



RTG ANIMATE – ANIMATION ACADEMY

STUDENT PROSPECTUS



"If you can dream it, you can do it.

Always remember that this whole thing was started with a dream and a mouse"

– Walt Disney

www.rtga.in

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Cover Page

What is Animation?

Animation is the creation of a series of still images strung together giving rise to moving image. Film Animation is viewed at a rate of 24 frames per second which gives the illusion of continuous motion due to the phenomenon of "persistence of vision".

Animation Industry in India:

The Animation and VFX industry is estimated to grow at a CAGR of 17.2 percent within 2021 to reach a size of INR131.7 billion, driven by a steady 9.5 percent growth in animation and a 25 per cent growth in the VFX segment.



Focus on Talent Pool and Cost Competitiveness

India already offers a significant cost advantage in animation and game development, as compared to other outsourcing destinations. A key factor for the growth of animation and gaming in India is the emergence of skilled professionals. Increased focus on the needs of the segment by key stakeholders can help address these areas and lead to significant growth.

What are the pre-requisites to start a career in animation?

Candidates having completed higher secondary school who have a creative bend of mind with an aspiration to sign in animation can enroll. Previous experience in drawing is an added advantage. Candidates conversant with computer gaming can opt for a course in game art.

The Career

The Indian animation market, fairly "static" until a few years ago, is suddenly waking up to a host of global opportunities that promise a lot of "action" for the country's leading design specialists. North American film and television programme producers (that boast worldwide networks) are finding it viable to sub-contract animation production activities to independent studios overseas. The demand for animation production services from international animation

studios is thus pouring in large part due to India's lower costs of animation production and technical manpower to meet 2-D / 3-D animation and gaming requirements. Local content is fueling the growth as well. Animators can be absorbed at various levels depending on their skill sets. Salaries are competitive and are at par with the software industry.

Opportunities in India:

The requirement of the burgeoning Indian television segment for animation and special effects-related work is also giving a fillip to this segment. Recognising this potential, a number of Indian software players have turned their attention to animation. Animation studios now dot the country and the industry is also witnessing the arrival of training houses that are dedicated to building skilled manpower for this market. Indian cities such as Mumbai (which houses India's movie industry), Chennai, Bangalore, Hyderabad and Thiruvananthapuram house some of the country's leading animation houses. Recognising the significance of the animation / gaming industry as an emerging career destination, RTG Animate Animation-Academy, one of the premier education institutes, develops the skills of its students to help learners build their talent needed for this market. From designing simple drawings to creating realistic 3-D animation films, the training covers virtually every segment within the animation domain.



Career Specialization

- 3 Years Diploma in 2D, 3D, VFX & Film Making
- 2 Years Diploma in Multimedia & Animation
- 15 Months Advanced Diploma in 2D, 3D & VFX
- 1 Year Specialised Diploma in 2D, 3D, VFX
- 1 Year Diploma in Graphics & 2D Animation
- 6 Months Diploma 2D or 3D or VFX

N.B. : 3 Years Degree in Animation Multimedia & Graphics (Condition Apply)

2D Curriculum

- Basics of Computer and History of Animation
- General Drawing
- Human & Animal Anatomy
- Life Drawing
- Body Dynamics Study
- Facial Expression
- Basic Principles Animation



- Production Pipeline
- Pre-Production
- Production
- Post Production
- Introduction to Adobe Photoshop & Flash



Graphics Curriculum

- Concept of Graphics and Illustration
- Concept of Pixel and Resolution
- Color Theory and Concept of Lighting
- Concept of Compositing & Perspective
- Concept of Photography
- Concept of visual Art and Story Boarding

- Basic tools of Photoshop and Illustrator
- Visualization & Graphics Content
- Image Editing and Layout Making
- Color Correction and Compositing
- Logo, Poster, Banner, Leaflet, Cover Page Making
- Web Banner and Mobile UI design
- Digital Painting and Illustration
- Background Painting and Character Design for Gaming, Animation and VFX Industry
- Graphics Curriculum



3D Curriculum

- Modeling, Lighting & Texturing
- Basic Shapes
- Cylindrical Construction
- Line of Action and Gesture Drawing
- Anatomy Study
- Color Concept & Perspective study
- Maya Basic
- Props Modeling & Background (Interior & Exterior) for Gaming , animation & VFX



- Character Modeling (Cartoonish , Realistic and Gaming)
- Uv Unwrapping and Mapping Technology
- Concept of Materials and Texture maps
- Background, Props & Character texturing in Photoshop
- Basic Lighting and Rendering
- Advanced Modeling in Maya and Zbrush
- Advanced Texturing In Zbrush and Mari.
- Expression and Phonemes with Bland shape for Character.
- Advanced Lighting.
- Pass Rendering and Batch Rendering.



