



Zagdu Singh Charitable Trust's (Regd.)

# THAKUR COLLEGE OF ENGINEERING & TECHNOLOGY

Autonomous College Affiliated to University of Mumbai,  
Approved by All India Council for Technical Education(AICTE),  
Govt. of Maharashtra(GoM)

website:www.tcetmumbai.in

## Information Brochure



### B.Voc.

## Animation & Graphic Design

*For Skill Development  
and  
New Age Employment*

*3 Years - Full Time Degree*

*Starting from A.Y. 2022-23*

### Why B. Voc. ?

- More Practical, less Theory
- Become Entrepreneur
- Earn while You Learn
- Startup at Early Age

For Admission  
Contact:

74000 39907  
8108692059

### Eligibility

- 10+2 / HSC or equivalent from any recognized board in any stream.
- No age bar under NSQF

A - Block, Thakur Educational Campus, Shyamnarayan Thakur Marg, Thakur Village, Kandivali (East), Mumbai - 400 101

Tel.: 022-6730 8000 / 8106 / 8107 Telefax: 022-2846 1890

e-mail: [bvoc.animation@thakureducation.org](mailto:bvoc.animation@thakureducation.org) • Website: [www.tcetmumbai.in](http://www.tcetmumbai.in) | [www.thakureducation.org](http://www.thakureducation.org)

**With Power of Knowledge, Celebrate Life**



## About TCET:

The Thakur College of Engineering & Technology (TCET), a Graded Autonomous Linguistic Minority Institute was established in AY 2001-02 with a clear objective of providing Quality Technical Education in tune with international standards and contemporary global requirements. TCET offers 11 UG, 3 PG and 3 Ph.D. (Tech.) programmes. Besides this, TCET has started B.Voc. in

Animation & Graphic Design w.e.f. A.Y. 2022-23. TCET is ISO 9001:2015 certified Institute. Certification has helped Institute to develop a process-driven-student-centric system required for quality education in the 21<sup>st</sup> century. As a result, Institute is accredited by NAAC with an "A" grade for five years and programmes are accredited by NBA for three years. TCET has always been known for its unique journey of deciphering and deploying innovative approaches in academics. The institute also takes initiatives in implementing innovative academic and technology endeavours aligned with the directives of statutory and regulatory bodies.

## B. Voc. Programme: (Bachelor of Vocational Studies)

The Vocational Educational Programme mainly focuses on job-specific skills rather than Broad-based Education. The main objective of this programme is to enable the students to acquire skills and learn the fundamental technologies by engaging in on-the-job training of the industry along with the theory in academic serene.

The Vocational Course Programme is a three year programme and is a combination of Practical and Theory courses. The three year programme is of 6 semesters with 2 semesters each year.

This programme features real world production techniques, getting you ready to make your mark on the growing 3D animation industry. You'll learn how to bring your own animations to life using the software packages used for major production houses and top selling video games. Our programme starts by getting you familiar with art concepts behind animation, drawing, sculpting and other traditional forms are used for getting your art onto the computer. You'll also learn the basic principles behind computer generated models, characters, animation and visual effects. Then you'll put those principles to use, just like animation, games, commercials, TV shows and films.

## NSQF & SSCs:

The National Skills Qualification Framework (NSQF) is a quality assurance framework. It is therefore a nationally integrated education and competency based skill framework.

Sector Skill Councils (SSC) are industry led national partner organizations that bring together all the stakeholders from their respective sectors. Based on the needs of the industries in the concerned sector, the SSCs are developing the National Occupational Standards (NOSs) and Qualification Packs(QPs) for the various job roles in their sectors and they will align the same to appropriate levels of the NSQF. They work to supplement the existing vocational training and education system for the Industry Sector in meeting the entire value chain's requirements of appropriately trained manpower in quantity and quality across all levels on a sustained and evolving basis.

B.Voc. Syllabus is designed to be in line with NSQF and the students have the option to appear for Qualification Pack examinations designed by SSC to get the additional certificate which is over and above the B.Voc degree.

## Conduct of Classes and Credits

The curriculum in each of the semesters/years of the programme(s) will be a suitable mix of general education and skill development components. The General Education Component shall have 40% of the teaching/ training under the scheme leading to Certificate/ Diploma / B.Voc. degree or Masters programme are full time degree courses. These are not conducted as an add-on programme. While formulating the curriculum under the scheme, institutions will ensure to follow a choice based credit system and will provide provisions for credit transfer across the courses. The credit distribution should be rationally provided for the practical work, apprenticeships, on-job training and project work.

The classroom infrastructure and conduct of classes will be done by the Institute. The Training Partner will be either approved by AICTE or National Skill Development Corporation (NSDC) or by Government Agencies. The Training Partner will impart the skill based education to the students. The Programme has been approved by AICTE after NoC from Mumbai University.

