

The background of the page features a photograph of a modern, multi-story white building with large arched windows and classical columns. The building is identified as MIT Arts, Commerce & Science College. The image is partially overlaid by a large, flowing orange graphic element that curves across the bottom and right sides of the page.

MIT

MAEER'S

**Arts, Commerce
& Science College**

Affiliated to Savitribai Phule Pune University

Accredited by NAAC with "A" Grade

Academic Year

2024-25

B.Sc. (Animation)

About Us

MIT Arts, Commerce and Science College established by Prof. (Dr.) Vishwanath Karad in 2007 under the aegis of Maharashtra Academy of Engineering and Educational Research (MAEER) Pune, affiliated with Savitribai Phule Pune University and recognised by the Government of Maharashtra has emerged as a prominent institute emphasizing on quality education, research opportunities and exposure to advancing academic innovation and engaging students, staff, alumni, and other stakeholders to achieve its educational goals. Located in a peaceful and nurturing environment, the college is Equipped with top- notch infrastructure with latest technological advancements and excellent library facilities for seamless academic activities. Research and academic programmes are driven by our highly qualified and experienced faculty members who foster in-depth knowledge and practical skills through active learning, field visits, expert guidance, training programs, research support, and continuous assessment. We have the Training and Placement Cell who facilitates the process of campus placement, strives to help students in improving communication and employment- seeking skills and assist to explore the various job opportunities thus leading to best placements amongst educational institute in Pune.

Awards, Affiliations and Recognition:

- ❖ MIT ACSC College is Accredited by NAAC with a CGPA of 3.21 on a Four point scale at 'A' Grade.
- ❖ Affiliated to Savitribai Phule Pune University and recognised by the Government of Maharashtra.
- ❖ Our educational institution in Pune, Maharashtra, has received the Education Excellence Award for achieving outstanding placements amongst other regional institutions.
- ❖ We are proud to have received the Best College Award in Rural Area for two consecutive years (2015-16 & 2016-17) from Savitribai Phule Pune University. We recognise our commitment to providing quality education in underserved areas.
- ❖ Our efforts towards student development have been acknowledged with the University Level Best College Award for 2017-18 by Savitribai Phule Pune University, underscoring our dedication to nurturing well-rounded individuals.
- ❖ We are ranked among the top colleges in India by India Today MDRA Best Colleges Ranking for 2018, 2019, 2020, and 2022, attesting to our reputation for excellence in education.
- ❖ MITACSC has secured the 3rd position in the prestigious TOP 10 EMERGING COLLEGES 2022, recognizing colleges established in or after 2010 for outstanding performance. The college is proud of its accomplishments and advancements and is committed to owning its promising future.

MIT ACSC offers a wide range of Undergraduate and Postgraduate programs:

Undergraduate Programs

- ❖ B.Com. (Bachelor of Commerce)
- ❖ BBA (Bachelor of Business Administration)
- ❖ BBA (International Business)
- ❖ BBA (Computer Application)
- ❖ BCA (Science)
- ❖ B.Sc. (Animation)
- ❖ B.Sc. (Computer Science)
- ❖ B.Sc. (Cyber & Digital Science)
- ❖ B.Sc. (Information Technology)

Postgraduate Programs

- ❖ M.Sc. (Computer Science)
- ❖ M.Sc. (Computer Application)
- ❖ M.Sc. (Data Science)
- ❖ M.Sc. (Industrial Mathematics with Computer Application)

Ph.D.

- ❖ Ph.D. - Mathematics



B.Sc. (Animation)

About the Course

In India as well as abroad, the Animation industry is becoming the greatest career to pursue. There is a fastest growing requirement for an expert and skilled animator. Animation is more than just entertainment. It is beneficial to many industries and is widely employed in services such as Engineering, Construction, Advertising and Medicine and many more. It is used for realistic output in digital form has impacted how commercial processes are carried out. Animation has been designed as a comprehensive training programme where the curriculum includes Storyboarding, Sketching, Graphic Design, 2D Animation, 3D Animation, Architectural Visualization, Gaming, Digital Editing, Motion Graphics, Visual Effects and many more that prepares you for the intriguing challenges in the Animation, Film, Television, VFX, Advertising and Gaming industries. The critical but diverse learning's seamlessly mesh together, going way beyond stereotypical structures of animation training. Each essential element of the course, has been designed perfectly for a unique learning experience.

Why choose MIT ACSC?

To develop the knowledge and abilities required to be a successful illustrator MIT ACSC has:

- Advanced and up-to-date Animation Software and hardware used to create visual art.
- Great Infrastructure
- High-end Graphics Powered Computers,
- Refreshing environment for student to stress-free practice
- Highly qualified and experienced teaching staff.
- 100% Placement Assistance will be provided post completion of the course.



