**STRONGER**
THE ROOTS,
**HIGHER**
YOU GO.

PROGRAMME BROCHURE: **B.Sc MULTIMEDIA & ANIMATION**

tgc®

# BECAUSE IT MATTERS WHERE YOU SOW THE SEED.

### Profile

Total Graphic Classes (TGC Animation and Multimedia), is an initiative taken by committed professionals in the field of animation and digital art media. Industry focus, revolutionary curriculum with a first-of-its-kind B.Sc and M.Sc courses, vocational trainings, offerings like visits by international faculty, portfolio building etc are just a few of the highlights that set us apart from others in this field. What's more, the institute falls under the renown Govt. University approved by UGC. Also TGC is an ISO and Media & Entertainment Skill Council Certified Institute

### Background

TGC Animation and Multimedia has been incorporated as leading digital design institute since the year 2000. For the last 21 years we have produced more than 20,000 hardcore skilled designers, working with some of the most renowned animation studios, multimedia houses, e-learning companies, national dailies, & web design firms, advertising agencies etc.

### People

The faculty at TGC are design disciples for life. Thorough in knowledge and enriched with experience, they are up to date with the latest happenings in their domain. They bring together decades of professional and teaching experience to deliver excellent instructional methods.

### Curriculum

TGC Animation and Multimedia set off as a pioneer to offer full-fledged B.Sc. and M.Sc. courses recognized by UGC and AICTE, making for an experience that is much more immersive, engaging and interactive. We started with a thorough research, taking into

account what it is that our competition didn't offer. And we made sure we did, in order to holistically develop the reservoir of talent that lies within each of our students, With extensive programs and unique offerings TGC helps facilitate practical application of the skills learnt and aids complete development. Each semester is dedicated extensively to each discipline of the industry. There is everything from graphic design to animation and web designing to photography to ensure students are made masters in all trades and can specialize in their area of interest.

# STRONGER THE ROOTS, HIGHER YOU GO.

## The B.Sc and M.Sc courses- the roots of TGC and our students.

At TGC, undergraduate and graduate degree in animation and multimedia enable one to explore the vast potential of this field. Right from understanding the industry to mastering its techniques and skills, these degree courses turn a student into a professional. One who will surely make the most of this upcoming opportunities of the field.

ANIMATION

WEB

MULTIMEDIA

# FLOWERS ARE WHAT HELP THE PLANT PROPAGATE FURTHER.

## B.Sc at TGC

Affiliated from **Government approved University**, this 3 years course provides a strong crux for an animation and multimedia professional. It comprises of 6 semesters and can be pursued by a student who has completed 10+2 in any stream.

### Semester 1

| Code No. | Subjects |
|---|---|
| S1-01 | Basics of Arts (Sketching & Drawing) |
| S1-02 | Basic of Computer & Internet Skills |
| S1-03 | Essentials & Elements of Graphics Design |
| S1-04 | Commercial Design & Communication Process |

### Semester 2

| Code No. | Subjects |
|---|---|
| S1-01 | Digital Photography -I |
| S1-02 | Digital Photography -II - Adobe Lightroom |
| S1-03 | Publication Layout - Indesign |
| S1-04 | Prepress and Production |
| S1-05 | User Interface Design - Adobe XD |

### Semester 3

| Code No. | Subjects |
|---|---|
| S1-01 | Principles of web design - HTML / CSS / Bootstrap |
| S1-02 | Applied Web Design - Java script / Jquery / Wordpress |
| S1-03 | Social Media Marketing |
| S1-04 | Principles of Animation - Classical Animation |
| S1-05 | Applied 2D Animation - Adobe Animate CC |
| S1-06 | Architectureal Visualization - Vray Render / 3ds Max / Twin Motion |

### Semester 4

| Code No. | Subjects |
|---|---|
| S1-01 | Advanced Inorganic modeling |
| S1-02 | Introduction of Sculpting & Texturing |
| S1-03 | Texture mapping & Painting on 3D models |
| S1-04 | Character Modeling & Development for Production |
| S1-05 | Introduction to Game Design |

### Semester 5

| Code No. | Subjects |
|---|---|
| S1-01 | Rigging and Animation |
| S1-02 | Advanced Compositing and Motion Graphics |
| S1-03 | Da Vinci Resolve |
| S1-04 | Introduction to VFX |
| S1-05 | Video Editing Techniques |
| S1-06 | Sound Editing |

### Semester 6

| Subjects |
|---|
| Show Reel Prepration |
| Industry Connect |
| Internship With Certificate |
| Soft Skill Development and Final Placement |

ANIMATION  WEB  MULTIMEDIA  GRAPHIC DESIGN

## B.Sc Semester 1
# GRAPHIC DESIGN-1

It is all about graphic design. A unique, insightful and skillfully crafted curriculum developed at TGC to provide cutting edge training in one of the fastest growing fields in digital technology.

