13 YEARS COMPLETED
NAC ANIMATION INSTITUTE
ANIMATION | VFX | GAMING | AI
Turn Your Passion Into A Profession
Learn, practice, and create consistently to become a job-ready artist.
Technology Partners
Skill India
कौशल भारत-कुशल भारत
MESC
MEDIA & ENTERTAINMENT SKILLS COUNCIL
#startupindia
NBVTE
XP-PEN
MAHARASHTRA CLASS OWNERS' ASSOCIATION
Estd.: 2000

ABOUT INSTITUTE

- NAC Animation Institute is a premier institute for animation, VFX, and digital storytelling education. Established in 2010, we have over a decade of experience shaping skilled animators, filmmakers, and game designers through industry focused training, expert faculty, and modern facilities.

- We are more than an institute—we are a creative community that supports learners at every stage, from beginners to advanced professionals, through mentorship, events, and industry exposure.

- Our Mission: To empower aspiring artists with strong creative, technical, and professional skills for success in animation and VFX industries.

- Our Vision: To be a globally recognized leader in animation education, driven by innovation, creativity, and excellence.

- What Sets Us Apart

  - Industry-Experienced Faculty: Learn from professionals with real-world experience in films, TV series, and video games.
  - Hands-On Learning: Project-based training helps students build strong portfolios before graduation.
  - State-of-the-Art Facilities: Train on high-end systems with indutry standard software and studio setups.
  - Collaborative Culture: Grow through teamwork, mentorship, workshops, and expert masterclasses.

THE FUTURE OF AVGC INDUSTRY

AVGC, Gaming & Entertainment Outlook (2026–2030)

- AI will redefine gaming, enabling smarter NPCs, personalized gameplay, procedural content, and immersive experiences, driving major investments in AI-powered game development and live-ops.
- VR and XR will be key growth drivers, growing at 25–30% CAGR, expanding across gaming, metaverse platforms, education, enterprise training, and virtual events, becoming mainstream by 2030.
- The global Entertainment & Media market is expected to grow at 7–9% CAGR, crossing USD 3.5–4 trillion by 2030, fueled by digital, immersive, and AI-driven content.
- Connected smart TVs are projected to exceed 80–100 million in emerging markets by 2030, with 40%+ consumption driven by gaming, interactive media, short-form video, and cloud gaming.
- India's OTT market will grow at 18–22% CAGR, reaching USD 12–15 billion by 2030, led by regional content, interactive formats, AI recommendations, and gaming convergence.

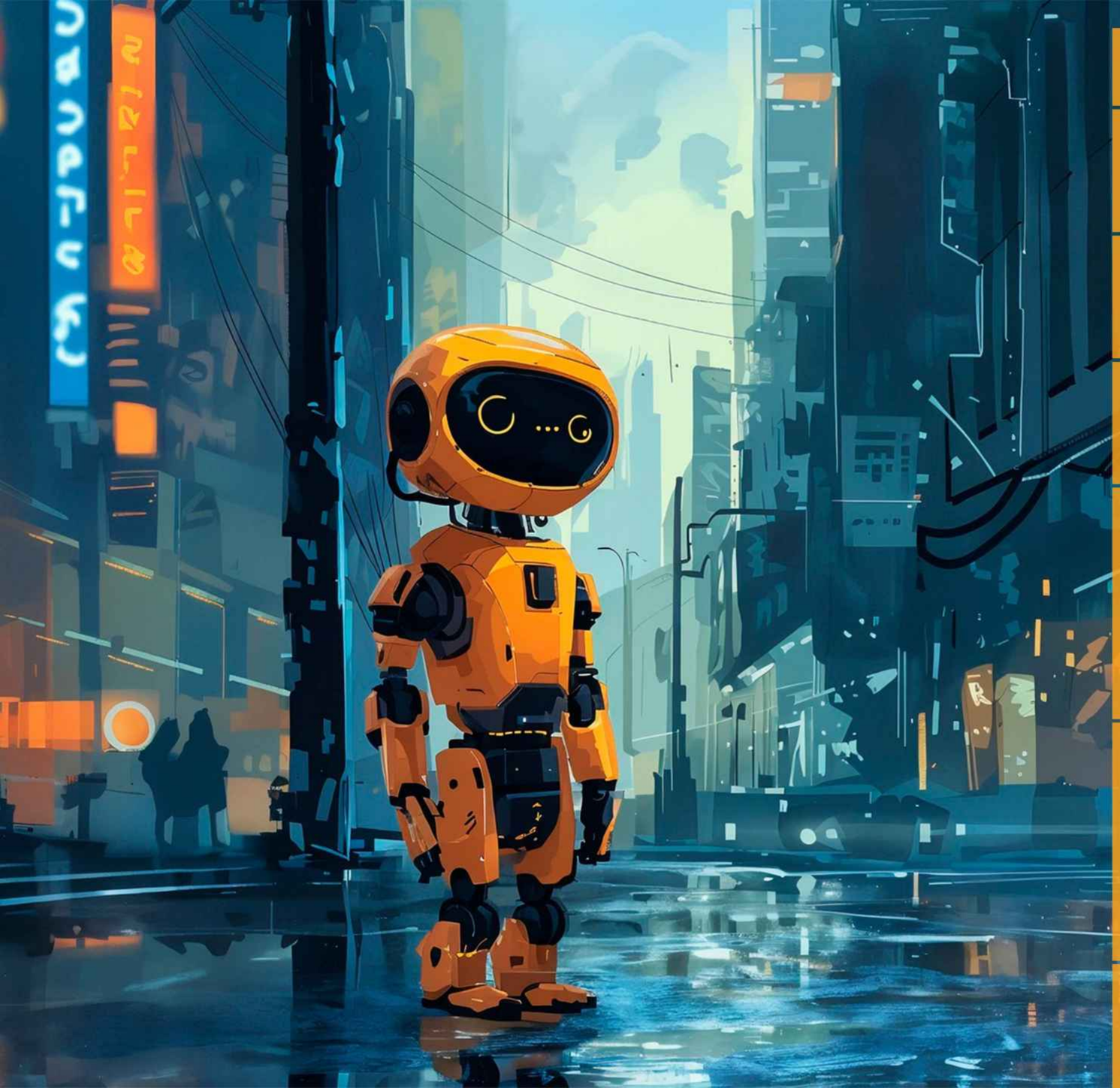
ABOUT OUR FOUNDER

Mr. Dipak Pund – Founder, NAC Animation Institute Nashik

We believe at the NAC Animation Institute that creativity holds the power to influence the future. What had started as a humble vision has grown into a vibrant creative community, which was to nurture talent, inspire confidence, and turn passion into purpose.

We empower students to believe in themselves, unleash their potential, and bring to life ideas through animation, VFX, game design, and beyond. It is in challenging these boundaries, inspiring innovation, and guiding each student toward a career that they can be proud of.

Mr Dipak V. Pund
Director - NAC Animation Institute Nashik.