Eligibility

- Higher Secondary School Certificate (10+2) **OR**
- Its equivalent examination with any three subjects such as Physics, Chemistry, Biology, Mathematics, Geography etc. **OR**
- Three-Years Diploma Course (after S.S.C.) of Technical Education conducted by Government of Maharashtra or its equivalent

How to Apply?



An eligible candidate has to apply directly to the college through the college admission application form. Admission will be offered to the students on the basis of H.S.C. / 12th percentage.

Future Prospects/Scope

B.Sc Animation provides students a variety of careers opportunities in the Animation Industry such as:

- Character Designer
- Digital Painter
- 3D Modeler
- Stop Motion Animator
- Animation Director
- Production Director
- Concept Artist
- 2D Animator
- 3D Animator Graphic Designer
- Video Game Designer
- Character Animator
- Colour Key Artist
- VFX Artist
- Independent Filmmaker
- Compositing Artist
- Cartoonist Post



Program Structure

B.Sc. (Animation)

SEMESTER I

| Sr. No. | Code | Subject Name |
|---------|--------|---|
| 1. | ANM101 | Foundation of Art |
| 2. | ANM102 | Basics of Animation |
| 3. | ANM103 | Introduction To Digital Graphics - Image Editing (Vector) |
| 4. | ANM104 | Introduction To Programming Languages |
| 5. | ANM105 | Foundation of Art (Sketching) & Flipbook Animation |
| 6. | ANM106 | Introduction To Digital Graphics - Image Editing (Vector) |
| 7. | ANM107 | Programming With C |
| 8. | ANM108 | 3D Visualization (3DS Max) |

SEMESTER II

| Sr. No. | Code | Subject Name |
|---------|--------|--|
| 1. | ANM201 | Digital Photography & Film making Fundamentals |
| 2. | ANM202 | Elements of Information Technology |
| 3. | ANM203 | Introduction To 2D Animation |
| 4. | ANM204 | 3D Animation - I (Maya) |
| 5. | ANM205 | Digital Photography & Film making Practicals |
| 6. | ANM206 | Image Editing |
| 7. | ANM207 | 2D Animation (Adobe Animate) |
| 8. | ANM208 | 3D Animation-I (Maya) |

SEMESTER III

| Sr. No. | Code | Subject Name |
|---------|--------|---|
| 1. | ANM301 | Animation Technique |
| 2. | ANM302 | 3D Production II (Maya) |
| 3. | ANM303 | Animation Production Process |
| 4. | ANM304 | Web Technology With HTML & CSS |
| 5. | ANM305 | Animation Technique |
| 6. | ANM306 | 3D Production II (Maya) |
| 7. | ANM307 | Animation Production Process Environmental Science-I Language Communication-I |

SEMESTER IV

| Sr. No. | Code | Subject Name |
|---------|--------|--|
| 1. | ANM401 | Animation For AR And VR Techniques |
| 2. | ANM402 | 3D Sculpting Tools & Techniques (Z Brush) |
| 3. | ANM403 | Game Design (Blender) |
| 4. | ANM404 | Animation For AR And VR Techniques |
| 5. | ANM405 | 3D Sculpting Tools & Techniques (Z Brush) |
| 6. | ANM406 | Game Design (Blender) |
| 7. | ANM407 | Character Animation (Maya/3Dmax/B Lender) Environmental Science - II Language Communication - II |

SEMESTER V

| Sr. No. | Code | Subject Name |
|---------|--------|--|
| 1. | ANM501 | Visual Effects (Nuke) |
| 2. | ANM502 | Game Production (Unity) |
| 3. | ANM503 | UI & UX Design |
| 4. | ANM504 | Motion Graphics And Compositing |
| 5. | ANM505 | Visual Effects (Nuke) |
| 6. | ANM506 | Game Production (Unity) |
| 7. | ANM507 | Digital Editing (Adobe Premier) |
| 8. | ANM508 | Motion Graphics And Compositing (Adobe Aftereffects) |

SEMESTER VI

| Sr. No. | Code | Subject Name |
|---------|--------|---|
| 1. | ANM601 | IPR & Cyber Security |
| 2. | ANM602 | New Media |
| 3. | ANM603 | White Board & Explainer Video Animation |
| 4. | ANM604 | Basics of Marketing, Management & Portfolio Development |
| 5. | ANM605 | Portfolio Development |
| 6. | ANM606 | Project |
| 7. | ANM607 | Internship |
| 8. | ANM608 | Internship |

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Class Room



Canteen



Play Ground



Computer Lab



Indoor Sports



Class Room



Computer Lab



Library



Garden



Class Room



Play Ground



Electronics Lab



Laboratory



Laboratory



Class Room



Indoor Sports

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