Animation Curriculum :

- Exercise of Basic Animation principles
- Creating poses
- Basic Body mechanics
- Run cycle
- Weight lifting
- Pulling object with maximum energy
- Kick Animation
- Cinematography for Animation
- Acting for animation
- Creating expressions
- Acting animation
- Lip-sync Animation
- Understanding Quadruped anatomy
- Quadruped run
- Maya software basic tools and techniques
- Understanding biped anatomy
- Walk cycle
- Jump
- Heavy object push
- Workout at gym
- Punch Animation
- Understanding graph editor and animation layers
- Advance Body mechanics
- Action animation
- Acting with expressions
- Acting with dialogue and expressions
- Quadruped walk
- Quadruped Acting

VFX Curriculum

- Rotoscopy
- Composting
- Matchmove
- Paint
- Motion graphics
- Practical project of VFX



Flexible Learning Courses

- F) **Skill Enhancer** : Students who are minimum +2 passed, have done animation courses from other academies and/or working in related fields who want to better their skills to get a job with RTG help can enroll for this course. Students can specialize in their fields of choice. This is the most cost effective way to leverage RTG expertise for the students' benefit. Duration is 6 months onwards.
- G) **Animation Magic** : Working executives / students who would like to learn animation for hobby or for interest can enroll for this course.

Course fee is variable for the Flexible Learning Courses. Please contact Admissions Department for details.

The Objective :

The objective of RTG Animate-Animation Academy is to develop professional animators. The RTG Animate programme is intensely demanding, designed to transform students into animation artists.

The students are trained to be proficient in both classical as well as Computer Generated animation as both skills are equally important to make a successful animator. The curriculum has been developed and is at par with international standards. The 'hands on' approach helps to apply real world application emulating a professional studio.

The RTG Animate Way:

Animation involves more than just software. The first lessons include teaching of the basic movement of paper drawings. These drawings are then turned into digitally polished animated shots. The programme helps the student to train in the methods of producing animated films. The film would include various emotions showcasing the imagination of the animator placed in well crafted scenes. Their skills are further enhanced by introducing CG (Computer Generated) application. Through the CG, the aspiring animator learns to form characters and objects and learns the use of the virtual cameras to form dynamic animation films.



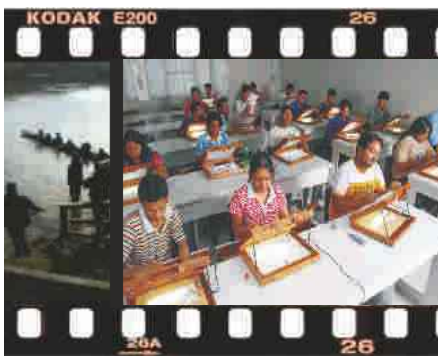
The Facilities:

The Traditional (2D) Animation lab is equipped with all the resources found in the best academies and studios worldwide. These include traditional animation desks, light boxes, life drawing benches, computer workstations, line testers, instructor workstation with overhead projection view screen.

The Computer Generated (3D) Animation lab is equipped with Industry Standard hardware and facilities. These include computer workstations with 24x7 internet connectivity, intranet and file storage server, and instructor workstation with overhead projection view screen.

Lecture Hall : It also serves as a screening room. This resource is also available to students during off hours for prescribed and ex-curricular viewing.

Library: The RTGA Library has electronic as well as printed versions of every acclaimed book covering animation film making, digital arts, and related fields.



Placement:

RTG Animate provides placement assistance to the students who have completed the Diploma course successfully. The students are absorbed by reputed animation companies as per their requirement. RTGA has very good record of bringing in reputed animation studios in the campus and students find employment with good companies.





RTG ANIMATE - Animation Academy

Student Application Form

INSTRUCTIONS :

Fill all the sections from 01 to 09
 Print / Type clearly using BLOCK LETTERS and tick boxes where appropriate.
 Do not write in pencil. We can not consider your application if it is incomplete or illegible.
 A non-refundable application fee of 350/- must be paid with this application. It will not be processed unless accompanied by the application fee.
 Please make bank drafts (in INR) in favour of 'Machino Animation Pvt. Ltd.' or 'RTG Animate Animation Academy'.