The semester blends the art of digital technology imparted on the latest facilities, in and outside the institute. The course is well designed to impart the requisite learning in a simple step-by-step way to cover all the relevant areas. Structured and suitably laid out, it covers everything, from the very basics and illustrative design to advanced artistry, vector imaging, Package design, advertising, typography etc. The course also gives the students an overview of the future technologies

### Program outcome
- Raster Imaging and Vector Imaging
- Packaging Design
- Printing Processes & Costing
- Graphic Portfolio

## Program Outline
Program is divided into 4 modules along with Portfolio Making

### 101 – Drawing & Sketching
Drawing and Sketching various mediums, Still life, Anatomy Study,Memory art and outdoor sketching, Project and submission.

### 102 – Basics of Internet and OS
Practice on MS-Word, Practice on Ms-Excel, Practice on Ms-Power Point, Practice on internet skills, Project and submission.

### 103 – Essentials & Elements of GD
Form and Space, Choosing & Using types, The world of Image, Putting it all together, Design Elements & Principles, Raster & Vector Graphic, Working Process: Creative Image Making, Working Process: Commercial Image Making, Graphic File Formats, Software covered, Project and submission.

### 104 – Commercial Design & CP
Compositing a 2-D Design, Color Combination, Floral Designs, Rule of third, Package designing, Adobe Photoshop, Adobe Illustrator, Corel Draw, Project and submission.



## Portfolio Design

The compilation of all that you have learnt. This is what will set you apart from others while competing in the professional world outside.

- Stationary Designs inclusive of Business card, Letter head & Envelope

- Advanced image manipulation techniques complied as before and after

- Packaging Designs and creating diecut packaging prototypes

- Portfolio comprising of Brochures, Catalogue, Menus, PoPs, Signages, Logos and Identity, Newspapers and Newsletters, Books covers, Magazines along with Web UI templates.

## B.Sc Semester 2
## Publication Layout & Photography

TGC explores graphic design like no one else. Sem 2 is a step further, students learn much in demand Photography for Graphic design. They able to create live concept using Product Photography along with publication design and prepress.

### Careers in Graphic Design

Graphic Art Manager, Creative Directors, Art Directors, Art Production Managers Graphic Designers- Brand Identity Developer, Broadcast Designer, Logo Designer, Illustrator, Visual Image Developer, Multimedia Developer, Content Developer, Visual Journalist, Layout Artist, Interface Designer, Packaging Designer.

### Program Outline
Program comprises of 3 modules along with Portfolio Making

**201 - Digital Art Photography - I**
Basics of Camera, The Digital Camera, Lenses, Working with Lights, Natura land Studio lighting, Accessories, Project and submission.

**202 - Digital Art Photography - II**
Essential Shooting Techniques, Editing Techniques, Shooting for Product and E-Commerce , Portrait Photography, People, Street and Landscape Photography, Image Management, Project and submission.

**203 - Publication Layout using InDesign**
Designing for Publications, Books and Magazines, Newspapers and Packaging.

**204 - Pre-Press & Production**
Sending Design for Print, Costing techniques.

**205 - User Interface design - Adobe XD**
UI theories, Mobile application design from Wireframe to Prototype.

### Portfolio Design
• Publication Layouts
• Photography presentation
• Product Photography
• Street Photography
• Portrait Photography
• Landscape Photography
• Mobile UIs for Website and Apps

### Program Outcome
• Corporate Design
• Advertising Design
• Concept & Symbolism
• Typography & Publications design

"TGC's detailed and diverse curriculum has given me an edge over others in the industry. Working in advertising as an art director, I am also a planner, a photographer, an ideator and a creator."
-Shailesh Kumar

## B.Sc Semester 3
# WEB DESIGN,
## Social Media
## & 3D Architecture

This covers web design, social media marketing along with 2d animation and 3d architecture. Semester learning will give you edge over your peers on all the latest techniques used in the inddustry.

## Program Outcome
• Creating eye catching website templates
• Designing and lay outing of as website
• Complete understanding of web navigation
• Understanding of web scripts
• Interactive UI and UX

## Program Outline
Program includes 4 modules along with Portfolio

**301 – Principles of Web Design - HTML / CSS / Bootstrap**
Creating a Responsive website from scratch using HTML and CSS, Working on Forms and Validations etc.