DESIGN COURSE CATALOG

Degree

- B.Voc in AI-Powered Digital Media & Development
- B.Voc in Animation, VFX & AI Production Technologies

36 months courses

- Master in Game Arts, Design & AI Systems
- Master in 3D Animation, VFX & AI Film Production

27 MONTHS COURSES

- Advanced Program in Game Arts, Design & AI Tools
- Advanced Program in 3D Animation, VFX & AI Cinematics

12 MONTHS COURSES

- Professional Program in 2D Digital Animation & AI Automation
- Professional Program in 3D Animation & AI Workflows
- Professional Program in VFX & AI Simulation FX
- Professional Program in Advanced Game Art, Design & AI Texturing
- Professional Program in Graphic Design & AI Creative Systems

6 MONTHS COURSES

- AI-Enhanced Graphic Design Program
- UI/UX Design with AI Prototyping Program
- Motion Graphics & AI Animation Program
- AI for Next-Gen Media Creation Program
- Unreal Engine & AI Real-Time Design Program
- Blender 3D & AI Enhancement Program

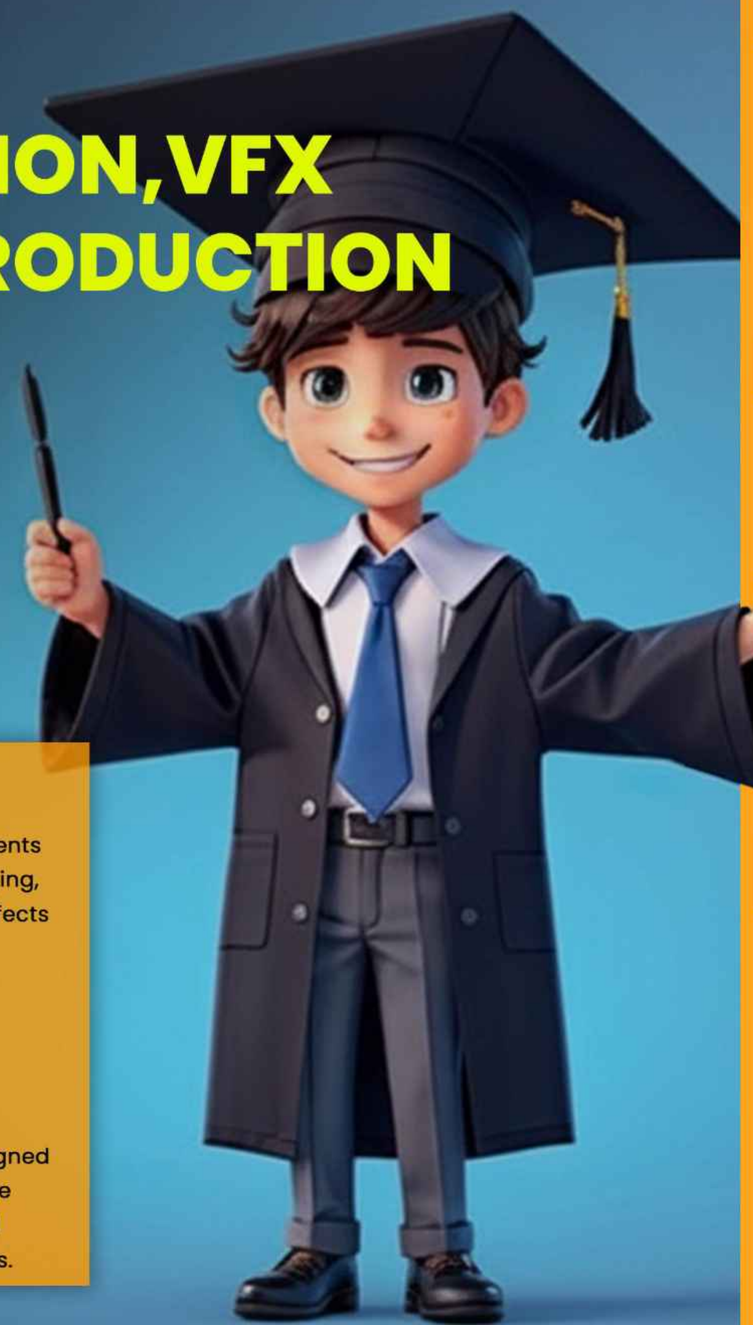
3 MONTHS COURSES

- Digital Audio & Video Editing with AI Automation
- Architectural Design & 3D Visualization with AI Rendering

MASTER IN

3D ANIMATION, VFX & AI FILM PRODUCTION

(36 MONTHS)



WHAT IS PROGRAM :

This in-depth program provides extensive training in art, design, and digital media. Students gain expertise in illustration, 3D modeling, rigging, animation, dynamics, and advanced visual effects using industry-standard software like Maya, ZBrush, Houdini, and more. The program also integrates Artificial Intelligence for VFX and Animation, enabling students to explore AI-assisted content creation, automation workflows, generative design, and real-time production techniques. The curriculum is designed to equip students with the skills and knowledge needed to thrive in the dynamic field of digital media, AI-driven production, and visual effects.

MODULE FUNDAMENTALS OF ART,DESIGN, COMPUTER GRAPHICS & Modern AI Tools (6 MONTHS)

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

SOFTWARE

- Illustrator
- Photoshop
- Premiere
- Audition

MODULE II - 3D DIGITAL ART & AI (6 MONTHS)

- Fundamental of Modeling & AI
- Advanced Modeling & Sculpting
- Texturing
- Realistic Character Modeling And Texturing

SOFTWARE

- Maya
- Z-Brush

MODULE III - LIGHTING RIGGING,CHARACTER ANIMATION & Ai Tools (6 MONTHS)

- Lighting
- Rigging With Ai Tools
- 3D Character Animation
- Advanced Character Animation (Maya)

SOFTWARE

- Maya
- Arnold
- ADV Skeleton
- Mixamo

MODULE IV - DYNAMICS AND MOTION GRAPHICS With AI Plugins (6 MONTHS)

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

SOFTWARE

- Maya
- MASH
- Bullet
- After Effects

MODULE V- AI-POWERED VISUAL EFFECTS (6 Months)

- 3D Animation Application
- Digital Compositing With Ai Tools
- Advanced Lighting

SOFTWARE

- Element 3D
- Maya
- Arnold
- Nuke
- XGen

MODULE VI - ADVANCED VISUAL EFFECTS PORTFOLIO DEVELOPMENT (6 Months)

- Digital Compositing - 3
- Digital Tracking
- Advanced Effects
- Rotoscope

SOFTWARE

- Silhouette FX
- 3D Equalizer
- Houdini

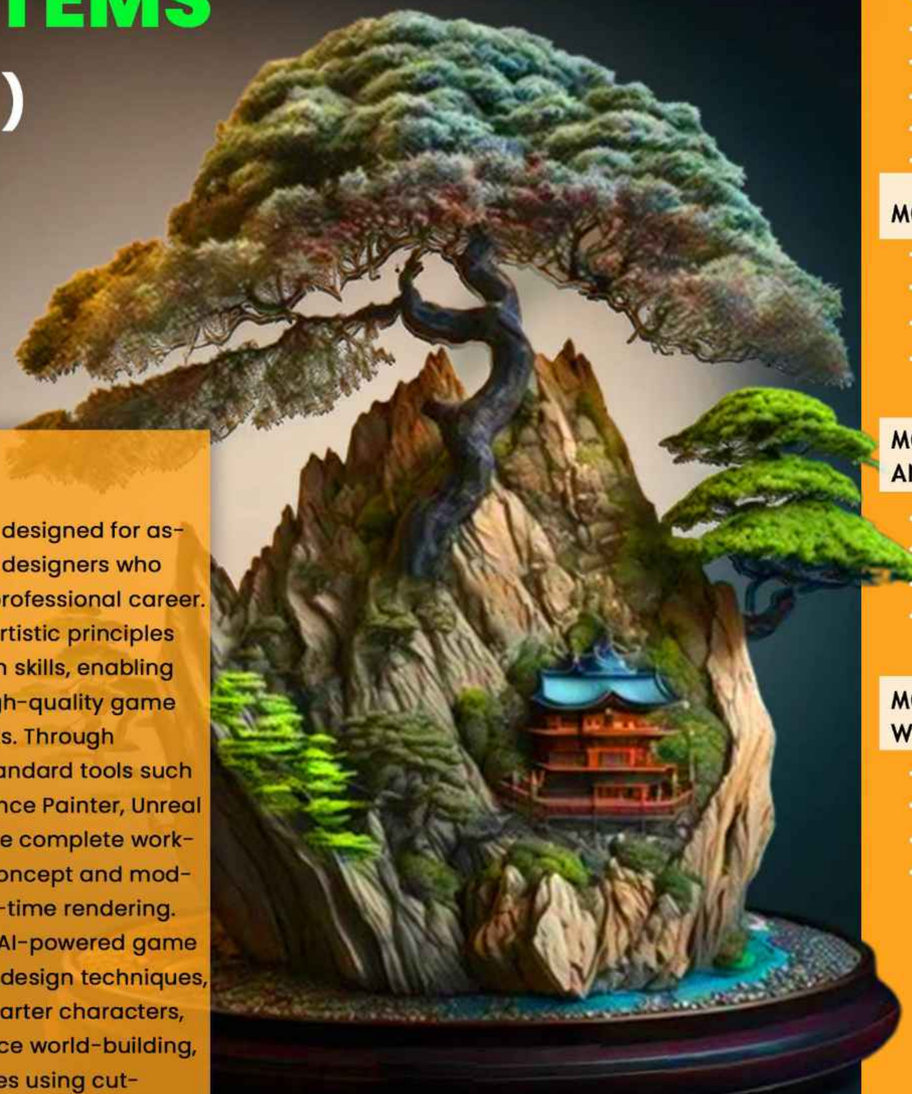
EMERGING STUDENT PROFILE :

