



Academy of Art | Animation | VFX | Game Design



## ABOUT

# ORGANIC STUDIOS

The Organic Studios School of Art, Animation and VFX is a transformative platform for aspiring artists and animators, equipping students with the skills and knowledge required to excel in the dynamic creative industry. By offering a robust curriculum that combines traditional art techniques with cutting-edge digital tools, the institute ensures students are well-prepared to meet the demands of modern animation, game design, and visual storytelling. Hands-on projects, mentorship from industry professionals, and exposure to real-world scenarios empower students to build a strong portfolio that stands out in competitive markets.

## IN COLLABORATIONS WITH



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VIDYAPEETH  
chaos to know

Bachelor of  
Vocational degree  
in Multimedia in Animation



GAMICONN  
GAMING CONNECT

NOW WITH ESPORTS  
MANAGEMENT  
& CERTIFICATION



Skill India  
कौशल भारत - कुशल भारत

## BE A PART OF THE FAST GROWING MEDIA & ENTERTAINMENT INDUSTRY

**\$2.4 billion**

The value of India's  
soaring Animation  
Industry

**\$ 14.69 billion**

Estimated value of the  
Indian Animation  
Industry by 2030

**25% CAGR**

Growth in VFX & Post  
Production segments  
for Films and OTT  
Platforms.

**1,500 +**

Multimedia companies  
in India

**₹ 4.5 lakhs**

Average yearly salary  
of beginners in the  
Animation / Film  
Industry

**50,800 /yr**

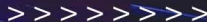
Estimated number of  
people employed in  
Indian Animation  
Sector

**2 million**

New Jobs, the sector  
anticipates creating  
by the year 2030

**1,60,000 Annual**

New Jobs generated  
each year in  
AVGC-XR sector



## KULDEEP SHIKARI (FOUNDER)



Kuldeep Shikari, the visionary founder of Organic Studios, has made a significant mark in the animation industry by blending creativity with innovation. Starting with a passion for storytelling and visual artistry, he established Organic Studios as a dynamic animation hub specializing in advertisements, films, cartoons, and e-learning games. His studio quickly gained recognition for delivering high-quality, engaging content across various digital platforms. Now, taking his vision a step further, Kuldeep Shikari is launching an Animation Academy to nurture the next generation of artists and animators.

Rucha Shikari, the co-founder of Organic Studio, has been a driving force behind the company's success, working alongside Kuldeep Shikari to build a thriving animation studio. With a keen eye for innovation and storytelling, she played a pivotal role in establishing the studio's expertise in advertisements, films, cartoons, and e-learning projects. Recognizing the growing potential of interactive entertainment, Rucha spearheaded the company's expansion into the gaming industry, bringing creativity and technical excellence to the field.



## RUCHA SHIKARI (FOUNDER)



2025



2024



2023



2022



2013



# DIVE INTO THE WORLD OF ANIMATION

Starting a career in animation has become more innovative and accessible with the integration of AI. Artificial Intelligence is transforming the animation industry by streamlining workflows, enhancing creativity, and simplifying complex processes. Aspiring animators can leverage AI-powered tools for tasks like character rigging, motion capture, and realistic rendering, allowing them to focus more on storytelling and design. AI also assists in generating creative ideas and automating repetitive tasks, making animation projects more efficient. By mastering AI-driven techniques, animators can stay ahead of industry trends, enhance their skills, and open doors to diverse opportunities in film, gaming, and digital media. Combining creativity with AI, the path to a successful animation career is now more exciting than ever.

## Animation is majorly used for:

- Films & Movies
- TV & Digital Media
- Gaming
- Medical Animation
- 3D Printing
- E-Learning