**302 – Applied Web Design - Javascript / Jquery / wordpress**
Creating multiple websites for your portfolio, Hosting and managing websites on servers.

**303 – Social Media Marketing**
Leveraging power of social media for any business using Facebook, Instagram, YouTube, Twitter, LinkedIn etc. Setting up Social media advertising.

**304 – Classical Animation**
Understanding and Applying 12 Animation Principles derived by Disney. Storyboarding to Animatics to Final 2d animation project film.

**305- Architectural Visualization**
Working on 3Ds Max and creating Architecture plans in 3D, Project and submission.

## Careers Opportunities
• **Web designers**
• **Social media marketeer**
• **3d visualiser**

## Portfolio Design
• Creating a number of web templates with international look and feel
• 2D animation using Animation CC
• Creating Building Plan and interior assets
• Social media strategy and application

*"The web designing at TGC taught me a fusion of great design blended with adv. coding techniques that enable me to create websites quickly and efficiently."* -Pragya

## B.Sc Semester 4
# 3D ANIMATION & GAME DESIGN

TGC's Animation semester dwells on learning with experimenting. At TGC we nurture hardcore 3D talent by providing students detailed knowledge of organic modeling, Game modeling, texturing, material, lighting, rigging and animation through specialised faculty having years of vertical experience.

## Program Outcome
- Core principals of 3D
- How to use lighting and camera in 3D
- Modeling and animation
- Advance modeling and lighting effects in animation

## Program Outline
Program consists of 5 modules and also includes Portfolio Making

**401 - Advanced Inorganic Modeling**
NURBS Modeling in Maya, Polygon Modeling, Working on 3d asset, Project and submission.

**402 - Introduction of Sculpting & Texturing**
Sculpting in Z-brush, Bring your work to life, Polishing your work, Project and submission.

**403 – Texture mapping & painting on 3D models**
Workflow of Substance Painter, advanced tehniques of texture and maping, Project and submission.

**404 – Character modeling**
Character modeling and development for production, Working on living creature models, working on Walk cycles, Lip sync etc. Project and submission.

**405 – Introduction to Game Design**
Modeling, Surfacing, Game asset creation for War games, Strategy games etc. Project and submission.

## Portfolio Design
- 3d inorganic & organic models
- Space design in 3d using lighting & camera walkthrough
- An assemblage of assignments including 3d short character animation film

*"Animation at TGC gave me the platform to launch myself into the industry. I made the right move when I decided to join TGC and as they say 'every move counts'"*
-Pankaj Kumar

## B.Sc Semester 5: ADVANCED ANIMATION AND POST PRODUCTION TECHNIQUES

After learning the techniques of animation in semester 4, semester 5 emphasizes on taking animation onto the next level. Students get the exciting opportunity to develop a short film during this semester, as they are taught details of video clips, documentaries, movie-making, sound

### Portfolio Design:
- Digital short advt. films
- Short animation movies incorporating sound effects, rendering etc.
- Remix sound track by using all the special FX
- Project: 'My audio' which includes making your own mini library.

### Program Outline: Program constitutes of 5 specialized modules

**501 - Rigging and Animation**

Animation Techniques, Animation with Deformers, Rigging and Muscle systems, Project and submission.

**502 - Compositing & Motion Graphics**

Layer Control & Blending, Transparency A, Transparency B, Keying, Tracking & Output, Additional Keying & Tracking tools, Project and submission.

**503 – Da vinchi Resolve**

Colour grading and Colour keying in Videos. Composting techniques, Project and Submission.

**504 – Intro. to VFX**

Particles, Dynamic Effects, Maya Fluids, Fire, Destruction, Liquid effects, Project and submission

**505 –Sound Editing Techniques**

Working on Audio and Sounds, Applying sound in video according to mood and subject. Reducing noise, Mixing and recording techniques.

### Program Outcome:
- Creating short digital video clips
- Understanding of camera and lenses
- Creating digital advt. films, documentaries, and promos
- Making movie, finalizing sound and effects, rendering, making video CD
- Digital editing and Sound editing

*"Training at TGC taught me to create magic with light, lens, sound and technology. I'm glad that I have this creative-tech edge over others."*-Anoop Ranjan Das

# B.Sc Semester 6
## INTERNSHIP & PLACEMENT

For all those who wish to make a movie one day, semester 6 is the semester of your dreams. Students will be able to give wings to their dreams with placement oriented activities through our specialised placement cell.

## Portfolio Making:
• Scripts for short and featured films
• Final Showreel comprising all the works from Sem1-6
• Final Placement

**Program Outline:** Students will go through following activities during this semester.

### SHOW REEL
Student will compile a final set of showreel under the able assistance of programme guide

### INDUSTRY CONNECT
Students will connect with leading designers, Business heads, industry entrepreneurs in order to understand industry expectations and work challenges.