A student in this program evolves into a skilled digital artist and visual effects specialist. Starting with core art and design principles, they advance into 3D digital artistry, mastering modeling, texturing, and character design. They refine their expertise in character animation and interaction while delving into advanced visual effects, including 3D animation, compositing, lighting, and tracking. The program also integrates AI-assisted production techniques, enabling students to explore generative content creation, intelligent animation systems, automated VFX workflows, and enhanced real-time design tools. By the end of the program, they

MASTER IN

GAME ART DESIGN & AI SYSTEMS

(36 MONTHS)



WHAT IS PROGRAM :

This comprehensive programme is designed for aspiring game artists and interactive designers who want to turn their creativity into a professional career. It provides a strong foundation in artistic principles along with advanced 3D production skills, enabling students to design and develop high-quality game assets and immersive environments. Through hands-on training with industry-standard tools such as Blender, Autodesk Maya, Substance Painter, Unreal Engine, and Unity, students learn the complete workflow of game art creation — from concept and modeling to texturing, lighting, and real-time rendering. The programme also incorporates AI-powered game development tools and generative design techniques, empowering students to create smarter characters, automate asset generation, enhance world-building, and optimize interactive experiences using cutting-edge artificial intelligence.

MODULE FUNDAMENTALS OF ART,DESIGN, COMPUTER GRAPHICS & Modern AI Tools (6 MONTHS)

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

SOFTWARE

- Illustrator
- Photoshop
- Adobe XD
- Premere
- Audio Audition

MODULE II - 3D DIGITAL ART & AI (6 MONTHS)

- Fundamental of Modeling & AI
- Advanced Modeling & Sculpting
- Texturing
- Realistic Character Modeling And Texturing

SOFTWARE

- Maya
- Z-Brush

MODULE III - LIGHTING RIGGING & CHARACTER ANIMATION & Ai Tools (6 MONTHS)

- Lighting
- Rigging With Ai Tools
- 3D Character Animation
- Advance Character Animation (Maya)

SOFTWARE

- Maya
- Arnold
- Mixamo

MODULE IV - DYNAMICS AND MOTION GRAPHICS With AI Plugins (6 MONTHS)

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

SOFTWARE

- Blender
- Substance Painter
- After Effect

MODULE V- GAME ART VISUAL EFFECTS WITH AI (6 Months)

- 3D Animation Application
- Digital Compositing With Ai Tools
- Projects And File Structures
- Actors And BluePrints
- Landmass And Water Plugin
- Lumen And Post Processing
- Working With HUD

SOFTWARE

- Nuke
- Unreal Engine
- Niagara
- Water Plugin

MODULE VI - AR & VR, PORTFOLIO DEVELOPMENT (6 Months)

- Project and Asset Management
- Working with Materials and Textures
- Prefabs and Level Building

SOFTWARE

- Unity
- XR Plugin

EMERGING STUDENT PROFILE :

This course empowers students to become innovative game artists who bring virtual worlds to life through art, design, and technology. Beginning with core art, design, and visual storytelling principles, they progress into 3D game artistry—mastering environment design, asset creation, character modeling, and game-ready texturing. They refine their expertise in animation, game mechanics, and user interaction while advancing into real-time production techniques, including level design, lighting, optimization, and cinematic gameplay sequences.

The program also integrates AI-driven game development tools, enabling students to explore generative asset creation, intelligent NPC behavior systems, automated level design, and enhanced real-time world-building through artificial intelligence. By the end of the program, they are well-equipped for a successful career in game design, AI-enhanced content creation, and the growing gaming and interactive media industry.

ADVANCED PROGRAM IN

3D ANIMATION ,VFX & AI CINEMATICS

(27 MONTHS)

WHAT IS PROGRAM :

This in-depth program provides extensive training in art, design, and digital media. Students gain expertise in illustration, 3D modeling, rigging, animation, dynamics, and advanced visual effects using industry-standard software like Maya, ZBrush, Houdini, and more. The curriculum is designed to equip students with the skills and knowledge needed to thrive in the dynamic field of digital media and visual effects production.

MODULE FUNDAMENTALS OF ART,DESIGN, COMPUTER GRAPHICS & Modern AI Tools (5 MONTHS)

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

SOFTWARE

- Illustrator
- Photoshop
- Animate

MODULE II - 3D DIGITAL ART & AI (5 MONTHS)

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

SOFTWARE

- Premiere
- Audition
- Maya
- Substance P
- Arnold

MODULE III - LIGHTING RIGGING & CHARACTER ANIMATION (5 MONTHS)

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

SOFTWARE

- Maya
- MASH
- Xgen
- Bullet
- RealFlow

MODULE IV- AI-POWERED VISUAL EFFECTS (6 Months)

- Motion Graphics
- Compositing
- Masking, Rotoscope
- Colour Correction
- Compose 3D Render Passes
- Keying
- Tracking Stablilize
- Particales
- Paint
- Wire / Rig Removal
- Camera Projection
- Camera Tracking
- Re-lighting
- Specialisation (Any one)

SOFTWARE

- Element 3D
- Nuke
- Maya
- Arnold
- After Effect

MODULE V - ADVANCED VISUAL EFFECTS PORTFOLIO DEVELOPMENT (6 MONTHS)