# Future Unlocked: It All Starts Here!

- MASTERING DRAWING FUNDAMENTALS
- MASTERING CONCEPT ART FOR FILMS AND GAMES
- VFX FOR FILMS & ANIMATION INDUSTRY
- COMPLETE GUIDE TO 2D ANIMATION AND MOTION GRAPHICS
- COMPLETE GUIDE TO 3D ANIMATION AND MOTION GRAPHICS
- MASTERING COMIC CREATION : DRAWING, WRITING, AND STORYTELLING
- FILMMAKING 101: AN INTRODUCTION TO CREATING MOVIES
- WRITING STORIES THAT STICK : A GUIDE TO EFFECTIVE STORYTELLING
- MASTERING VIRTUAL PRODUCTION WITH UNITY: REAL-TIME FILMMAKING
- MASTERING VIRTUAL PRODUCTION WITH UNREAL ENGINE: REAL-TIME FILMMAKING
- THE ART OF GAME DESIGN : BUILDING GAMES WITH UNITY
- THE ART OF GAME DESIGN : BUILDING GAMES WITH UNREAL ENGINE
- ARCHIGENIUS: MASTERING ARCHITECTURAL DESIGN
- MASTERING VISUAL AI: FROM PIXELS TO INTELLIGENCE
- COMPREHENSIVE GRAPHIC & WEB DESIGN PROGRAMME



# DEGREE IN MULTIMEDIA, ANIMATION AND VFX

The Degree in Animation and VFX is a comprehensive program designed to equip students with the creative and technical skills needed to thrive in the dynamic animation and visual effects industry. By mastering disciplines such as Drawing, Concept Art, 2D/3D animation, Motion Graphics, 3D Modeling, Sculpting, Lighting & VFX, students develop a well-rounded skill set.

## TERM 1:

### Foundations in Art and Design



- Drawing Fundamentals
- Introduction to Concept Art
- Graphics and Design Principles
- Introduction to Motion Graphics

## TERM 3:

### 3D Basics



- 3D Modeling Foundations
- Introduction to 3D Animation
- Lighting and Rendering in 3D
- Motion Graphics Advanced

## TERM 5:

### Motion Capture and Industry Integration



- Reallusion Motion Capture
- Advanced Lighting and Rendering
- Advanced VFX
- Team Project

## TERM 2:

### 2D Animation and Design



- 2D Character Design
- 2D Animation Basics
- Storyboarding and Animatics
- Advanced Concept Art

## TERM 4:

### Advanced 3D Techniques & VFX



- 3D Sculpting
- Character Animation in 3D
- Introduction to VFX
- Realistic Texturing

## TERM 6:

### Capstone and Career Preparation



- Capstone Project
- Portfolio and Demo Reel
- Emerging Technologies
- Showcase and Networking

## Softwares Included:

- |                       |                     |                      |                   |
|-----------------------|---------------------|----------------------|-------------------|
| • Adobe Photoshop     | • Toon Boom Harmony | • Substance Painter  | • IClone Pipeline |
| • Clip Studio Paint   | • Adobe Animate     | • Substance Designer | • Unreal Engine   |
| • Adobe Illustrator   | • Blender           | • Houdini            | • Rokoko          |
| • Adobe After Effects | • Z-Brush           | • Nuke               |                   |



# MASTERING DRAWING FUNDAMENTALS

(15 MONTHS)

This is a course designed to introduce beginners to the essentials of digital art. The course focuses on building foundational skills and transitioning from traditional to digital mediums, helping students create detailed and vibrant artwork.

## TERM 1: BEGINNER (12 weeks)

### Foundations of Drawing

- Introduction to Drawing Tools
- Basic Shapes and Forms
- Perspective & Composition
- Light and Shadow
- Proportions and Composition
- Basic Anatomy & Gesture Drawing
- Rendering & Textures

## TERM 2: INTERMEDIATE (16 weeks)

### Intermediate Techniques and Digital Transition

- Human Anatomy
- Portrait Drawing
- Color Theory Basics
- Character Design & Stylization
- Advance Color Theory

## TERM 3: ADVANCED (24 + 8 weeks)

### Advanced Drawing Techniques and Projects

- Project: A Digital Portrait
- Dynamic Poses and Movement
- Advanced Digital Techniques
- Environment and Background Design
- Final Project: Complete Artwork



## Software Included in this course

- Adobe Photoshop
- Clip Studio Paint
- Traditional Tools



## DrawMaster: Fast-Track to Pro Art

### Foundations to Advance (28 weeks)

This is an intensive 28-week course designed to rapidly build your drawing skills from beginner to advanced, covering essential foundations, character illustration, portraiture, and environment design all in a streamlined, hands-on learning experience with the touch of digital art

PROFESSIONAL PROGRAM IN

# MASTERING CONCEPT ART FOR FILMS & GAMES

(15 MONTHS)

This is a course designed to introduce beginners to the essentials of creating digital concept art. Students will learn fundamental design principles, character and environment design, and storytelling through visual art.