### SOFT SKILL DEVELOPMENT
Students will be trained upon communication skills, mock interview techniques, confident body language tips in a practical workshop environment

### INTERNSHIP & FINAL PLACEMENT

## Program Outcome:
• Creating short films
• Story writing/ script writing
• Creating Story board for films
• Understanding of realistic animation
• Special effects
• Video camera techniques

## Careers in Film Making
• 3D animation artist
• 2D animation artist
• Character designer
• Environment designer
• Light artist
• Video game designing
• Film-maker
• Special effects artist
• Script writer
• Storyboard artist
• Film director

*"TGC made me believes that art is just not images and visuals and that one can create using words and speech. I never thought I'd have a short film made this early in my life!"* -Gitu Sehgal

# INTEGRATED M.SC IN MULTIMEDIA AND ANIMATION at TGC

The multimedia and animation industry is moving at a fast pace. And learning about it seems like a never ending process. Hence, this two year program strengthens your hold of the entertainment industry as it further prepares you to take on the challenges of the competitive field. Constituting of 4 semesters, this course is ideal for a graduate in any field with a passion for creativity. So that they are always one step ahead of

## Semester 1

| CODE | SUBJECT |
|------|---------|
| MSCMM-501 | Script Writing & Story Board Designing |
| MSCMM-502 | Desktop Publishing |
| MSCMM-503 | Advance Digital Art Photography (Part – 1&2) |
| MSCMM-504 | Communication & Soft Skill* |
| MSCMM-505 | Project* |
| MSCMM-506 | Practical* |

*Practical/ Internal Subjects

## Semester 2

| CODE | SUBJECT |
|------|---------|
| MSCMM-201 | 2D Animation |
| MSCMM-202 | 3D Introduction & Advanced (Modelling & Animation) |
| MSCMM-203 | Audio & Video |
| MSCMM-204 | Project* |
| MSCMM-205 | Practical* |

*Practical/ Internal Subjects

## Semester 3

| CODE | SUBJECT |
|------|---------|
| MSCMM-301 | Digital Editing |
| MSCMM-302 | Sound Editing |
| MSCMM-303 | Maya (Professional Animation) |
| MSCMM-304 | Project* |
| MSCMM-305 | Practical* |

*Practical/ Internal Subjects

## Semester 4

| CODE | SUBJECT |
|------|---------|
| MSCMM-401 | Cartoon Animation |
| MSCMM-402 | Digital Animation & Special Effects |
| MSCMM-403 | Interactive Media |
| MSCMM-404 | Final Project* |
| MSCMM-405 | Practical* |

*Practical/ Internal Subjects

Note: Students of Integrated DMM will study the papers of Semester 1 & 2 of integrated BSCMM
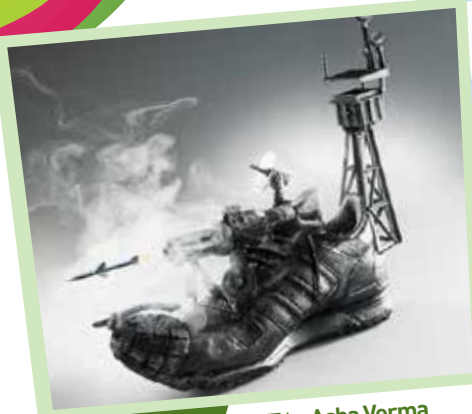
This program takes an animation and multimedia professional to the pinnacle of the industry. Providing advanced knowledge and skills in the diverse aspects of this stream, the course pushes the sphere of one's scope and opportunity, keeping you always one step ahead of everyone else in the industry.

## Careers:

• Creative Director • Art Director • Art Production Manager • Visual Image Developer • Multimedia Developer • Content Developer • Visual Journalist • Brand Identity Developer • Broadcast Designer • Logo Designer • Interface Designer • Package Designer • Web UI Designer • 2D Animation Artist • 3D Animation Artist • Character Designer • Texturing Artist • Lighting Artist • Rigging Artist • Video Game Designer • Special Effects Artist • Roto Artist • Scriptwriter • Storyboard Artist • Non Linear Editor • Compositing Artist • Sound Editor