# B.Voc. Animation & Graphic Design (Scheme)\*

## 1<sup>st</sup> Semester

History of Animation  
Graphic Design  
Drawing Fundamentals & Graphic Visualization  
Elements of Visual Design  
Media Organization  
Publication Design

## 3<sup>rd</sup> Semester

Introduction to Photography  
Storyboarding  
Video Editing Techniques  
3D Modeling BG & Props  
Texturing Sets & Props  
3D Modeling character  
Texturing 3D character

## 5<sup>th</sup> Semester

Business of Animation  
Media Ethics and Education  
Innovation, Entrepreneurship  
Acting for Animation  
AR / VR  
Alternate Technologies - Metaverse

## 2<sup>nd</sup> Semester

Screenwriting for Animators  
Media Ethics and Education  
Fundamentals of Animation  
Creative Design  
2D Digital Animation  
Introduction to 3D Animation

## 4<sup>th</sup> Semester

Camera Techniques  
Audio Editing  
Lighting and Rendering  
Visual Effects And Compositing  
3D Character Animation  
Motion Graphics

## 6<sup>th</sup> Semester

Portfolio Development



## Software Skills to be covered in programme

Photoshop  
Illustrator  
CorelDRAW  
PremierePro

Maya  
Animate  
Audition  
After Effects

Z-Brush  
Substain Painter  
Element 3D  
Motion Builder

Nuke  
Arnold  
Silhouette  
PF Track

## Qualification Pack

Graphic Designer | Animator | Film Composer & Editor | Animation Director

## Job roles in Animation & Graphic design

Graphic Designer  
2 D Animator  
3 D Animator  
Key Frame Animator  
Image Editor

3D Modeller  
Character Animator  
Texture Artist  
Layout Artist  
Lighting Artist

Story Board Artist  
Background Artist  
Clean Up Artist  
Rigging Artist  
Rendering Artist

\* Mention Scheme, Software skills & QP subject to approval by Skill Counsel.

## B. Voc. Programme: (Bachelor of Vocational Studies)

B.Voc. (Bachelor of Vocational Degree) courses are available in several fields for students who have completed 10+2 / HSC or equivalent from any recognized board in any stream. This is largely targeted towards youth who want to enhance their employability opportunities to learn and grow.

Our professional animation instructors will take you in-depth with the 3D animation techniques that make your characters and environments come alive for modelling and rigging texturing and compositing. By using the same hardware and software as professional gaming and animation studios, you'll gain the skills to hit the ground running when you begin on your career to highlight these skills. You'll finish your education by creating a demo reel that showcases your best work. Whether you're dreaming of creating art for video games or fantastic characters for an animated feature, we can help you turn your raw talent into a career in 3D computer animation.

### Why B.Voc is Beneficial to Students

- This scheme focuses on skills development based higher education as part of the Institute, leading to Bachelor of Vocation (B.Voc.) Degree with exists such as Diploma and Advance Diploma under the NSQF.
- Graduates completing B.Voc. will make meaningful participation in accelerating India's economy by gaining appropriate employment, becoming entrepreneurs and creating appropriate knowledge.
- Provides immediate and definite interventions to improve the lives of disadvantaged and marginalized youth through appropriate vocational training programs.
- Practical training will be provided by approved SKPs which is based specifically on a defined learning outcome.
- Certification for a trainee enrolled as a student will bring in more reputation and increase the work standards.
- Placement cell of Engineering college will work for the internship and placement opportunities of B.Voc. students.

**Q.1 What is the total time duration for a Bachelor of Vocational Education (B.Voc.)?**

**A. The Bachelor of Vocational Education is for a total of three years.**

**Q.2 What is the eligibility criteria for admission into Bachelor of Vocational Education?**

**A. They have to pass 10+2 / HSC or equivalent from a recognized board, in any stream.**

**Q.3 What is the B.Voc. salary in India?**

**A. The salary package for B.Voc. ranges from 2 LPA to 5 LPA for freshers, depending upon the job position offered. The average salary offered through the placement cell of Engineering college is Rs. 4.5 lacs.**

**Q.4 What is the scope of B.Voc. in India?**

**A. B.Voc. opens multiple doors for the students during and after the completion of the course. The course deals more with application-based studies rather than focusing on only theoretical knowledge.**

**Q.5 What after completing B.Voc.?**

**A. Students could go for a Final Year of UG of B.E./B.Tech Degree after completion of B.Voc. course in appropriate domain with NHEQF level 7. Students can also apply for a Master's Degree in vocational education after completing B.Voc.**

**Q.6 Is B.Voc. equivalent to graduation?**

**A. Yes, vocational degrees are considered equivalent to other bachelor's degrees offered. They can pursue any course thereafter where the eligibility requirement is a bachelor's qualification.**

