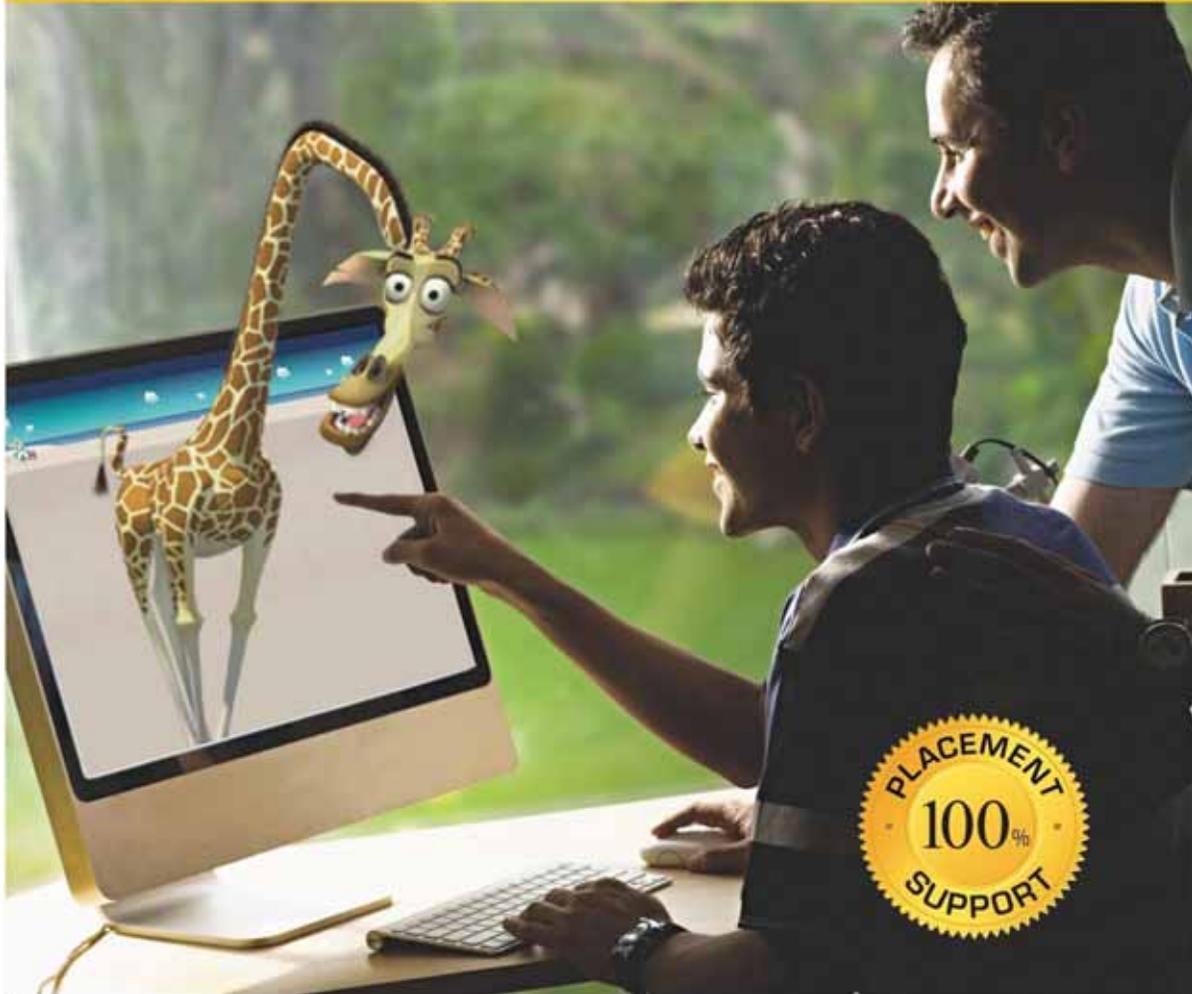


**MAKE
THE UNREAL, REAL**

JAIN UNIVERSITY

Declared as Deemed-to-be University u/s 3 of the UGC Act, 1956



M.Sc in Animation

Knowledge Partner
iNURTURE Tomorrow's here
Education Solutions

TOON SCHOOL
ANIMATION
an iNURTURE initiative
India's No.1 Award Winning Animation Academy

PROGRAMME OVERVIEW

A comprehensive course in animation to enable the students to master the art of animation film-making. The course is tailor-made to hone the craft skills of the students and help foster creative thinking and ideation.

Exploration and experimentation with ideas and communicating the idea through narrative, non narrative story telling techniques

Exploration and experimentation of materials and media in Animation, modeling and Compositing by adopting innovative exercises.

Seamless integration of meaning, form, function as an exercise in and building coherence in content

Exploring two and three dimensional spaces of cinematic media and content

Exploration of the new technology in a given context and purpose

It is a unique mix of ideas, creativity and craft skills located in the overall domain of animation film making. The Core Subjects would be in Animation - both in theory and practice. The Special Subjects would be electives based to broaden perspectives and bring in latitude in the academic programme. The Applied Subjects – craft / skill – impart both hand and computer skills.

Along with the balance of theory and practice in the class room, the library serves as an valuable addition to the learning environment. Real-world exposure is set through assignments and projects to simulate an industry experience.

Constant updating of teaching and learning material makes it industry and intellectually relevant.

Programme Name

Master of Science

Programme Code

044

Course code and Name

4410 M. Sc in Animation

Degree Awarded

Master of Science

Duration of the Programme

2 years, 4 semesters

Eligibility

The minimum qualification to apply is a Bachelor's degree in the relevant discipline.

Medium of Instruction / Examination

English

Study Campus

School of Sciences - Dept. of Information Technology
Jain University, # 34, 1st Cross, JC Road, Bangalore - 560 001

Programme Timings

8:30 am - 4:30 pm (Mon to Sat)

Course Advisor

Dr. Easwaran Iyer
M: +91 98457 26725

Examinations & Assessments

1. Internal tests
2. Assignments
3. Seminar presentation
4. Class tests
5. Preparatory theory and Practical examination
6. End term theory and Practical examination

Curriculum

Semester 1

Animation Principles
Animation Drawing
Story Design and Development
Visual Language and Aesthetics

Learning Labs: Animation Drawing Lab
Computer Graphics Fundamentals Lab
Digital Design

Semester 2

Storyboarding
Character Design
Acting for Animation
Film Appreciation

Learning Labs: Layout Design
Basic Rigging
Elective Lab – I

Semester 3

Sound Design
Animation Marketing and Management
Advanced Rigging
Lighting and Rendering

Learning Labs: Animation Research Lab I
Elective Lab – II
Lighting and Rendering Lab

Semester 4

Final Project and Internship

CAREER OPPORTUNITIES

Experts believe that the Indian animation industry is set to clock stupendous growth in coming times. Animation, which encompasses gaming, web designing, creative content, television commercials, games for internet, personal computer and consoles, has a strong and wide reach across sectors.

According to a report by auditing firm Price water house Coopers on the Indian media & entertainment industry, the animation industry is estimated to have been around Rs.1,100 crore in the year 2006 and it is expected to grow at a rate of 22% to reach Rs.5,400 crore at the end of 2014.

This is just over 2% of the size of the world's animation industry and hence, there is tremendous growth potential for the industry.