XYZ by **Asha Verma**


XYZ by **Asha Verma**


XYZ by **Asha Verma**


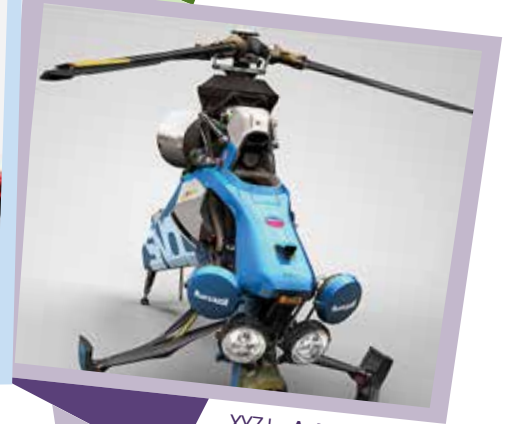XYZ by **Asha Verma**


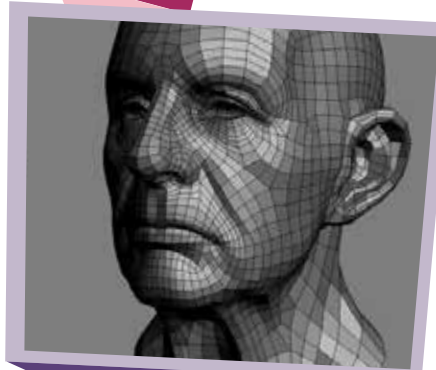XYZ by **Asha Verma**


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XYZ by **Asha Verma**

# STUDENT
# SHOWCASE

# THE FRUIT IS THE CONCLUSION, BUT THE SEED IN IT IS ANOTHER BEGINNING

## Portfolio and Placement

After imparting theoretical knowledge and skills, the students at TGC which came in raw, are fully ripe with a portfolio that stands out from others. Because versatility is what we stress on at TGC, the portfolios have everything that the animation industry is looking for. We make sure they are all set for the placements in leading companies and organizations.

| STUDENT | DESIGNATION | COMPANY |
|---|---|---|
| Ajit Singh | Graphics Designer | Star Plus |
| Surya | Graphics Designer | Mid Day |
| Nitin Kaushik | Sr. Video Editor | Times Now |
| Pankaj Kumar Arya | 3D Animator | Magic Software Pvt. Ltd. |
| Roomal | 3D Animator | Magic Software Pvt. Ltd. |
| Suneel Kumar | Sr. Graphic Designer | Times of India |
| Dashrath yadav | Graphics Design | Outlook Group |
| Shailesh kumar | Graphics Design | Aptara's |
| Poornima.K.L | A/v Editor & Animator | Blue Bird Digital Studio, Bangalore |
| Amit Kumar Jha | Assistant Director | Inverted Images |
| Amit Bassi | Graphic Designer | BBDO, Australia |
| Sagar | Compositor | NDTV Good Times |
| Robin Singh Adhikari | Motion Graphics Artist | Greenleaf Entertainment Pvt. Ltd |
| Jagdish Chauhan | Motion Graphics Artist | The One Production house |
| Kiran Gusain | Sr. Web Designer | QAI Global |
| Ajay kumar Singh | Graphic Designer | Nine Colourfilm, Mumbai |
| Niranjan Sinha | Motion Graphics Artist | India News |
| Malik Mohd Sufyan | Web Designer | Alps International |

TGC has successfully placed more then 5000 students in the creative industry, for further details about our placements contact info@tgcindia.com and we will post you the details.

# OUR FRUITS FALL FAR FROM THE TREE

## TGC Alumni

They say a fruit only falls near its tree, but in our case the students have gone far. In the last 21 years, 20,000 TGC students along with foreign students have been making waves in the animation and multimedia industry. With the talent that we receive every year and TGC's ability to mould it into the most presentable manner, our students have been placed in leading TV channels, top advertising agencies, giant media and publication houses. They are ruling the multimedia industry nationwide.

**Deepika Panda**
Alumni, working as Animator in a reputed 3d prod. house

**Oluwafemi**
An international student. A Web Design enthusiast

**Vibhav Srivastav**
Alumni MSc Working with a reputed TV Channel

**Md. Umair Ali**
Currently Pursuing B.Sc, A keen 2D Animation enthusiast

**Rupali Das**
Currently Pursuing M.Sc Course. An Animation Enthusiast

tgc®

# HATCH WITH TGC SPECIAL SHORT TERM COURSES

## ANIMATION

### • Adv. Diploma in Animation
Course Duration: **18 months** (Regular Track)/
**9 months** (Fast Track)
Schedule: 3 hours/ 4 days a week (RT) &
5 hours/ 5 days a week (FT)

### • Media Animation
Course Duration: **5 months**
Schedule: 2 hours/3 days a week

### • Audio Video Post Production
Course Duration: **6 months** (RT)/ **3 months** (FT)
Schedule: 2 hours/ 5 days a week (NT)/
4 hours/ 5 days a week (FT)

