

Below is a proposed **B.Voc. in 3D Animation & VFX** landing-page outline, using the same “sections” (and approximate order) as your existing MAAC pages (3D, VFX, Game Design). For each section, you’ll find suggested headlines, subheads, body copy, and CTAs—so you can drop it straight into your template.

1. Hero / Above-the-Fold

Layout Notes (matching 3d.animationbangalore.com):

- Full-width background image or short looping video of studio/lab in action
- Bold headline + subheadline on left or center
- “Admissions Open” button + phone number (sticky) on right or below the copy
- Logos (Scope Global Skills University + MAAC + UGC) either overlayed or immediately below

Suggested Copy:

Headline (≈6–8 words / ≤50 characters):

UGC-Recognized B.Voc. in 3D Animation & VFX

Subheadline (≈12–15 words / ≤90 characters):

Earn a 3-Year Degree from Scope Global Skills University • Hands-On Training • Placement Support

Logos (inline, immediately under headline):

[SCOPE GLOBAL SKILLS UNIVERSITY] [MAAC Logo] [UGC-Recognized Badge]

CTA Buttons (side by side or stacked):

[APPLY NOW] [DOWNLOAD BROCHURE]

Phone (persistent in header or hero):

MAAC Jayanagar → 88849 222 04

2. Why B.Voc. in 3D & VFX? (Benefits / Value Propositions)

Layout Notes (matching vfx.animationbangalore.com):

- 3-icon row (or 4 small cards) showing key features: Hands-On Labs, Industry-Ready Curriculum, Placement Assistance, Portfolio Development
- Each icon + short 2-line caption
- Background alternates light/dark to distinguish from hero

Suggested Copy:

Section Headline:

Why Choose MAAC's B.Voc. in 3D Animation & VFX?

Icon 1: Hands-On Learning

"70% practical labs • Work on real industry projects from Day 1"

Icon 2: Industry-Ready Curriculum

"UGC-approved syllabus • Taught by working 3D/VFX professionals"

Icon 3: Placement Assistance

"100% placement support • Connect with top studios & media houses"

Icon 4: Portfolio & Projects

"Build your showreel • Export-ready files for film/game studios"

3. Program Overview (About the Degree)

Layout Notes (matching 3d.animationbangalore.com & gamedesign.animationbangalore.com):

- Two-column block: left shows bullet-points or brief text, right shows a relevant image (e.g., students working in lab or degree certificate mockup)
- Sub-header above the two columns ("Program Overview")

Suggested Copy:

Section Subhead:

Program Overview

Left Column (bullets / short paragraphs):

"B.Voc. in 3D Animation & VFX" is a 3-year, UGC-recognized undergraduate degree in collaboration with Scope Global Skills University. Through six semesters of studio-based training, you'll learn:

- Digital Foundations: Drawing, Visual Storytelling, Editing

- 3D Animation: Modeling, Texturing, Rigging, Character Animation
- Visual Effects: Compositing, Rotoscoping, Node-Based Workflows
- Advanced FX: Fluid Simulations, Particle Effects, 3D Camera Tracking
- Portfolio & Capstone Projects: Capable of delivering broadcast-quality 3D/VFX sequences
- Soft Skills & Industry Prep: Resume Building, Interview Workshops, Guest Lectures

Right Column (image placeholder):

[Photo of students working on a 3D/VFX project in MAAC lab]

4. Curriculum Highlights / Semester Breakdown

Layout Notes (inspired by vfx page):

- Horizontal tabs or numbered steps (1–6) for each semester
- Each tab expands to show 2–3 bullet points of core subjects
- Alternating background color per tab (white vs. light grey)

Suggested Copy:

Section Headline:

Curriculum at a Glance (6 Semesters)

[Small “?” icon → A tooltip reading “Click each semester to expand details”]

Semester 1 (Foundation):

- Fundamentals of Drawing & Visualization
- Introduction to Digital Tools: Photoshop, Illustrator
- Basics of 2D Animation & Storyboarding
- Audio & Video Editing Essentials

Semester 2 (Foundation):

