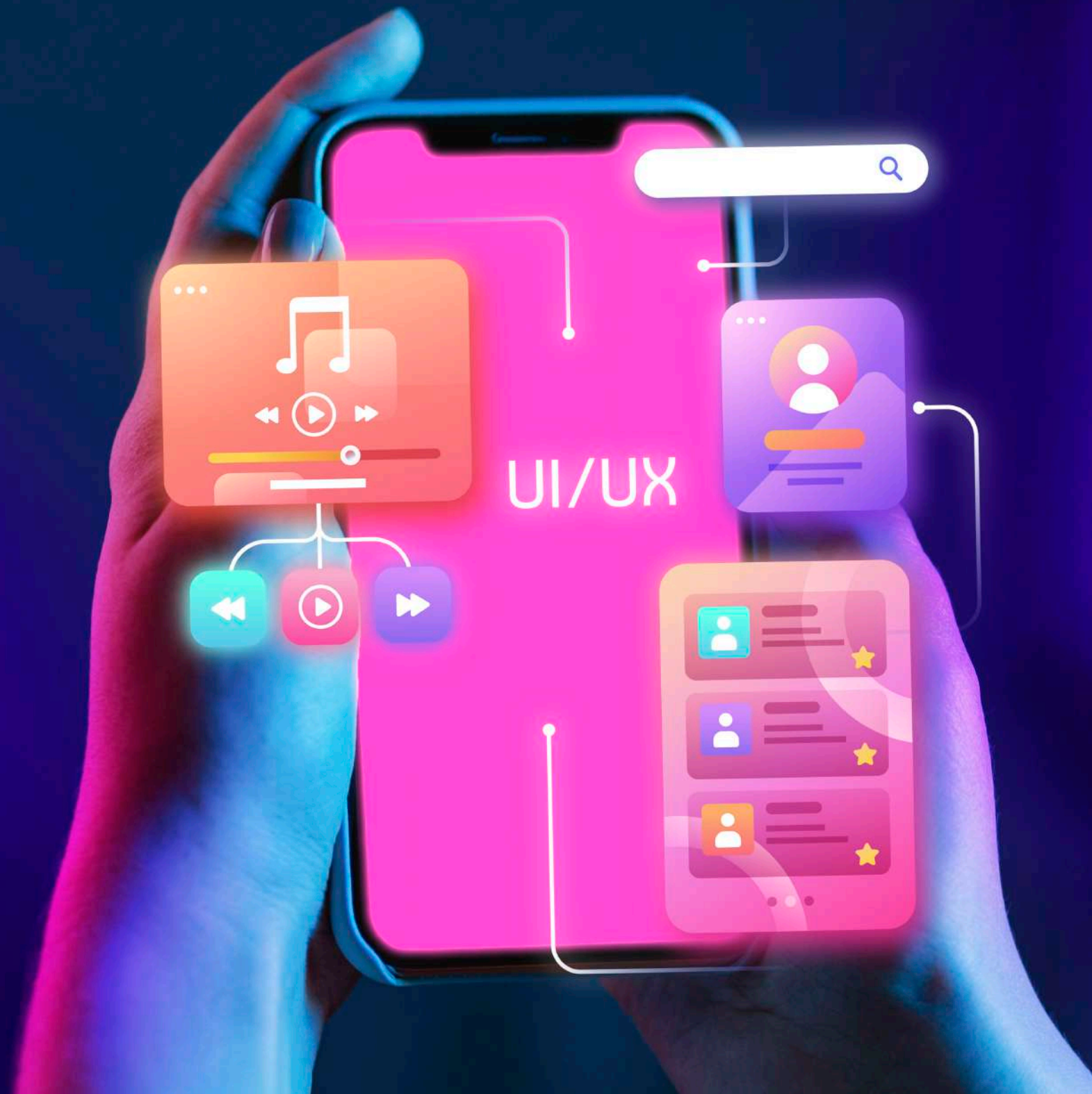
PROGRAM CONTENTS
- Computer Graphics
- Introduction to UI/ UX design
- Laws of UX design
- Colour Theory and Typography
- User Interface
- Advance Wireframing and usablity testing
- Design System and UI Design Advance

SOFTWARE
- Photoshop
- Adobe XD
- Marvel
- Figma

EMERGING STUDENTS PROFILE:

This course is tailored for emerging designers eager to delve into the dynamic realms of UI/UX. Students will grasp essential design principles and techniques, from image editing and color theory to prototyping and animation. With a focus on practical application and understanding UX laws and heuristics, graduates will emerge equipped to analyze and optimize digital experiences. Ready to tackle real-world challenges, they'll master collaboration tools and emerge as proficient UI/UX professionals.

PROGRAM IN
DIGITAL PHOTOGRAPHY
(3 MONTHS)

A student will learn about detailed digital photography, range and exposures, lenses and optics, techniques and styles, composition and learning how to see, lighting techniques, depth of field and aperture control, learning Photoshop and Light-room to edit the photographs, blending art and photography, Color Management and Printing. This program is useful for anyone who wants to learn it as the hobby or want to make a career.

