# ASIAN INSTITUTE OF GAMING & ANIMATION

A cutting edge hub for students aspiring to influence the future of the 'Animation, Visual Effects, Gaming and Comics industry (AVGC). AIGA is a pioneer institute in India, dedicated to the ideology of encompassing the curriculum of complete digital entertainment industry in it's offering.

Courses offered at AIGA are designed in partnership with premier studios and mentors from the digital entertainment industry. The association lends rich insight to the offered industry-specific and job-oriented courses that are tailored to upgrade skill sets to match up to the evolving global industry standards.

BFA IN DIGITAL ART AND ANIMATION

DIPLOMA IN ANIMATION

DIPLOMA IN GAME ART

DIPLOMA IN GAME PROGRAMMING

DIPLOMA IN SHORT FILM MAKING

DIPLOMA IN VFX

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Aiga

PLUG-IN ❯❯
CREATIVE
INDUSTRY

# BFA IN DIGITAL ART AND ANIMATION

**INTAKES**
Jan / July

**COURSE DURATION**
4 years

**COURSE REQUISITE**
Should have successfully completed +2 or equivalent

BFA in Digital art and animation is a 4-year UGC recognized degree, awarded by Martin Luther Christian University. (MLCU). The program is structured to render a balance between Academia and professional practices.

The modules are structured with an option for students to pursue specializations in verticals such as Computer graphics for movies, games and Computer Animation. The program is strongly tied with internship programs across 4 leading computer graphics companies in India; the intention being to provide students with strong exposure to various disciplines.

# DIPLOMA IN GAME ART

**INTAKES**
Jan / April / July / Sept

**COURSE DURATION**
1 year

**COURSE REQUISITE**
None

**SOFTWARE TAUGHT**
Maya, Max, Zbrush, Photoshop

Diploma in Game Art, is a one year program that starts from the basics, right from enhancing fine-art skills to covering various aspects within art development for computer games and movies; exposing students to relevant software workflows, tools and techniques.

Successful graduates will possess the needed exposure and skill to create visuals for video games and animation studios.
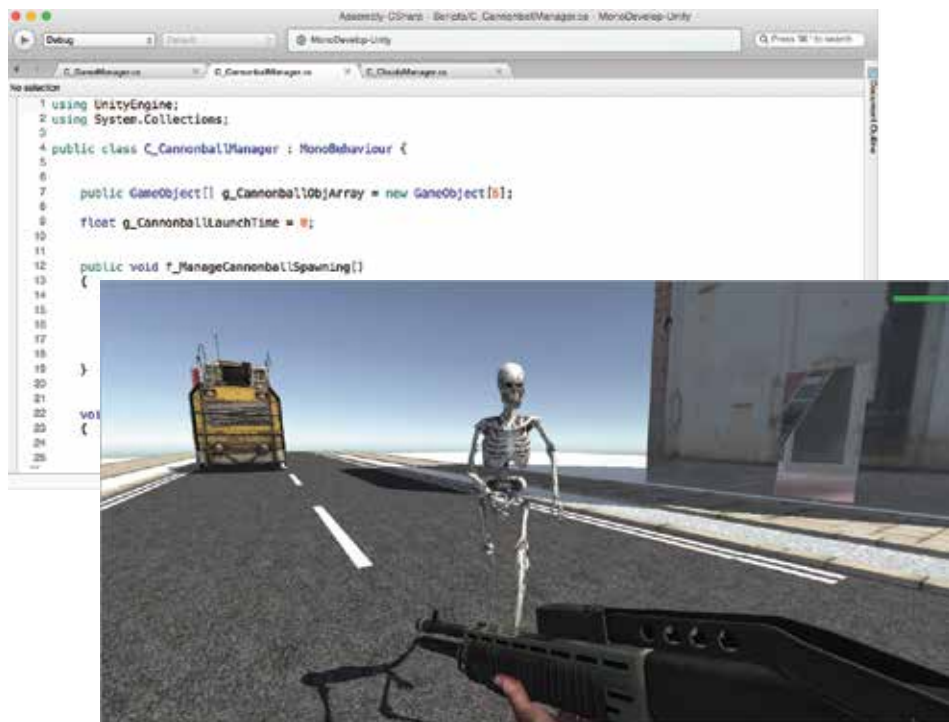
# DIPLOMA IN GAME PROGRAMMING

**INTAKES**
Jan / April / July / Sept

**COURSE DURATION**
8 months

**COURSE REQUISITE**
Students should clear the entrance test.
Students should bring a laptop.

**SOFTWARE TAUGHT**
Javascript, Unity3D

The course has been thoughtfully designed to match up to the specific skill-set as per industry standards. The course starts with a primer to computer programming and then moves onto 2D game programming with Javascript and HTML5.

This is followed by an introduction to 3D graphics and game programming with Unity3D. The focus with Unity3D would be on developing Games for PC and hand-held devices.