## **TERM 1: BEGINNER** (12 weeks)

### Introduction to Concept Art

- Introduction to Concept Art
- Fundamental Drawing Techniques
- Understanding Proportions & Composition
- Introduction to Digital Tools
- Project: Simple Object Design

## **TERM 2: INTERMEDIATE** (16 weeks)

### Intermediate Techniques and Digital Transition

- Character Design Basics
- Environment Design
- Advanced Digital Techniques
- Color Theory and Lighting
- Project: Character + Environment Concept

## **TERM 3: ADVANCED** (24 + 8 weeks)

### Advanced Concept Art Techniques and Projects

- Advanced Character and Creature Design
- World-Building and Storytelling
- Introduction to Clip Studio Paint and 3D Modeling Software
- Environment and Background Design
- Final Project: Concept Art

## Software Included in this course

- Adobe Photoshop
- Clip Studio Paint
- Traditional Tools

## Concept Art Bootcamp: Fast-Track to Pro

### Foundations to Advance (28 weeks)

A fast-track course designed to equip you with the essential skills to create stunning characters, environments, and illustrations with speed and precision.





# VFX FOR FILMS & ANIMATION INDUSTRY

(15 MONTHS)

This is a comprehensive course designed to equip students with industry-standard skills in visual effects. Covering everything from compositing and motion graphics to advanced CGI, simulations, and real-time VFX, this program takes learners through a structured journey from fundamentals to professional level techniques.

## TERM 1: BEGINNER

The Artist's Foundation (12 weeks)

- Introduction to VFX and Industry
- Motion Graphics & Dynamic Animation
- Basics of Digital Compositing
- Introduction to Simulation & FX
- Fundamentals of 3D for VFX

## TERM 2: INTERMEDIATE

Expanding Your Skills (16 weeks)

- Advanced Compositing Techniques
- Character Effects & Rigging for VFX
- 3D Environments & Matte Painting
- VFX Integration in Films & Animation
- Advanced Particle & Fluid Simulations

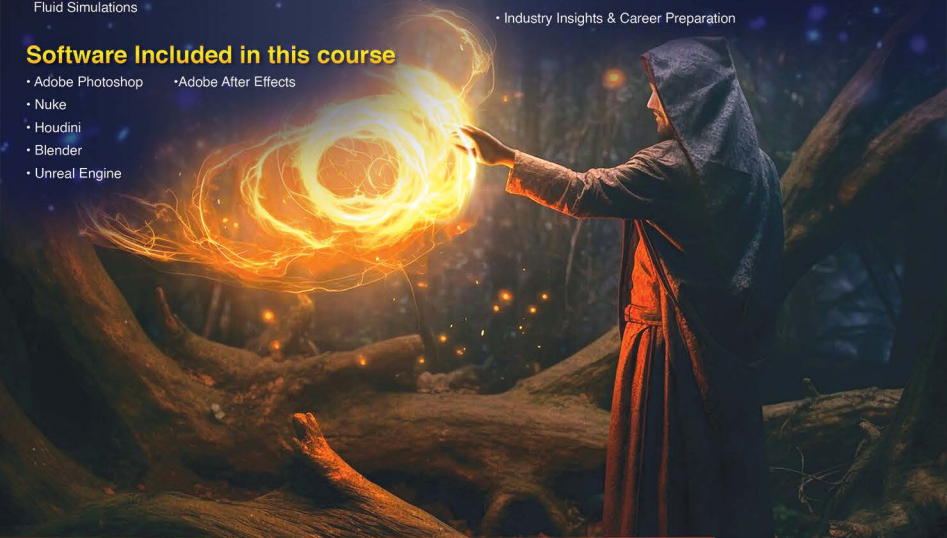
## TERM 3: ADVANCED

Mastering VFX Production (24 + 8 weeks)