### • Advance diploma in 2D Classical Animation
Course Duration: **6 months** (NT)/ **3 months** (FT)
Schedule: 2 hours/ 3 days a week (NT)/
4 hours/ 6 days a week (FT)

## Career Options
Film animator, web animator, clay artist, audio visual artist, digital advertising, video gaming designer , 3D artist

## WEB DESIGN

### • Advanced certification in Web Design & Interactive Multimedia
Course Duration: **6 months** (Normal Track)/
**3 months** (Fast Track)
Schedule: 2 hours/ 5 days a week (NT)/ 4 hours/
6 days a week (FT)

### • Web Pro (Full stack Development)
Course Duration: **1 Year** (NT)/ **8 months** (FT)
Schedule: 2 hour/5 days a week (NT)/
4 hour/ 6 days a week (FT)

### • Adv. certification in Digital Marketing
Course Duration:  **3 months**
Schedule: - 2 hours/ 4 days a week

### • Certification in UI/UX Design
Course Duration:  **4 months**
Schedule: 2 hours each on weekends (Saturdays & Sundays)

### • React/ Angular/ PHP/ Node/ Django Java Script (Any one)
Course Duration: **2.5 months**
Schedule: 2 hours/ 3 days a week

## Career Options
Web designer,
 Web programmer,

## GRAPHIC DESIGN

### • Adv. Diploma in Graphic Design
Course Duration: **1 Year** (Regular Track)/
**6 months** (Fast Track)
Schedule: 2 hours/ 4 days a week (RT)/ 4 hours/
6 days a week (FT)

### • Adv. Certification in Graphic Design
Course Duration: **6 months** (RT)
Schedule: 2 hours/ 3 days a week

### • Adv. Diploma in Digital Photography
Course Duration:  **1 year**
Schedule:  2 hours / 3 Days a week

## Career Options

Graphic Art Manager, Creative Director, Art Director, Art Production Manager, Graphic Designer, Brand Identity Developer, Broadcast Designer, Logo Designer, Illustrator, Visual Image Developer, Multimedia Developer, Content Developer, Visual Journalist Layout Artist, Interface Designer, Packaging Designer
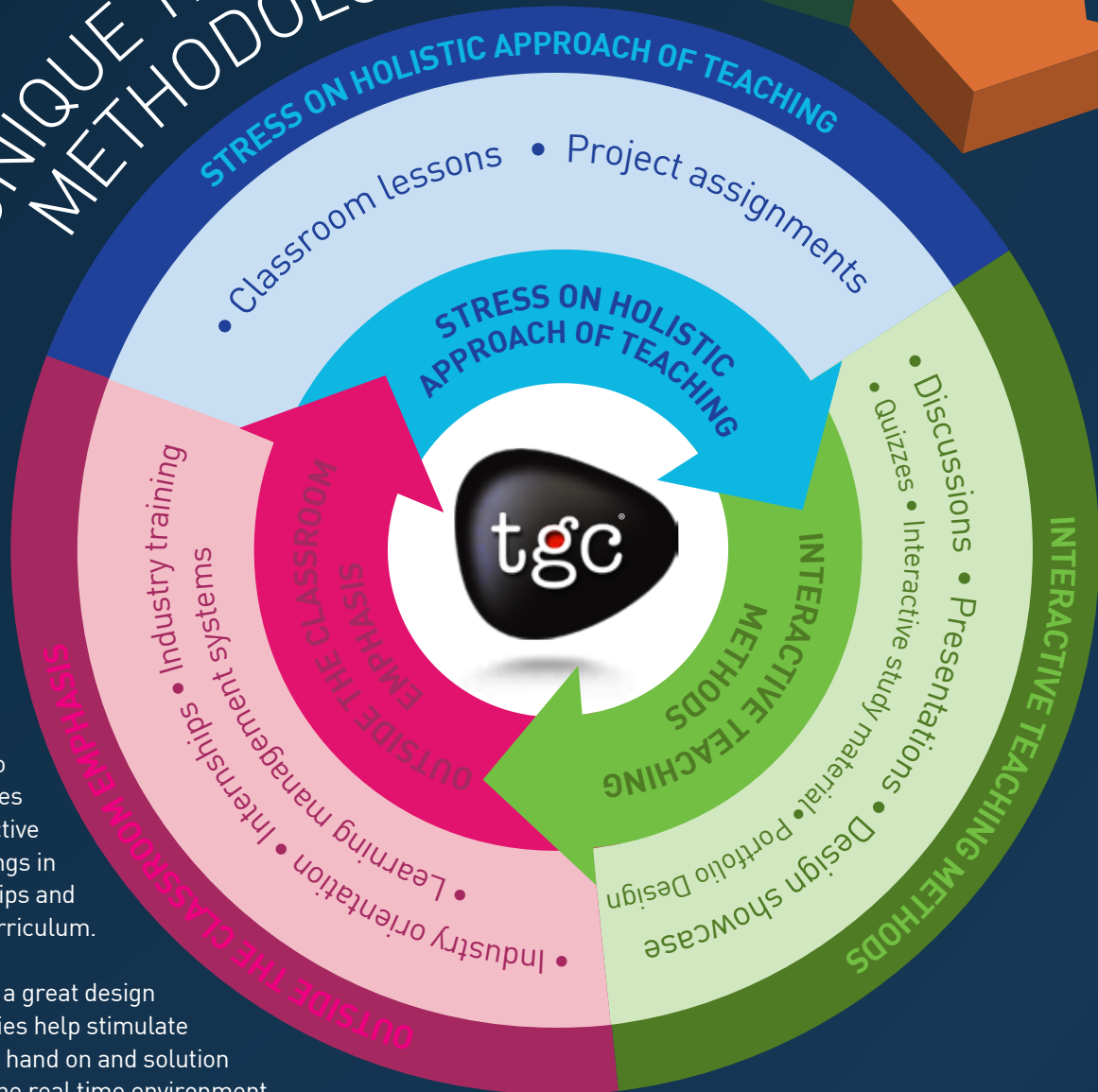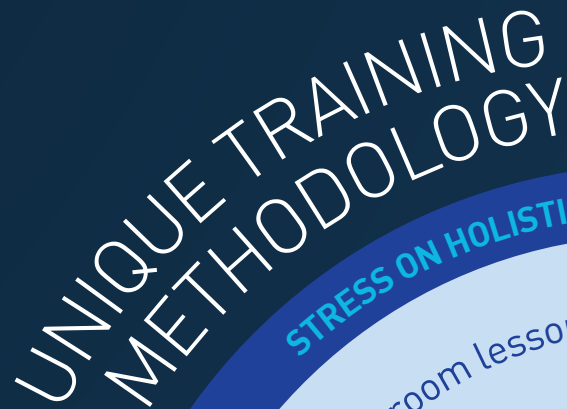
All the above mentioned courses are also available in weekend mode.

