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IIT Bombay

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7th January, 2016

Happy new year to you!

We have been spearheading distance education in engineering, since the last 12 years. Animation for online learning is developing rapidly, since most of the traditional education is moving towards eLearning. However, there is a shortage of trained professionals to execute it, owing to the following challenges:

- **Lack of formal curriculum and certification:** Handful of national universities offer these courses, however their intake is rarely. The courses offered by other institutes are too little certified by a recognised university; thereby, the credibility of the students who take these courses is at stake.

- **Lack of curriculum for educational animation:** Most of the available animation education is targeted towards entertainment industry. However, there is also a growing demand for animation professionals for the eLearning content creation industry.

- **Use of proprietary software:** Most of the software packagesprescribed in these courses are proprietary, which limits the opportunities for the students to practice. In addition, this promotes piracy, which is unethical.

In order to address these gaps, there is a need to have a formal curriculum based on free/open source software. IITBombayX has created an introductory level Massive Open Online on its online Course (MOOC) as a modest beginning. MOOC is a new age online learning tool, which allows the students to participate by choosing their time slots and geographical locations. Audio-Video content and assessment documents are released every week, and the students participate online, in expert moderated discussions.

We are offering a new course titled 'Basic 3D animation using Blender', using this platform. The course duration is 8 weeks, wherein a participant is expected to devote 3-4 hours of his/her time per week. The course objective is to enable the participants to create their own short animation clip, by the end of the course. The earlier offering of the same course has been a success, and more than 85% of the participants have rated it high on engagement. The lead instructor is Dr. Sameer Sahasrabudhe, who has an experience of teaching Blender for the last 7 years. He and his team have so far conducted more than 35 workshops on Blender animation.

If you feel that this course would be beneficial for the students of your institute, then please display the attached poster on the relevant notice boards. Tentatively, the course will start in the first week of February 2016. A formal announcement will follow soon.

With regards,

(Prof. Deepak B. Phatak)

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