- 3D Fundamentals: Modeling & Texturing in Maya/Blender
- Principles of Animation & Timing
- Introduction to Compositing: After Effects
- Portfolio-Building Project #1

Semester 3 (Intermediate 3D + VFX):

- 3D Character Modeling & Rigging
- Texturing & Lighting Techniques
- Basic VFX: Rotoscoping, Keying, Motion Graphics
- Pre-Production: Shot Planning, Storyboarding

Semester 4 (Intermediate 3D + VFX):

- Advanced 3D Animation: Character Animation, Rig Refinement
- VFX Compositing with Nuke/After Effects
- Dynamics & Simulation Basics: Particles & Fluids
- Portfolio-Building Project #2

Semester 5 (Advanced 3D & VFX):

- High-End Compositing: 3D Camera Tracking, Matchmove
- Advanced Effects: Fluid Simulations, Particles, Cloth & Hair FX
- Lighting & Rendering for Film/Game Engines
- Industry Internship & Live Project #1

Semester 6 (Capstone & Integration):

- Capstone Project: Short 3D/VFX Sequence (Team-Based)
- Final Portfolio: Showreel Polishing, Client-Ready Output
- Career Prep: Resume Workshops, Mock Interviews, Industry Panel
- Guest Masterclasses from Top Studios

5. Eligibility & Admission Process

Layout Notes (matching gamedesign page):

- Two columns or icon-plus-text list
- Left side: bullets for “Who Can Apply”
- Right side: “How to Apply” steps, each step numbered (1–4)

Suggested Copy:

Section Headline:

Eligibility & Admission

Left Column – Who Can Apply:

- Any 10+2 (all streams) pass-out from a recognized board
- Minimum aggregate: 45% (varies slightly by center)
- No upper age limit — open to fresh 12th pass-outs & diploma holders

Right Column – How to Apply:

1. Submit Application: Online form or visit MAAC Jayanagar center
2. Counseling Session: One-to-one with our Program Advisor
3. Creative Aptitude Discussion: Short, informal conversation (no written exam)
4. Seat Confirmation: Pay Semester 1 fee to lock in your spot

6. Career Opportunities & Salary

Layout Notes (inspired by 3d page):

- Icon-based or horizontal bar-graph showcasing top 5–6 job roles
- Next to each icon/role name, a one-line salary range (e.g., “₹3.5–6 LPA”)

Suggested Copy:

Section Headline:

Career Paths & Salaries

[Icon 1] 3D Animator / Character Animator

Starting ₹3.5–6 LPA

[Icon 2] VFX Compositor / Matchmove Artist

Starting ₹4–7 LPA

[Icon 3] Lighting & Rendering Artist

Starting ₹4–7 LPA

[Icon 4] Motion Graphics Designer

Starting ₹3 LPA & up

[Icon 5] 3D Modeler / Texture Artist

Starting ₹3.5–6 LPA

[Icon 6] Game VFX Artist / FX Technical Artist

Starting ₹4–8 LPA

7. Why MAAC + Scope Global (Trust Signals / Partners / Accreditation)

Layout Notes (matching vfx.page “Our Advantage”):

- Horizontal logo-row for “Scope Global Skills University” + “UGC Recognized” + “Industry Partner”
- Under logos, 2–3 short paragraphs/bullets about the collaboration and brand strength
- Possibly a small testimonial quote or statistic (e.g., “Over 15,000 graduates placed”)

Suggested Copy:

Section Headline:

MAAC + Scope Global Skills University = Your Trusted Degree Partner

Logos (inline):

[SCOPE GLOBAL SKILLS UNIVERSITY] [MAAC Logo] [UGC® Badge]

Bullets / Text:

- UGC-Approved B.Voc. degree, recognized nationwide — pathway to higher studies (MFA/MA)
- Hands-On studio training by working professionals from leading studios
- 70% practical, 30% theory — industry-aligned curriculum updated every 6 months
- 100% placement assistance with our network of top production houses & game studios
- State-of-the-art labs in MAAC HSR Layout: Maya, Nuke, Blender, Houdini, After Effects, Unreal

(Testimonial / Stat Box – optional):

“1000+ MAAC B.Voc. grads placed in top studios (Pixar, DreamWorks, Technicolor).”