# UNIQUE TRAINING METHODOLOGY
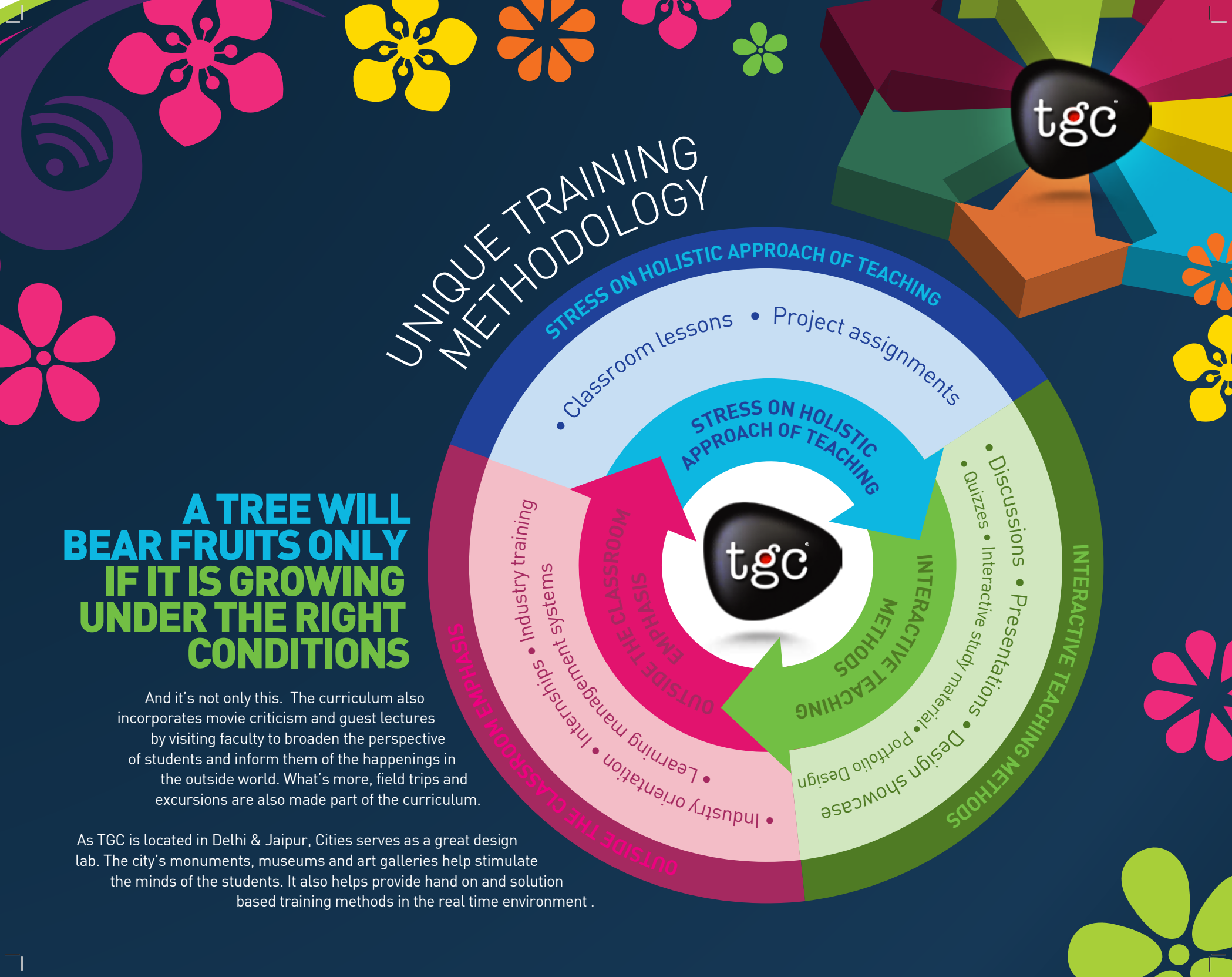
## A TREE WILL BEAR FRUITS ONLY IF IT IS GROWING UNDER THE RIGHT CONDITIONS