- Advanced CGI & Creature Effects
- Cinematic FX & Destruction Simulations
- Real-Time VFX for Films & Games
- Final Project & Portfolio Development
- Industry Insights & Career Preparation

## Software Included in this course

- Adobe Photoshop
- Adobe After Effects
- Nuke
- Houdini
- Blender
- Unreal Engine



## Cinematic VFX Mastery: Fast-Track to Pro

Foundations to Advance (28 weeks)

This is a fast-track course covering Compositing, CGI, Simulations, and real-time VFX using industry tools like Nuke, Houdini, and Unreal Engine. Master professional techniques and build a standout portfolio for films and Animation.

# MASTERING THE PRINCIPLES OF 2D ANIMATION & MOTION GRAPHICS

(15 MONTHS)

This course covers everything from basic drawing and animation principles to advanced techniques in character design, storytelling, sound, and compositing. By the end, you'll be equipped with the skills to create professional-quality 2D animations and build a strong portfolio for the animation industry.

## TERM 1: BEGINNER

Foundations of 2D Animation (12 weeks)

- Drawing Fundamentals
- Motion Graphics Basics
- Graphic Design Essentials
- Advertising & Visual Storytelling
- Introduction to 2D Animation Principles
- Composition & Timing in Animation

## TERM 2: INTERMEDIATE

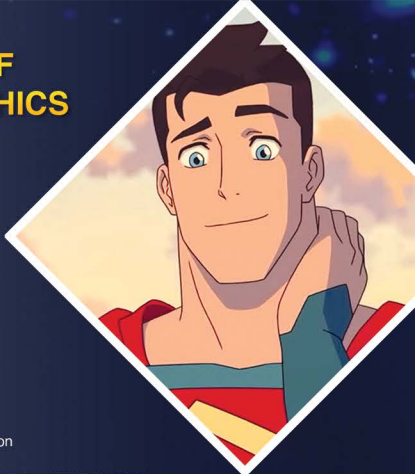
Intermediate 2D Animation (16 weeks)

- Character Design & Development
- Advanced Motion Graphics & Kinetic Typography
- Character Animation Techniques
- Camera Movement & Cinematic Composition
- 2D Character Rigging
- Storyboarding

## TERM 3: ADVANCED

Advanced 2D Animation (24 + 8 weeks)

- Advanced Compositing & Visual Effects
- Integrating 2D Animation with Live-Action Footage
- Character Acting and emotion
- Professional Advertising & Branding Animation
- Portfolio Development & Freelance Business



## Software Included in this course

- Adobe Photoshop
- Adobe Illustrator
- Adobe Animate
- After Effects
- Audacity



## 2D Animation Mastery: Fast-Track to Pro

Foundations to Advance (28 weeks)

This is an intensive course designed to quickly equip you with the essential skills of 2D animation. From drawing fundamentals and character design to advanced techniques in animation, sound & compositing, this course covers everything you need to create professional-quality animations.



# PROFESSIONAL PROGRAM IN COMPLETE GUIDE TO 3D ANIMATION & MOTION GRAPHICS

(15 MONTHS)

This is a comprehensive course designed to equip students with industry-standard skills in visual effects. Covering everything from compositing and motion graphics to advanced CGI, simulations, and real-time VFX, this program takes learners through a structured journey from fundamentals to professional-level techniques.

## TERM 1: BEGINNER

### Foundations of 3D Animation (12 weeks)

- Introduction to 3D Animation
- 3D Modeling Basics
- Texturing & Materials
- Lighting & Rendering
- Basic Rigging & Animation Principles

## TERM 2: INTERMEDIATE

### Expanding Your Skills (16 weeks)

- Advanced Character Rigging
- Character Animation & Motion Graphics Basics
- Physics-Based Animation
- Camera & Cinematic Techniques
- Camera & Cinematic Techniques
- Rendering & Compositing for Motion Graphics

## Software Included in this course

- Adobe Photoshop
- Substance Painter
- Mixamo
- Blender
- Unreal Engine
- Adobe After Effects



## TERM 3: ADVANCED

### Advanced 3D Animation & Industry Practices (24 + 8 weeks)

- Creature & Stylized Animation
- Motion Capture & Performance Animation
- Game & Real-Time Animation
- Industry Workflows & Project Management
- Portfolio & Career Development



## Cinematic VFX Mastery: Fast-Track to Pro

### Foundations to Advance (28 weeks)

This is a fast-track course covering compositing, CGI, simulations, and real-time VFX using industry tools like Nuke, Houdini, and Unreal Engine. Master professional techniques and build a standout portfolio for films, and Animation.