- Digital Composition - 1
- Rotoscope
- Digital Tracking

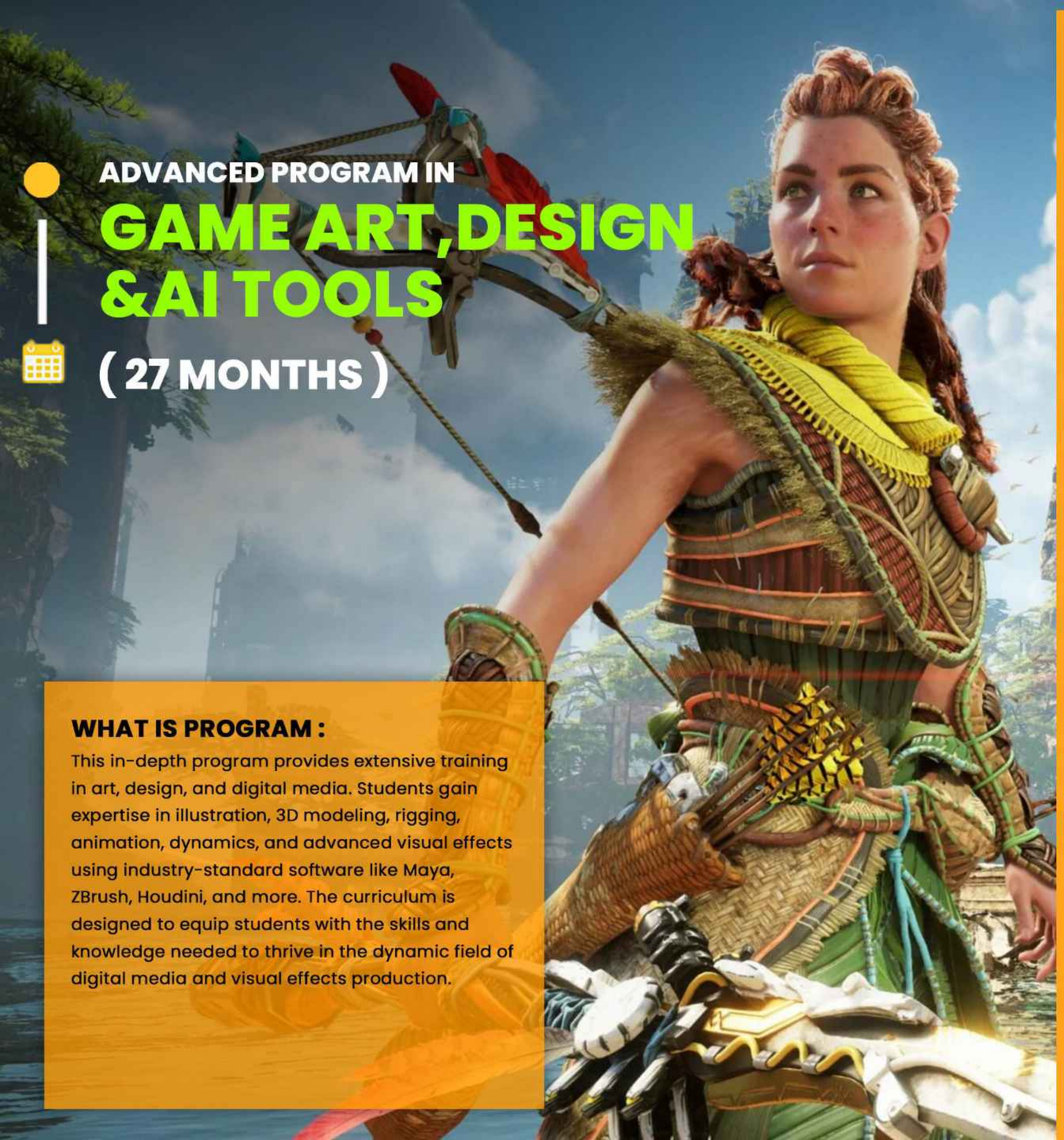
SOFTWARE

- Silhouette FX
- 3D Equalizer

EMERGING STUDENT PROFILE :

Graduates of this program will have excellent career opportunities in Animation and Visual Effects studios. With a strong foundation in the fundamentals, they will be capable of contributing to various stages of the 3D and VFX production pipeline. Their expertise will make them valuable assets to any Animation, VFX, or AI-driven content production studio.

Career opportunities include roles such as Character Designer, 2D Animator, 3D Modeling & Texturing Artist, Lighting Artist, 3D Animator, Compositing Artist, VFX Artist, and VFX Supervisor, as well as emerging AI-cen-



ADVANCED PROGRAM IN

GAME ART,DESIGN &AI TOOLS

(27 MONTHS)

WHAT IS PROGRAM :

This in-depth program provides extensive training in art, design, and digital media. Students gain expertise in illustration, 3D modeling, rigging, animation, dynamics, and advanced visual effects using industry-standard software like Maya, ZBrush, Houdini, and more. The curriculum is designed to equip students with the skills and knowledge needed to thrive in the dynamic field of digital media and visual effects production.

MODULE FUNDAMENTALS OF ART,DESIGN, COMPUTER GRAPHICS & Modern AI Tools (5 MONTHS)

- Preface
- Sketching
- Colour Theory
- Story
- Character Design
- Digital illustration
- Storyboard

SOFTWARE

- Illustrator
- Photoshop
- Premere

MODULE II - 3D DIGITAL ART & AI (5 MONTHS)

- Fundamental of Modeling
- Advanced Modeling & Sculpting
- Texturing
- Realistic Character Modeling And Texturing

SOFTWARE

- Maya
- Z-Brush

MODULE III - LIGHTING RIGGING & CHARACTER ANIMATION With AI Plugins (5 MONTHS)

- Lighting
- Rigging
- 3D Character Animation
- Advanced Character Animation (Maya)
- Texturing
- Digital Compositing - 1

SOFTWARE

- Maya
- Substance P
- After E

MODULE V- AI-POWERED VISUAL EFFECTS (6 Months)

- 3D Animation Application
- Digital Compositing With Ai Tools
- Projects And File Structures
- Actors And BluePrints
- Landmass And Water Plugin
- Lumen And Post Processing Working With HUD

SOFTWARE

- Unreal
- Nuke
- Niagara
- Water Plugin

MODULE IV - AR & VR, PORTFOLIO DEVELOPMENT (6 MONTHS)

- Project and Asset
- Managent
- Working with Materials
- and Textures
- Prefabs and Level Building

SOFTWARE

- Unity
- Mixamo

EMERGING STUDENT PROFILE :

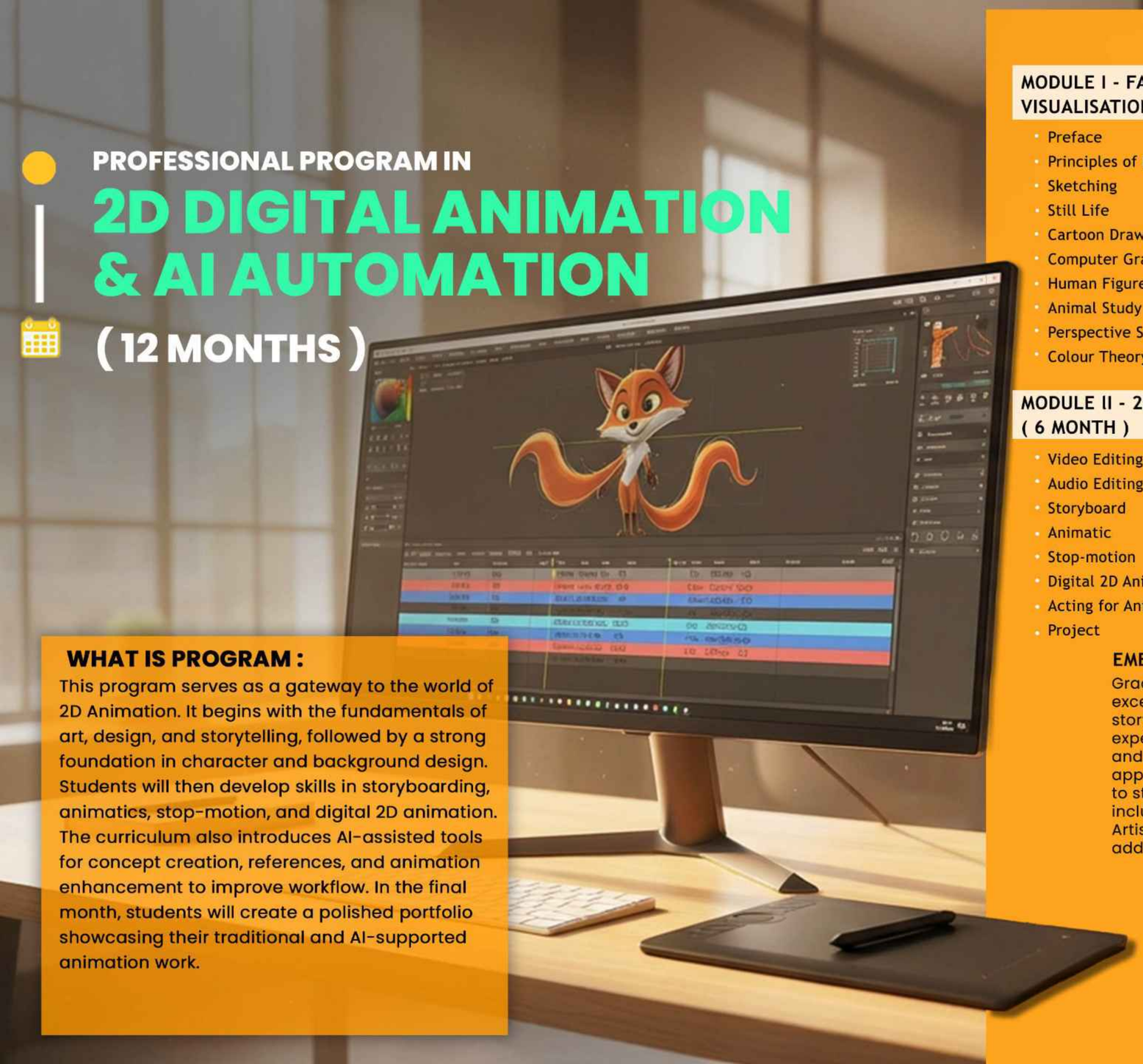
Graduates of this program will have excellent career opportunities in the Gaming and Interactive Media industry. With a strong foundation in game art fundamentals, they will be capable of contributing to multiple stages of the game development pipeline—from concept and asset creation to animation, environment building, and real-time production. Their skillset makes them valuable assets to any Game Studio, Metaverse Development Company, or AI-driven interactive content production team.