Please attach a recent passport size photograph

01 PERSONAL Details :

Name

Father's Name

Father's Occupation

Gender : Male Female Date of Birth : / /
DD MM YY

Permanent Address

Current Address (If the current address is same as above please tick the box)

City State

Postal Code Country

Phone Residence
Country Code City Code Local Number

Mobile
Country Code City Code Local Number

Email

Citizenship

Passport No. Date of Issue

Place of Issue Date of Expiry

02 ABOUT YOUR FAMILY :

Family Occupation :

Approximate Annual Household Income :

Siblings :

03 EMERGENCY INFORMATION :

Name

Relationship

Phone

Country Code City Code Local Number

Mobile

Country Code City Code Local Number

Email

04 Do you have a disability or long term medical condition?* YES NO

* Information will be treated confidentially.

05 EDUCATIONAL QUALIFICATIONS (Please attach full details) :

Name of Institute	Board	Year of Passing	Percentage or Grade
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Photocopies of the Certificate / Diploma must be presented at the time of enrollment.

06 REFERENCES :

1. NAME

Relationship

Address of Organization / Institution

Phone

Country Code City Code Local Number

Fax / Email

07 PROGRAM AND FEES STRUCTURE :

3 YEARS DIPLOMA IN 2D, 3D, VFX & FILMMAKING	Rs.	3,40,000/-	<input type="checkbox"/>
2 YEARS DIPLOMA IN MULTIMEDIA & ANIMATION	Rs.	2,80,000/-	<input type="checkbox"/>
15 MONTHS ADVANCED DIPLOMA IN 2D, 3D & VFX	Rs.	2,00,000/-	<input type="checkbox"/>
1 YEAR SPECIALISED DIPLOMA IN 2D, 3D, VFX	Rs.	1,60,000/-	<input type="checkbox"/>
1 YEAR DIPLOMA IN GRAPHICS & 2D ANIMATION	Rs.	1,40,000/-	<input type="checkbox"/>
6 MONTHS DIPLOMA 2D or 3D or VFX	Rs.	95,000/-	<input type="checkbox"/>
N.B. – 3 Years Degree in Animation Multimedia & Graphics (Condition Apply)	Rs.	3,80,000/-	

Students have to pay **GST** as per Govt. Regulations.

Kindly draw A/C Payee cheque/draft in favour of '**Machino Animation Pvt. Ltd.**'

08 REFUND / CANCELLATION POLICY :

Fees and charges once paid are not refundable.

09 PAYMENT PLAN :

One time Payment Installments

10 RULES :

- Mobile phone is not allowed in class room.
- Students have to maintain proper dress code.
- Fees and charges once paid are not refundable.
- Last date of monthly installment : 5th day of every month.
- Submission of regular assignment on time is compulsory.
- Students have to bring their laptop during computer practical class.
- Completion of regular class work, assignments and overall 80% attendance in mandatory to avail campus placement opportunity.

CHECK LIST :

TO ENSURE THERE ARE NO UNNECESSARY DELAYS IN PROCESSING YOUR APPLICATION, PLEASE TICK EACH ITEM THAT HAS BEEN COMPLETED.

- Application Form in digital or hard copy format.
- Two recent passport size photographs (Both student and guardian)
- Proof of identity i.e. Voter Card, Electricity Bill, Pan Card, Passport, Driving License (Both student and guardian)
- Photocopy of educational qualification (Certified by dean / principal of institution) with Admit Card of Class X and XII.
- Medical Details - Must be accompanied by Doctor's Certificate stating medical condition of the applicant.
- A portfolio of relevant Artwork to be submitted. Do not send original Artwork by post.
- Personal statement outlining your motivation for studying animation (not more than 750 words).
- Reference letters.
- Non refundable Application Form processing Fee of Rs. 350/- by Cash / Cheque / Demand Draft payable to '**Machino Animation Pvt. Ltd.**' or '**RTG Animate Animation Academy**' (Do not send Cash by post).

Where and how did you hear about RTG ANIMATE - Animation Academy?

NEWS PAPER FRIENDS INTERNET Other, please specify _____

DECLARATION AND SIGNATURE I agree :

I have gone through the contents and understood the same. I shall follow the provisions contained herein and shall abide by the same and shall not raise any dispute regarding the same.

I declare that the information I have given in this application is correct and complete.

Date

Signature



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