PROFESSIONAL PROGRAM IN

# COMPREHENSIVE GRAPHIC & WEB DESIGN PROGRAMME

(15 MONTHS)

This is a structured three-term course designed to take students from beginners to advanced professionals in the world of digital design. Covering essential skills in graphic design, UI/UX, web development, and branding, this program provides hands-on training using industry-standard tools.

## TERM 1: BEGINNER

The Artist's Foundation (12 weeks)

- Introduction to Graphic Design
- Introduction to HTML & CSS
- Graphic Design Tools
- Building a Simple Web Page
- Introduction to Web Design

## TERM 2: INTERMEDIATE

Level Up Your Skills (16 weeks)

- Advanced Graphic Design
- WordPress & No-Code Web Design
- UI/UX & Web Design Principles
- Design and develop a fully responsive website
- Front-End Web Development

## TERM 3: ADVANCED

Advanced Graphic & Web Design (24 + 8 weeks)

- Branding & Visual Identity
- E-commerce & CMS Development
- Advanced Web Development
- Freelancing & Career Building

## Software Included in this course

- Adobe Photoshop
- Adobe Illustrator
- Figma
- Canva
- VS Code
- Google Chrome DevTools
- HTML5
- CSS3 / DHTML
- WordPress
- JavaScript (ES6+) & React.js
- Google Analytics & SEO Tools
- Dreamweaver



## Graphic & Web Design Accelerator

Foundations to Advance (28 weeks)

This is an intensive, accelerated course designed for individuals who want to quickly master the essentials of graphic design, UI / UX, and web development. This streamlined program condenses key concepts from the full three-term curriculum into a high-impact, hands-on learning experience, covering industry-standard tools

PROFESSIONAL PROGRAM IN

# MASTERING COMIC CREATION: DRAWING, WRITING & NARRATIVE ART

(15 MONTHS)

This is an in-depth, three-term course designed to equip aspiring comic creators with the essential skills to bring their stories to life. From mastering dynamic illustrations and panel composition to crafting compelling narratives and engaging dialogue, this course covers every aspect of comic

## TERM 1: INK & IMAGINATION

The Art of Comic Drawing (12 weeks)

- Foundations of Dynamic Drawing
- Character Design 101
- Panel Power
- Mastering Inking & Line Art
- Expressive Backgrounds
- Action & Motion
- Mood & Atmosphere

## TERM 2: FROM SCRIPT TO PAGE

The Art of Comic Writing (16 weeks)

- Storytelling Foundations
- Heroes, Villains & Everything Between
- The Power of Words & Silence
- Panel Flow & Scriptwriting
- Building Tension & Emotion
- Worldbuilding in Panels
- Genre Mastery

## Software Included in this course

- Adobe Photoshop
- Clip Studio



## TERM 3: ADVANCED (24 + 8 weeks)

Mastering Comic Book Storytelling

- Visual Storytelling Mastery
- Pacing & Rhythm
- Building Iconic Moments
- Color & Mood Psychology
- Lettering & Sound Effects
- Editing & Refining



## Comic Sprint: Fast-Track to Pro

Foundations to Advance (28 weeks)

This is an intensive, high-speed course designed for aspiring comic creators who want to level up their skills in record time! This accelerated program condenses the essentials of drawing, writing, and visual storytelling into a power-packed journey.



PROFESSIONAL PROGRAM IN

# FILMMAKING 101: AN INTRODUCTION TO CREATING MOVIES

(15 MONTHS)

This is a dynamic three-term course designed for aspiring filmmakers ready to bring their stories to life. From developing compelling scripts and mastering cinematography to directing actors and editing like a pro, this course covers every step of the filmmaking process.