Career opportunities include roles such as Game Artist, Character Modeler, Environment Artist, Level Designer, Texture & Material Artist, Technical Artist, Game Animator, Lighting & Rendering Artist, and 3D Asset Designer, along with emerging AI-focused roles such as AI Game Asset Generation Artist, AI Gameplay Designer, AI NPC Behavior Specialist, and AI Level Design Assistant, where artificial intelligence enhances speed, creativity, and production quality within the gaming pipeline.

PROFESSIONAL PROGRAM IN

2D DIGITAL ANIMATION & AI AUTOMATION

(12 MONTHS)



WHAT IS PROGRAM :

This program serves as a gateway to the world of 2D Animation. It begins with the fundamentals of art, design, and storytelling, followed by a strong foundation in character and background design. Students will then develop skills in storyboarding, animatics, stop-motion, and digital 2D animation. The curriculum also introduces AI-assisted tools for concept creation, references, and animation enhancement to improve workflow. In the final month, students will create a polished portfolio showcasing their traditional and AI-supported animation work.

MODULE I - FANDAMENTALS OF ART, DESING VISUALISATION, COMPUTER GRAPHICS & AI (6 MONTHS)

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

SOFTWARE

- Photoshop
- Illustrator

MODULE II - 2D DIGITAL ANIMATION with AI (6 MONTH)

- Video Editing
- Audio Editing
- Storyboard
- Animatic
- Stop-motion
- Digital 2D Animation
- Acting for Animation
- Project

SOFTWARE

- Premiere
- Audition
- Animate

EMERGING STUDENT PROFILE :

Graduates of this program will develop a solid skill set that prepares them to excel in the field of 2D Animation. With a strong foundation in design, storytelling, character development, and animation principles along with experience in digital and AI-assisted tools they will be ready for both traditional and modern production workflows. Their ability to create engaging characters, appealing backgrounds, and polished animations makes them valuable assets to studios, production houses, and creative agencies. Career opportunities include roles such as 2D Animator, Storyboard Artist, Character Designer, Layout Artist, Background Artist, Animation Clean Up Artist, and Animation Director, with additional pathways in freelance work, digital media, advertising, and gaming.

PROFESSIONAL PROGRAM IN

3D ANIMATION & AI WORKFLOWS

(12 MONTHS)

MODULE I - FANDAMENTALS OF ART,DESING & COMPUTER GRAPHICS (2 MONTHS)

- History Of Animation
- Principles Of Desing
- Fandamentals of Drawing
- Still Life
- Colour Theory
- Introduction to Computer Graphics
- Background Painting

SOFTWARE

- Photoshop

MODULE II - 3D ANIMATION & Ai tools (6 MONTHS)

- Modeling
- Texturing
- Lighting
- Rigging
- Character Animation

SOFTWARE

- Maya
- Mixamo

MODULE III - COMPOSITING & AI (2 MONTH)

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

SOFTWARE

- After Effects
- Premiere

MODULE IV - SPECIALISATION & PORTFOLIO DEVELOPMENT - ANY ONE (2 MONTHS)

- Modeling
- Texturing / Lighting
- Character Animation

SOFTWARE

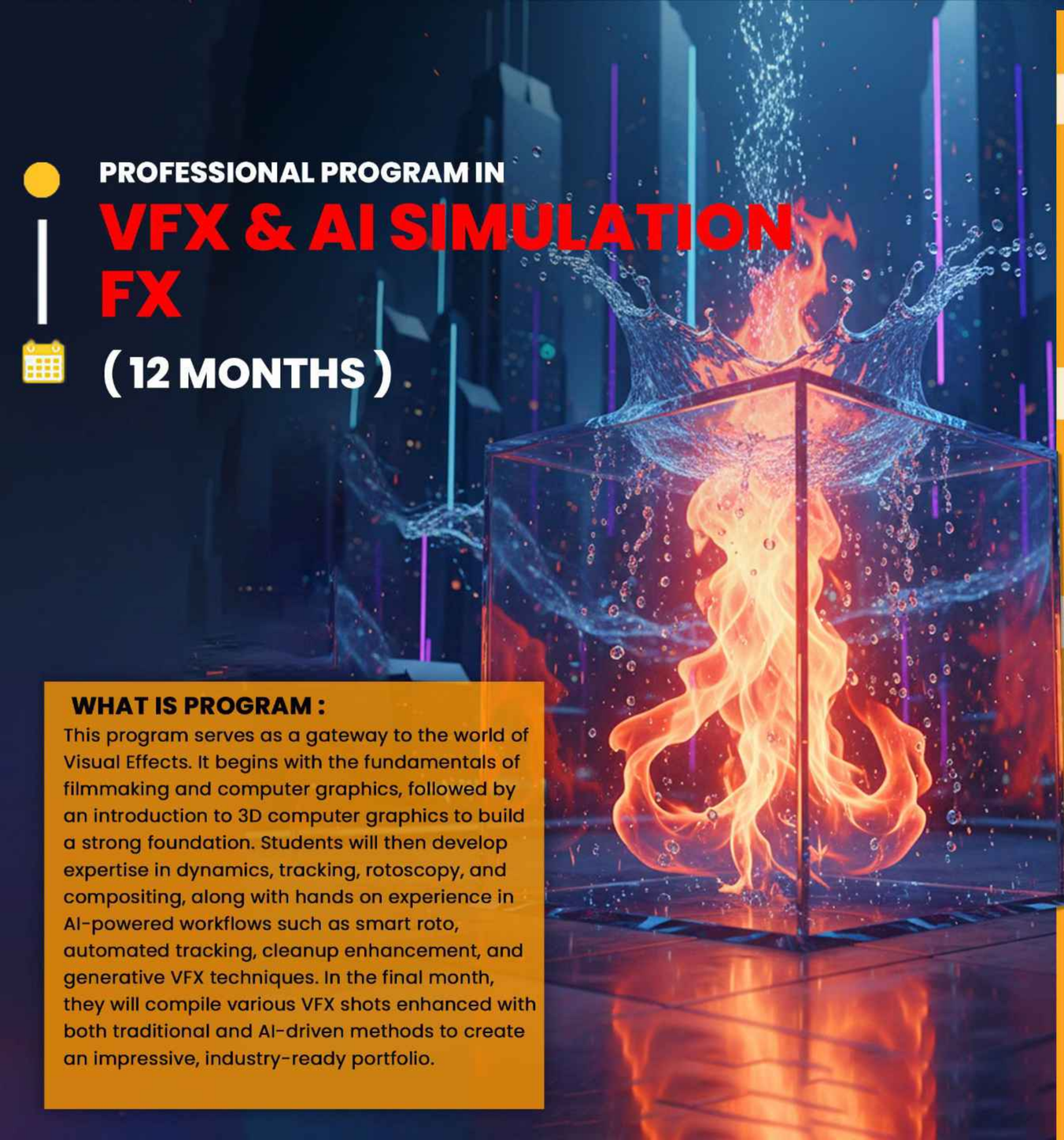
- Z - Brush
- Maya
- Arnold

WHAT IS PROGRAM :

This program is designed to provide in-depth expertise in 3D animation. It begins with the fundamentals of art and design, followed by an extensive exploration of the 3D animation process. Along the way, students are introduced to AI assisted tools that support concept creation, asset refinement, look-development, and animation enhancement to improve workflow efficiency. By the end of the program, students can choose from three elective specializations: Modeling & Texturing, Lighting, and Animation.