PROGRAM CONTENTS

- History of Digital Photography
- Digital Camera types
- Camera Lenses, characteristics, filters, optics
- Photography Techniques and Styles
- Exposure and Light Metering
- Composition
- Lighting Techniques
- The depth of Field and Aperture Control
- Action and Motion in Photography
- Photographer Research
- Studio Lighting for Portraiture
- Studio Strobe Lighting Techniques
- Digital Photo Editing
- Post photography techniques
- Tones and Contrast
- Sharpening and Details
- Photo Editing Techniques
- Image Stacking and Multiple Exposures
- Photo Stitching and Digital Panoramas
- Post-Photography Session
- Re-create a Photograph
- Blending Art and Photography
- Colour Management and Printing

SOFTWARE

- Photoshop
- Light room

EMERGING STUDENT PROFILE:

The emerging student will create permanent visual images for an exceptional range of creative, technical and documentary purposes. A large proportion of our students will be self-employed or enjoy it as a hobby. The remainder work for a variety of employers, including creative businesses, publishers and photographic agencies, or in the education and public sectors.

EMERGING STUDENT PROFILE:

A video & film editor's job is to take video tapes to produce a single refined piece of video. Today, video editors are considered to be back-bone of any post production process. There are also opportunities like Television Studio Editor, Video Editor, Multimedia artist, Motion-graphic artists. The candidate can work in commercials, corporate training videos, Feature films, music videos, television programs etc.

PROGRAM IN

DIGITAL VIDEO & AUDIO EDITING

(3 MONTHS)

Video editing is important because it is the key to blending images and sounds to make us feel emotionally connected and sometimes truly there in the film we're watching. This program will teach anyone to create their personal or professional video as it requires a great attention to details. During the program the student learns, how to remove unwanted footage, Create a flow, Add effects, Graphics, Music and alter the style, pace or mood of the video, Motion Graphics etc.