8. Scholarship & Fee Structure (if applicable)

Layout Notes (inspired by 3d.page “Fee & Scholarships”):

- Two columns: “Fee Details” on left, “Scholarships & Discounts” on right
- Each with 3–4 bullet points

Suggested Copy:

Section Headline:

Fees & Scholarships

Left Column – Fee Details:

- ₹75,000 per semester (approximate; varies by center)
- Total tuition for 6 semesters: ₹4,50,000 – ₹5,00,000
- Exam, registration & material charges included
- Flexible payment plans & student-loan tie-ups available

Right Column – Scholarships & Discounts:

- Up to 50% scholarship for top 10% scorers (creative + academics)
- Early-bird discount of ₹10,000 if you register before July 31, 2025
- Sibling/Alumni referral discounts (₹5,000 off)
- Merit scholarship exam dates: August 2025 (on-site at HSR campus)

9. FAQs

Layout Notes (matching all three existing pages):

- Accordion-style dropdowns for 5–7 common questions
- Each question in bold, answer in plain text below

Suggested Copy:

Section Headline:

Frequently Asked Questions

Q1: What is a B.Voc. in 3D Animation & VFX?

A1: A 3-year undergraduate (UGC-recognized) degree granting advanced skills in 3D animation, visual effects, and real-time project workflows.

Q2: Which board/university awards this degree?

A2: Scope Global Skills University, in collaboration with MAAC's industry curriculum, awards the B.Voc. in 3D Animation & VFX.

Q3: Do I need a specific background to apply?

A3: No. Any 10+2 pass-out (all streams) with 45%+ aggregate is eligible. Freshers, diploma holders, and career-changers are welcome.

Q4: What software and tools will I learn?

A4: You'll train on industry-standard tools: Autodesk Maya, Blender, Nuke, After Effects, Houdini, Marvelous Designer, Unreal Engine, and more.

Q5: Is placement guaranteed?

A5: We provide 100% placement assistance via tie-ups with studios (Technicolor, DNEG, Red Chillies VFX) and game companies (EA, Ubisoft). Final placement depends on your portfolio and interviews.

Q6: How do I claim the "Free Laptop" offer?

A6: Register and pay your first-semester fee by September 30, 2025, to receive a free laptop (terms & conditions apply).

Q7: Can I do an internship during the degree?

A7: Yes, in Semesters 5 & 6 you'll work on live industry projects/internships with our partner studios.

(You can add or remove questions based on actual support tickets or queries you receive.)

10. Call to Action / Footer

Layout Notes (matching 3d & vfx pages):

- Single-column hero-style footer with a short “Ready to Enroll?” headline, form fields (Name, Email, Phone), and “Submit” button
- Beneath that, a smaller block listing contact info, address, and social links

Suggested Copy:

Section Headline:

Ready to Kick-Start Your 3D & VFX Career?

Lead-Gen Form (fields in one column):

[Name *]

[Email *]

[Phone *]

[Choose Batch: Month/Year dropdown]

[Message / Query (optional)]

[SUBMIT] ⇒ “Download Brochure & Get Free Consultation”

Below Form (contact details / map embed):

MAAC Jayanagar, 12th Main Road, HSR Layout, Bangalore – 560102

Phone: 88849 222 04 | Email: info@animationbangalore.com

Follow Us: [Facebook] [Instagram] [YouTube]

Putting It All Together

1. **Re-use the exact section order** (hero, benefits, overview, curriculum, eligibility, careers, partners, fees, FAQs, CTA) so it matches your existing landing templates.
2. **Drop in the copy above** into your HTML/CMS, replacing placeholder headings.
3. **Swap out any images** to reflect HSR Layout campus and B.Voc. branding—e.g., a hero shot of students in a VFX lab, semester-wise infographics, etc.
4. **Verify all CTAs** (“Apply Now,” “Download Brochure,” etc.) link to the correct form or asset.

This ensures your **B.Voc. in 3D & VFX** page feels—and behaves—just like your other MAAC course pages, but with tailored content and degree-specific details. Let me know if you need any further tweaks or additional sections!