EMERGING STUDENT PROFILE :

Graduates of this program will be proficient in 3D content development and ready to work in any modern 3D production studio. They will gain strong artistic and technical skills across modeling, texturing, lighting, rigging, animation, rendering, and basic compositing. The program's elective specialization module allows students to focus deeply on one area, helping them build a clear professional identity. Students also learn AI-assisted workflows such as automated modeling, smart UVs, AI rigging, motion-capture cleanup, and intelligent rendering optimization, enabling faster and more efficient production. Career opportunities include 3D Modeling Artist, Texturing Artist, Lighting Artist, Rigging Artist, Animator, Rendering Artist, Environment Artist, and 3D Production Coordinator or Supervisor. Graduates can work in animation, gaming, VFX, advertising, architectural visualization, or freelance creative production.



PROFESSIONAL PROGRAM IN

VFX & AI SIMULATION FX

(12 MONTHS)

WHAT IS PROGRAM :

This program serves as a gateway to the world of Visual Effects. It begins with the fundamentals of filmmaking and computer graphics, followed by an introduction to 3D computer graphics to build a strong foundation. Students will then develop expertise in dynamics, tracking, rotoscopy, and compositing, along with hands on experience in AI-powered workflows such as smart roto, automated tracking, cleanup enhancement, and generative VFX techniques. In the final month, they will compile various VFX shots enhanced with both traditional and AI-driven methods to create an impressive, industry-ready portfolio.

MODULE I - FANDAMENTALS OF FILMMAKING, COMPUTER GRAPHICS & AI workflow(3.5 MONTHS)

- History Of VFX
- Principles Of Desing
- 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 with Ai tools (1.5 MONTH)

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

SOFTWARE

- Maya
- XGen
- Bullet

MODULE IV - VISUAL EFFECTS & AI plugins (4. 5 MONTHS)

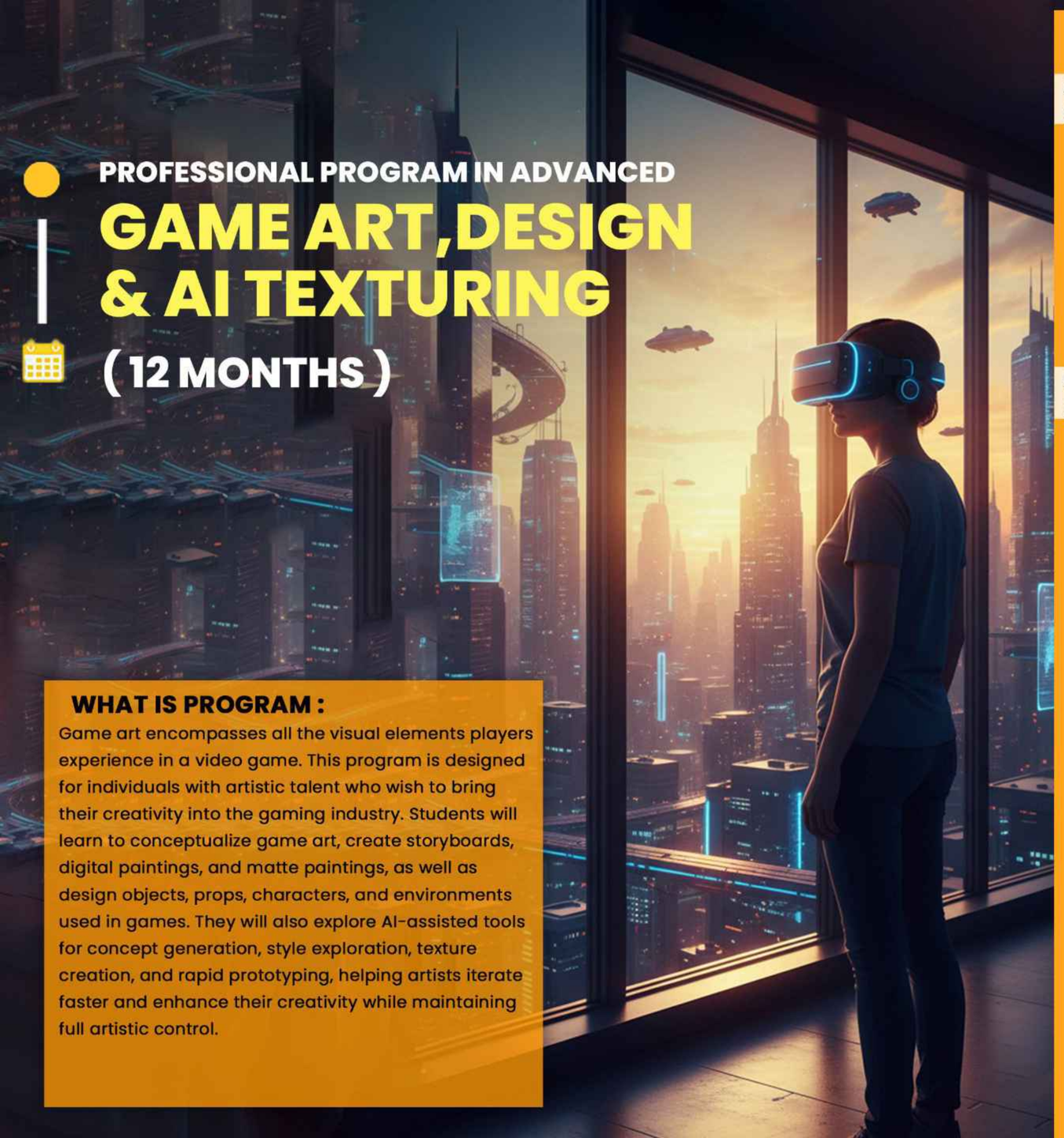
- Motion Graphics
- Compositing
- Masking, Rotoscope
- Colour Correction
- Composite 3D Render Passes
- Keying
- Tracking Stabilize
- Particles
- Paint
- Wire/Rig Removal
- Camera Tracking
- Re - Lighting

SOFTWARE

- After Efects
- Element 3D
- Nuke
- Silhouette
- 3D Equalizer

EMERGING STUDENT PROFILE :

Graduates of this program will gain the skills needed to excel in any VFX studio as Compositing Artists. Along with strong foundations in design, filmmaking aesthetics, and VFX principles, students will also learn to use AI-powered tools for tasks like smart roto, tracking, cleanup, and FX enhancements. AI driven automation helps artists handle complex shots more efficiently, enabling faster matte extraction, intelligent motion analysis, procedural FX generation, and real-time shot previews. This combination of traditional techniques and modern AI workflows makes them highly valuable in today's fast evolving VFX industry. Career opportunities include Roto Artist, Compositing Artist,
Tracking Artist, FX Artist, VFX Artist, VFX Coordinator, and roles in AI-assisted VFX production and pipeline optimization.



PROFESSIONAL PROGRAM IN ADVANCED

GAME ART,DESIGN & AI TEXTURING

(12 MONTHS)

WHAT IS PROGRAM :

Game art encompasses all the visual elements players experience in a video game. This program is designed for individuals with artistic talent who wish to bring their creativity into the gaming industry. Students will learn to conceptualize game art, create storyboards, digital paintings, and matte paintings, as well as design objects, props, characters, and environments used in games. They will also explore AI-assisted tools for concept generation, style exploration, texture creation, and rapid prototyping, helping artists iterate faster and enhance their creativity while maintaining full artistic control.