AESTHETICS
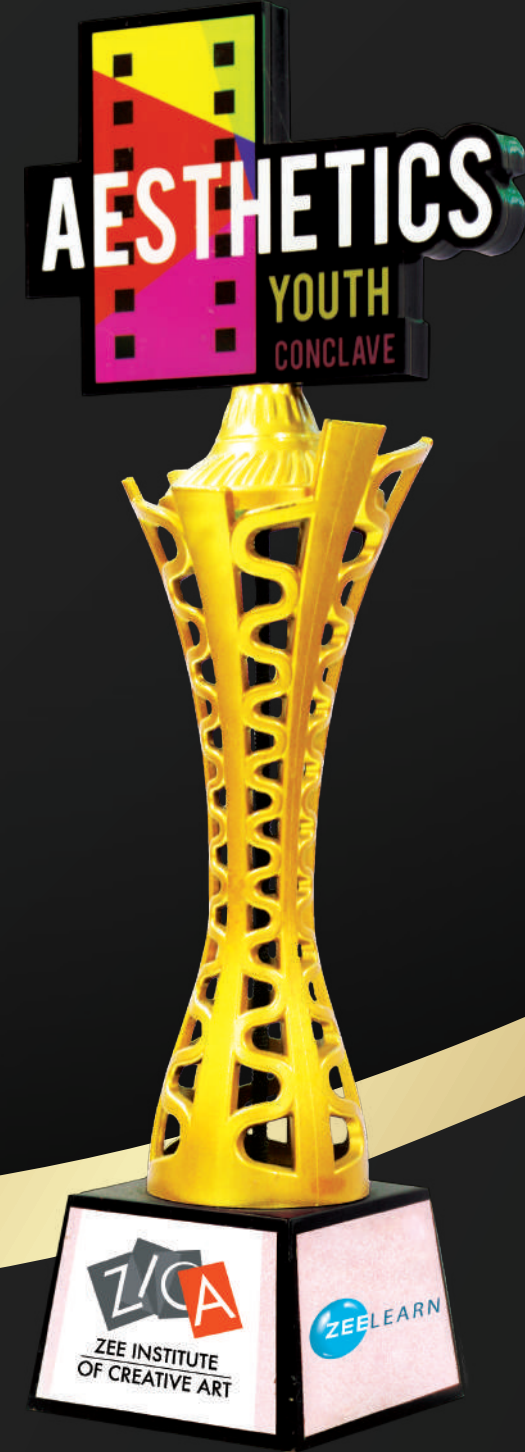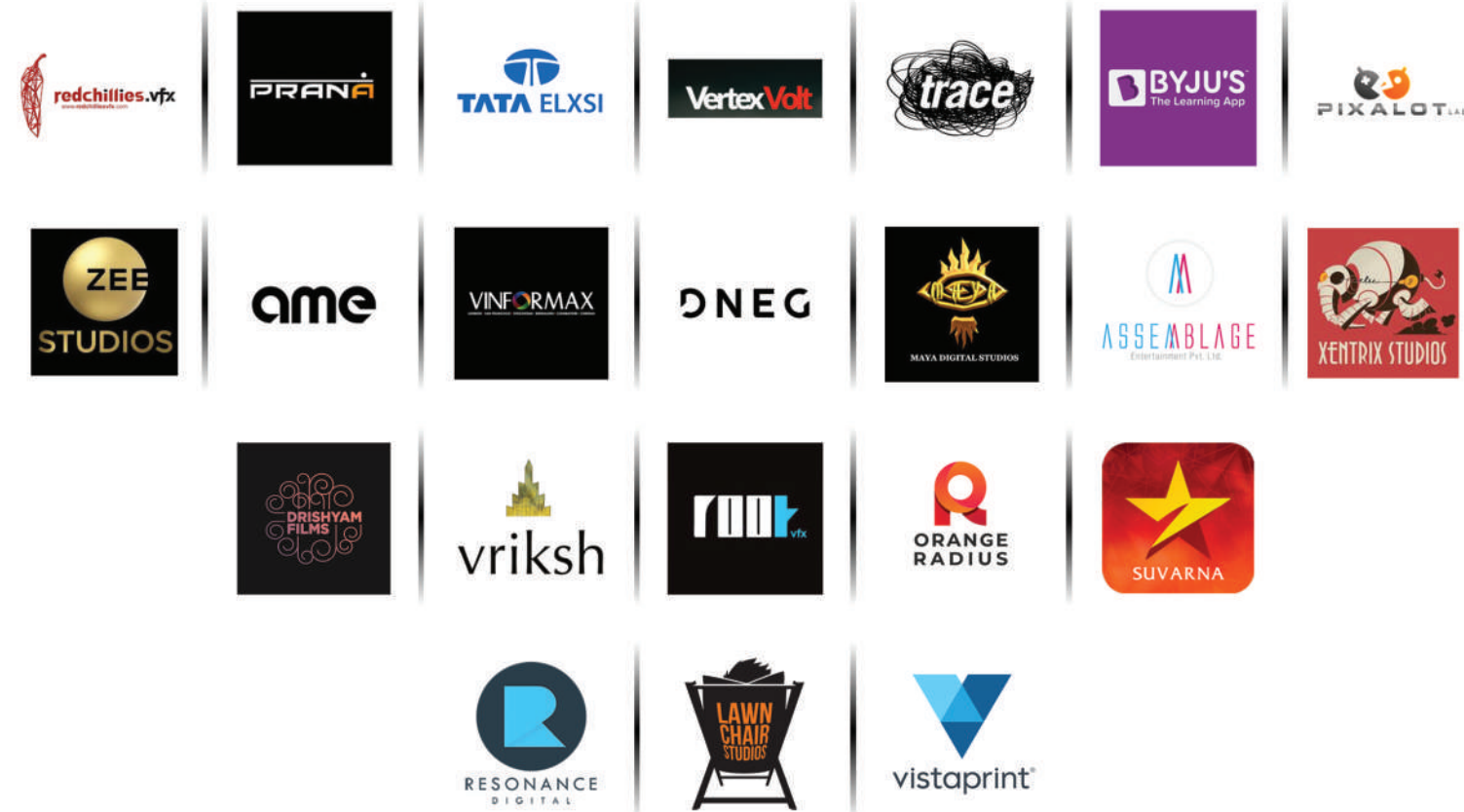## YOUTH CONCLAVE

AESTHETICS is an annual youth conclave of Zee Learn in the field of Animation, VFX, and Filmmaking. The event will connect the Industry professional, Production studios, Film production house, Gaming companies to our students. It is a platform for the students to interact with the industry professional and gain valuable knowledge and insight about the industry. The platform also offers the students to showcase their talent by participating in competitions of various categories and gain recognition by the industry

Top RECRUITERS

redchillies.vfx | PRANA | TATA ELXSI | VertexVolt | trace | BYJU'S The Learning App | PIXALOT LABS

ZEE STUDIOS | ame | VINFORMAX | DNEG | MAYA DIGITAL STUDIOS | ASSEMBLAGE Entertainment Pvt. Ltd | XENTRIX STUDIOS

DRISHYAM FILMS | vriksh | root.vfx | ORANGE RADIUS | SUVARNA

RESONANCE DIGITAL | LAWN CHAIR STUDIOS | vistaprint

Students PLACED

Gyanendu Suthar
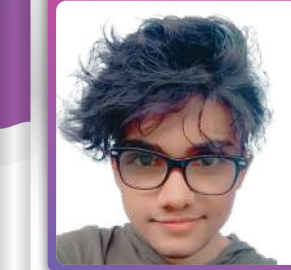*3D Designer - Junior*

Yashas
Compositing Artist

Vaishnavi More
Roto Artist

Prathamesh Malavade
Modeller

Farhan Ali
Artist Modelling Department

Charchit Sogani
Artist Modelling Department

Laxmikanta Giri
Artist Texturing Department

Surjeeth Gowda
Artist

Rohan Borse
BG Modeler

Akshay Joshi
Modeller

Abhimanyu Singh
3DMP

Aniket Deshmukh
Stereo Compositor

ZEELEARN