# DIPLOMA
# IN VFX

**INTAKES**
Jan / Mar / May / July / Sep / Nov

**COURSE DURATION**
3 months
(1 month internship included)

**COURSE REQUISITE**
None

**SOFTWARE TAUGHT**
3D equalizer, Photoshop

Is a 3-month program with a strong emphasis on human anatomy, image and video editing concepts. Subjects covered include Rotoscopy, color-correction, principles of animation, tracking and 3D clean-up.

Students learn to use enterprise level software used in production houses that work on hollywood feature length movies. Students who successfully place at the top of the class will be provided an internship with a leading visual FX studio.

# DIPLOMA IN SHORT FILM MAKING

**INTAKES**
Jan / July

**COURSE DURATION**
1 year

**COURSE REQUISITE**
None

**SOFTWARE TAUGHT**
Final Cut Pro, Pro tools
and Sound FX

A one year program with its focus on exposing students to all aspects of film-making. Students learn the language of film and cinematography, apart from working on live projects with NGO's, ad-agencies and the corporate world thus enabling the student to dabble in marketing a script, directing a shot, handling camera work, audio and post-production of a short-film.

# DIPLOMA IN ANIMATION

**INTAKES**
Jan / April / July / Sept

**COURSE DURATION**
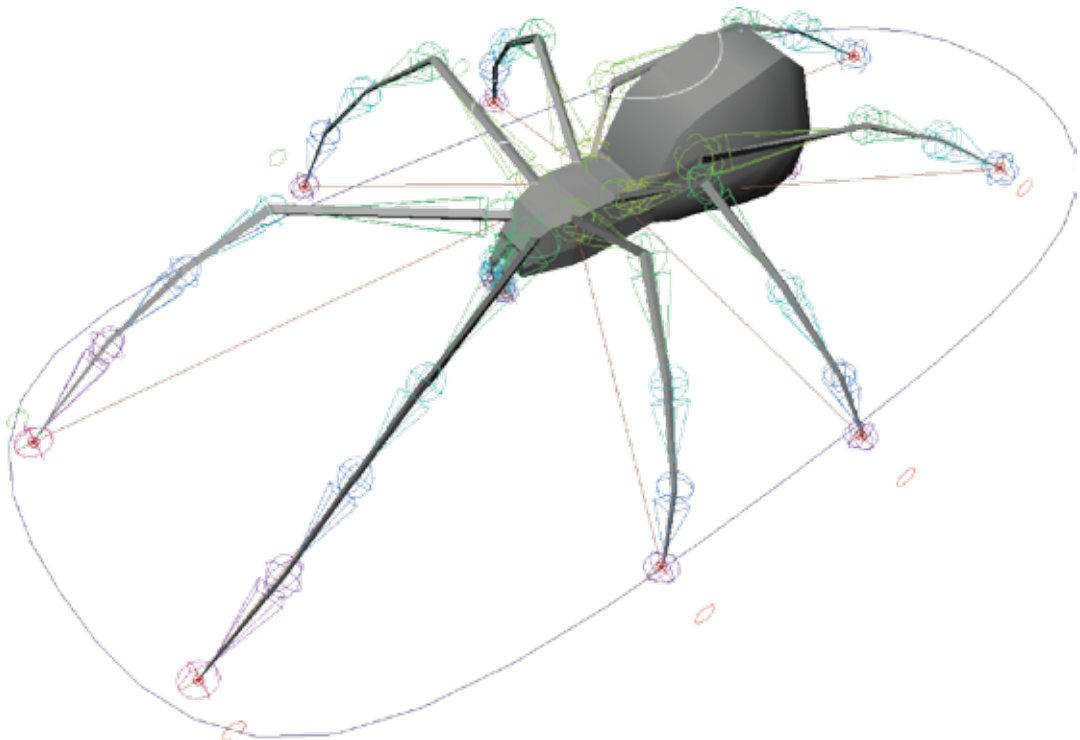1 year

**COURSE REQUISITE**
None

**SOFTWARE TAUGHT**
Maya, Max, Photoshop

Is a one year animation intensive course that covers topics ranging from fine-art, anatomy, principles of animation, modeling and professional practices. Through the program, students learn to create both 2D and 3D animation.

The program has been thoughtfully structured in consultation with leading Animation and Game studios.

Successful graduates will possess the needed exposure and skill to create animation for video games and animated movies .

## KEY STRENGTHS

Successful placement record with international and national studios.

Experienced faculty from the industry with years of experience and domain knowledge .

Ranked as one of the top training institutes in the animation and gaming industry.

Employment focused programs.

State-of-the-art labs and classrooms with industry grade systems.

Gaming area with multiple game consoles.

## OUR STUDENTS ARE PLACED IN INTERNATIONAL AND NATIONAL STUDIOS

Atman Software
Blue Papillions
Dhruva Interactive
Dumadu Games
Rockstar Games DDU
Technicolor
Xentrix Studios
Zynga

All the artwork used in this brochure are created by the students at AIGA.

*AIGA reserves the right to change course content, timings and duration
  without notice, due to continual course improvement.

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