MODULE I - Game Art Foundations with AI (Months 3)

- Understanding different games
- The concept of game art
- The game art documents
- Sketching
- Digital painting
- Matte painting
- Human Figure Study
- Character desing

SOFTWARE

- Photoshop

MODULE II - 3D DIGITAL ART & AI Texturing (3 MONTHS)

- Inorganic/ Prop Modeling
- Organic / character Modeling
- Texturing
- Lighting
- Rigging
- Animation principles
- Character animation

SOFTWARE

- Maya
- Mixamo

MODULE III -Advanced Character & Environment Art using AI (6 Months)

- Human Sculpting
- Skeleton & Muscle Study
- Male & female Body Differences
- Low res of charecter
- Rules of gaming UV
- Character Desing Study
- Anthropomorphic Characters
- Texturing Cloths
- Baking a face for texturing
- Foliage
- Emitter
- Particles/FX
- Level Desing

SOFTWARE

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

EMERGING STUDENT PROFILE :

A career as a game artist is one of the most rewarding in the industry, as it involves working closely with game designers, producers, and writers to bring characters, stories, and worlds to life. Character artists specialize in creating either 2D character sprites or 3D character models, while environmental artists are responsible for designing immersive game environments. A 3D environmental artist is expected to develop detailed models with textures, lighting, and color. Additionally, there is a high demand for concept artists and illustrators, making this an exciting and dynamic field for aspiring game artists. With the rise of AI-assisted tools, artists can now accelerate tasks such as concept generation, texture creation, animation blocking, and world building. AI doesn't replace artistic skill instead, it enhances creativity, boosts productivity, and opens new possibilities for rapid prototyping, making the game art pipeline more efficient than ever before.

PROFESSIONAL PROGRAM IN

GRAPHIC DESIGN & AI CREATIVE SYSTEMS

(12 MONTHS)

WHAT IS PROGRAM :

Graphic design is the art of creating visual content that communicates ideas, engages audiences, and strengthens brand identity. As the industry evolves, this program trains students in modern design tools and AI-powered workflows for faster ideation, layout creation, and image enhancement.

The first module covers fundamentals of art, digital illustration, branding, logo design, and marketing collateral. The second module focuses on advanced design, UI/UX, motion graphics, video editing, advertising, packaging, and photorealistic 3D design, with AI integrated into each stage for smarter and more efficient production.

MODULE I - FUNDAMENTAL OF ART, DESIGN, ILLUSTRATION AND COMPUTER GRAPHICS with AI tools (6 MONTHS)

- Fundamentals of Drawing
- Principles of Design
- Colour Theory
- Digital Illustrations
- Perspective
- Typography
- Design - Logo, Magazine cover, Advertisement
- Computer Graphics
- Colour correction
- Digital Painting
- Image manipulation
- Text Effect
- Matte Painting
- 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 with AI tools (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

EMERGING STUDENT PROFILE :

Many Graphic Designers are employed in specialized design services, publishing or advertising, public relations, and related service industries. With the growing influence of AI-powered design tools and automation, a majority of designers are becoming self-employed or freelancers, as AI helps them deliver faster, high-quality results to a global client base. The course-completed candidate can work in various 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, and even AI-assisted Design Specialist.

AI-ENHANCED

GRAPHIC DESIGN PROGRAM

(6 MONTHS)

WHAT IS PROGRAM :

Graphic design is a creative process that uses visual elements to communicate messages and ideas. With the rise of AI-powered tools, designers can generate concepts, refine layouts, enhance images, and automate repetitive tasks more efficiently. Graphic design is applied across many industries, serving multiple purposes, and AI helps ensure consistency through smart color matching, layout suggestions, and style adaptation. High-quality visuals created for web-sites can also be enhanced or upscaled using AI and reused in print materials like brochures, flyers, and posters for a unified, high-resolution look across digital and print media.

MODULE I - FUNDAMENTAL OF ART, DESIGN, ILLUSTRATION AND COMPUTER GRAPHICS with AI tools (6 Months)

- Fundamentals of Drawing
- Principle of Design
- Colour Theory
- Digital illustrations
- Perspective
- Typography
- Design - Logo, Magazine cover, Advertisement
- Computer Graphics
- Color correct
- Digital Paint
- Image manipulation
- Text Effect
- Matte paint
- Create GIF Animation
- Page layout
- Poster Design
- Page layout for newspaper
- Creating brochure design
- Create advertisements
- Timeline Editing
- Trimming and Cutting
- Transitions
- Color Correction and Grading
- Audio Editing

SOFTWARE

- Photoshop
- Illustrator
- Premiere pro
- CoralDraw

EMERGING STUDENT PROFILE :

Many graphic designers work in specialized design services, publishing, advertising, public relations, and other creative industries. With the rise of AI-driven design tools, the demand for designers who can blend creativity with automation has increased. As a result, many designers choose freelancing or self-employment, using AI tools to enhance their speed, workflow, and productivity. After completing this course, candidates can work in roles such as Art Production Manager, Graphic Designer, Brand Identity Developer, Logo Designer, Marketing Designer, Illustrator, Visual Image Developer, Multimedia Developer, Layout Artist, Package Designer, and more. With AI integration, these roles now include tasks like automated layout creation, smart image editing, AI-assisted branding, and rapid content generation—making designers more efficient and competitive in the industry.

MOTION GRAPHICS & AI ANIMATION PROGRAM

(6 MONTHS)

WHAT IS PROGRAM :

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 settings to advanced editing. Learn to craft captivating visuals with 3D elements, particle systems, and seamless audio integration. The program also includes AI-powered tools for automated animation, smart asset generation, and enhanced visual refinement. Develop a strong skill set in digital artistry, AI-assisted workflows, and animation for a wide range of creative

MODULE I - Fundamentals of Graphics Design, Motion Graphic and Animation with AI Tools (6 Months)

- 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
- After Effects
- Element 3D

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. The program also integrates AI-driven tools for smart asset creation, automated animation, enhanced motion tracking, and faster workflow optimization. This course is perfect for individuals eager to explore the world of motion graphics, embrace modern AI-powered techniques, and unleash their artistic potential in a professional setting.

UI/UX DESIGN WITH

AI PROTOTYPING PROGRAM

(6 MONTHS)

WHAT IS PROGRAM :

This comprehensive program is an immersive 6-month journey into UI & UX design, exploring foundational concepts such as design principles, color theory, laws of UX, and effective problem documentation. Harness digital illustration techniques, collaborative ideation, advanced wireframing, usability testing, and design system implementation. The program also integrates AI-powered design tools to generate design variations, automate research insights, and streamline workflows, culminating in real-world projects to solidify skills and expertise.

MODULE I - Foundation of creative UI/UX Design, Professional UI/UX Development & Implementation with AI tools(6 Months)

- 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
- Illustrator
- Premiere pro
- Adobe XD
- Figma

EMERGING STUDENT 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. With the integration of AI-powered research, prototyping, and usability prediction tools, students enhance their decision-making and speed up their design workflow. 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.

DIGITAL AUDIO & VIDEO EDITING WITH AI AUTOMATION

(3 MONTHS)

WHAT IS PROGRAM :

Video editing is the art of blending images, sound, and motion to create immersive and emotionally engaging experiences. This program teaches students to craft personal or professional videos by removing unwanted footage, establishing smooth flow, adding effects, graphics, music, and motion graphics, and adjusting the style, pace, and mood to match their vision. Students will also learn to leverage AI-powered tools to enhance creativity, automate repetitive tasks, generate effects, and optimize workflow, making video production faster, more efficient, and more innovative.

MODULE I - Foundation in Video Editing, Graphics, Filmmaking Basics & Audio Production (3 Months)

- Basics of Video Editing
- Photo Editing Essentials
- Graphics & Layout Design
- Filmmaking Fundamentals
- Audio Recording & Cleanup
- Motion Graphics Intro
- Color Correction Basics
- Visual Storytelling
- Editing Workflow & Exporting

SOFTWARE

- Photoshop
- Premiere Pro
- Audition
- After Effects

EMERGING STUDENT PROFILE :

A video & film editor's job is to take raw footage and produce a single, polished video. Today, video editors are considered the backbone of any post-production process. There are opportunities such as Television Studio Editor, Video Editor, Multimedia Artist, and Motion Graphics Artist. Candidates can work on commercials, corporate training videos, feature films, music videos, television programs, and more. With the integration of AI-powered tools, editors can now automate repetitive tasks, enhance visual effects, generate motion graphics, improve audio, and streamline workflows, allowing them to focus more on creativity and storytelling.