And it's not only this. The curriculum also incorporates movie criticism and guest lectures by visiting faculty to broaden the perspective of students and inform them of the happenings in the outside world. What's more, field trips and excursions are also made part of the curriculum.

As TGC is located in Delhi & Jaipur, Cities serves as a great design lab. The city's monuments, museums and art galleries help stimulate the minds of the students. It also helps provide hand on and solution based training methods in the real time environment .

STRESS ON HOLISTIC APPROACH OF TEACHING

• Classroom lessons   • Project assignments

STRESS ON HOLISTIC APPROACH OF TEACHING

INTERACTIVE TEACHING METHODS

• Discussions • Presentations
• Quizzes • Interactive study material • Portfolio Design • Design showcase

INTERACTIVE TEACHING METHODS

INTERACTIVE METHODS

OUTSIDE THE CLASSROOM EMPHASIS

• Industry training
• Internships • Internment systems
• Industry orientation • Learning management systems

OUTSIDE THE CLASSROOM EMPHASIS

# A PLANT WILL EXPERIENCE FULL GROWTH WHEN PLANTED IN THE RIGHT PLACE

## Selection Process

**The admission is based on qualifying** through the entrance test which will be held Online. The entrance test covers questions on Aptitude, GK/Current affairs, knowledge of media and entertainment. This will be followed by a personal interview for the shortlisted students.

**Fill out the application form** available with this brochure

## ENROLLMENT PROCESS

- CHOOSE THE COURSE
- FILL APPLICATION FORM
- CONTACT BRANCH OFFICE
- SUBMIT APPLICATION

## Eligibility

**The B.Sc and M.Sc courses are comprehensive programs that aim to achieve what no other multimedia institute has dreamt of doing. The course is open to all those who have a flair for design, an enthusiasm to visualize and the desire to experiment to become a good designer.**

and submit the same at our office.

**TGC also offers scholarship program** for economically challenged students who are extremely passionate about art and design.This is a sincere effort from "IT for Development" one of the Non profit making wing of TGC Private Limited. The scholarship covers part of tuition fee and study material along with paid internship options with TGC. Those interested, can send their bio data, family income, along with a hand written essay on why you should be considered for the scholarship. Sending previous works or portfolio can be an added advantage.

The Scholarship will cover 50%-75% of your Total Tuition Fee and Study material Cost.

A BACHELOR DEGREE COURSE
WITH A FUTURISTIC COURSE SYLLABUS

# GRAPHIC DESIGN
# PHOTOGRAPHY
# WEB DESIGN
# UI/UX DESIGN
# SOCIAL MEDIA
# MULTIMEDIA
# ANIMATION
# GAMING
# VIDEO EDITING/VFX