BLENDER 3D &AI ENHANCEMENT PROGRAM

(6 MONTHS)

MODULE I - Foundation of Design concepts, modeling & Ai tools (5 Months)

- Basic of design concepts
- Interface & Modelling
- Fandamental of Modeling
- Inorganic / Prop Modeling
- Organic / character Modeling
- Unwrap & Texture
- Materials
- LIghting & Rendering
- Rigging
- Dynamics & Fx
- Animation

SOFTWARE

- Photoshop
- Blender

MODULE II - Advanced Workflow & Final Project (1 Months)

- Procedural & Non-Destructive Workflow
- AI-Enhanced Production Techniques
- Final Project Development & Presentation

SOFTWARE

- Blender

WHAT IS PROGRAM :

This program provides solid training in 3D modeling, animation, rigging, and visual effects using Blender. Students begin with core skills like mesh creation, modifiers, UV mapping, and keyframe animation, then move on to dynamics, simulations, and advanced rigging for characters and mechanical setups. They also learn non-linear animation editing and audio integration for complete workflows. The program also integrates AI-powered enhancements such as AI-generated concepts, automated texture creation, motion refinement, and productivity tools, helping students accelerate their workflow and achieve higher-quality results.

EMERGING STUDENT PROFILE :

This Blender program is designed for aspiring 3D artists and animators looking to gain a comprehensive understanding of Blender's capabilities. It is ideal for beginners seeking a strong foundation in mesh editing and object manipulation, as well as intermediate users aiming to master advanced topics such as rigging, particle systems, lighting, and animation principles. The curriculum offers a well-rounded education in 3D modeling, animation, and rendering techniques, equipping students with the skills to create diverse and engaging digital content. Additionally, the program introduces AI-enhanced tools and workflows, including AI-assisted concept generation, automated texture creation, motion refinement, and productivity features that streamline the entire 3D pipeline helping artists work faster and achieve higher-quality results.

UNREAL ENGINE & AI REAL-TIME DESIGN PROGRAM

(6 MONTHS)

MODULE I - Unreal introduction & Game Development Basics (3 Months)

- Game Development Basics
- Getting Started with Unreal Engine
- Level Design Basics
- Working with Assets & Lighting
- Installing and setting up the engine
- User interface & navigation
- Project setup and folder organization

SOFTWARE

- Photoshop
- Unreal Engine

MODULE II - Blueprints, Audio, Optimization, Final Project & Ai Tools (3 Months)

- Blueprint Basics
- Performance Optimization Basics
- Adding Sound Effects & Background Music
- Audio Triggers & 3D Sound
- Final Game Build & Presentation

SOFTWARE

- Unreal Engine

WHAT IS PROGRAM :

This Unreal Engine course offers a comprehensive learning experience for beginners who want to create interactive game environments. Students will explore the fundamentals of game design, including level creation, blueprint scripting, character and enemy setup, collision systems, and project packaging. With practical tutorials covering everything from basic navigation to audio integration, learners gain the skills to bring their game ideas to life. The program also introduces AI-powered tools for asset generation, behavior design, and environment enhancement, helping students build game worlds more efficiently and creatively.

EMERGING STUDENT PROFILE :

This course is designed for aspiring game developers looking to master Unreal Engine. Students will gain essential skills in level design, blueprint scripting, asset integration, and audio implementation. Ideal for beginners, it covers everything from basic navigation to advanced gameplay mechanics. The curriculum also introduces AI driven tools, including AI-assisted asset generation, smart behavior creation, and environment enhancement techniques to speed up game development. By the end of the program, participants will be equipped with the knowledge and tools to create immersive, interactive gaming experiences. This course is perfect for individuals passionate about game development and eager to unleash their creativity using Unreal Engine.

PROGRAM IN AI NEXT GEN

(6 MONTHS)

WHAT IS PROGRAM :

This all-in-one program is crafted for the next generation of digital content creators eager to excel in graphic design, video production, narrative storytelling, UI design, product and presentation design, digital comics, and illustrations. Blending artistic vision with cutting-edge technology, the course places a strong emphasis on integrating Generative AI with Adobe tools to revolutionize creative workflows. From crafting visually stunning artwork and engaging videos to building dynamic digital content, students will learn how to harness AI-driven techniques for real-world applications in multimedia, web, and animation fields.

MODULE I - GenAI for Digital Content - Imagery (3 Months)

- AI Foundations & Prompt Engineering Basics
- Introduction to GenAI tools
- Introduction to GenAI in Creative Industries
- Creative Writing Skills with GenAI
- Image Creation and Manipulation
- Advanced Image Generation
- NextGen Designing Techniques
- Storyboarding & Pre-visualization with GenAI

MODULE II - GenAI for Digital Content - Video & Audio (3 Months)

- Video Content Creation with Gen AI
- Audio Content with Gen AI
- Presentation Design with GenAI
- ComfyUI Essentials
- Building GenAI workflows using ComfyUI
- Mastering ComfyUI Workflow
- Final Project and Showreel Making

AI Tools

- ChatGPT Plus
- ChatGPT Plus & DeepSeek
- ChatGPT Plus & Midjourney
- Leonardo AI, Pixlr
- Adobe Firefly, Adobe Photoshop
- ChatGPT & Midjourney
- RunwayML, Sora
- Elevenlabs, Suno & Adobe Audition
- ComfyUI
- Canva AI tools, Adobe Express AI tools & MS PowerPoint
- Adobe Photoshop, Adobe Premiere,
- Adobe Audition & Adobe After Effects

EMERGING STUDENT 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. With the growing influence of AI-powered design tools, learners enhance their creativity and productivity by using intelligent assistants for layout suggestions, user-flow predictions, and automated usability insights. 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 where human creativity and AI innovation work together to shape the future of user experiences.

ARCHITECTURAL DESIGN & 3D VISUALIZATION WITH AI RENDERING

(3 MONTHS)

WHAT IS PROGRAM :

This program provides comprehensive training in architectural design and animation. Students will learn to create precise layouts using CAD software, ensuring real-world accuracy in their designs. The course progresses to 3D modeling, where students bring their concepts to life with advanced texturing and lighting techniques for realistic results. Learners will also explore AI powered tools that assist in generating design ideas, optimizing layouts, automating tasks, and enhancing renders for faster production. By the end of the program, participants gain hands on experience in editing and compiling their work into a professional portfolio.

MODULE I - Asset Creation, Scene Setup, Animation & AI Rendering (3 Months)

- Computer Graphics
- Creation 2D layouts
- Geomentry Nodes
- Asset Library
- 3D Modelling & Texturing the Assets
- Creation Of trees , rocks & gress
- Set up the sence & Lighting
- Create the plans rolling open
- Setup the animation with camera & Key frames
- Rendering with the new Real time Render engine
- V-Ray

SOFTWARE

- Photoshop
- 3DS Max
- V-Ray
- Premiere Pro

EMERGING STUDENT PROFILE :

Graduates of this program will acquire the essential skills to create digital artwork for advertisements, image editing, press ads, magazine layouts, and promotional displays. They will also develop a strong understanding of design and composition, enabling them to produce high-quality and visually compelling results. In addition, students will learn to use AI-powered design tools that automate routine tasks, enhance creativity, generate design variations, and speed up the overall production process—making their workflow smarter, faster, and more efficient.

LET'S CELEBRATE OUR BIG ACHIEVEMENT!

MAYUR PATIL
(3D ARTIST)

SHUBHAM SHINDE
(2D ANIMATOR)

HARSHAD SONAWANE
(3D ANIMATOR)

KIRAN PANDIT
(VIDEO EDITOR)

MANDEEP BENADE
(UI UX DESIGNER)

VIDYA D
(3D Modeler)

RUTUJA WAGH
(UI UX DESIGNER)

NAMITA B
(GRAPHIC DESIGNER)

PRAMOD SANAP
(3D ANIMATOR)

VAISHANAVI P
(GRAPHIC DESIGNER)

OM CHAVAN
(3D ANIMATOR)

NITIN WAGH
(2D ARTIST)

TEJAS B
(3D Modeler)

NILHIL PUND
(2D ANIMATOR)

DHARMA BK
(VIDEO EDITOR)

JAYDIP DEVKAR
(2D ANIMATOR)

MAYUR PAWAR
(3D ARTIST)

VARUN B
(3D ARTIST)

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