## TERM 1: LIGHTS, CAMERA

The Foundations of Filmmaking (12 weeks)

- The Art of Visual Storytelling
- Film Genres & Styles
- Screenwriting Essentials
- Storyboarding & Shot Composition
- The Director's Role
- Pre-Production Mastery

## TERM 2: ACTION & ANGLES

The Art of Filming (16 weeks)

- Cinematography Basics
- Directing Actors
- The Power of Sound & Music
- Camera Gear & Techniques
- Filming on a Budget
- Shooting Your First Scene

## TERM 3: CUT TO THE CHASE

Editing & Post-Production Magic (24 + 8 weeks)

- Editing for Emotion & Pacing
- Basic & Advanced Editing Techniques
- Color Correction & Grading
- Sound Design & Mixing
- Visual Effects (VFX) & Titles
- Film Distribution & Marketing

## Software Included in this course

- Adobe Photoshop
- Adobe After Effects
- Nuke
- Houdini
- Blender
- Unreal Engine



## Fast-Track Filmmaking: Shoot, Edit, Create!

Foundations to Advance (28 weeks)

This is an accelerated crash course for aspiring filmmakers who want to master the essentials—fast! In just three action-packed phases, you'll go from script to screen, learning how to write gripping stories, shoot dynamic scenes, and edit like a pro.



# WRITING STORIES THAT STICK : A GUIDE TO EFFECTIVE STORYTELLING

(15 MONTHS)

This is a transformative three-term course designed to help writers craft narratives that captivate and resonate with readers. From developing compelling ideas and strong structures. By the end, students will have written a powerful, polished short story or the beginning of a novel, equipped with the skills to tell stories that leave a lasting impression.

## TERM 1: SPARK & STRUCTURE

The Foundations of Great Stories (12 weeks)

- The Power of Storytelling
- Finding Your Story Idea
- Building Blocks of Narrative
- The Hero's Journey & Beyond
- Writing Strong Openings
- Point of View & Voice
- Mood & Atmosphere

## TERM 2: CHARACTERS THAT LIVE

Creating Deep, Memorable Characters (16 weeks)

- What Makes a Character Unforgettable?
- Character Arcs & Growth
- Protagonists & Antagonists
- Dialogue That Feels Real
- Conflict & Motivation
- Worldbuilding & Character Connection

## TERM 3: EMOTIONAL IMPACT (24 + 8 weeks)

Mastering Pacing, Tension & Endings

- Emotional Resonance
- Building Suspense & Tension
- Building Iconic Moments
- The Art of Pacing
- Twists, Turns & Revelations
- Endings That Stick
- Editing & Rewriting



## Softwares Included in this course

- Final Draft
- Google Docs
- Chat GPT



## StoryCraft: Fast-Track to Writing Stories That Stick

Foundations to Advance (28 weeks)

This is an accelerated, high-impact course designed for writers who want to quickly master the art of storytelling. In just three dynamic phases, you'll learn to spark creativity, build unforgettable characters, and craft emotional, gripping plots

PROFESSIONAL PROGRAM IN

# MASTERING VIRTUAL PRODUCTION WITH UNITY: REAL-TIME FILMMAKING

(15 MONTHS)

It is a cutting-edge course designed to equip creators with the skills needed to revolutionize modern filmmaking using real-time technology. Covering everything from 3D asset creation and animation to cinematography, VFX, and sound design, this program provides hands-on training with industry-standard tools like Unity, Blender, Substance Painter, and motion capture systems.



## TERM 1: FOUNDATIONS OF VIRTUAL PRODUCTION

The Foundations of Great Stories (12 weeks)

- Introduction to Virtual Production & Real-Time Filmmaking
- Animation for Real-Time Production
- 3D Asset Design & World Building
- Real-Time Lighting & Cinematic Rendering in Unity

## TERM 2: ADVANCED CINEMATICS & VIRTUAL CAMERA SYSTEMS

Creating Deep, Memorable Characters (16 weeks)

- Virtual Cameras & Real-Time Cinematography
- Green Screen Compositing & Live Virtual Sets
- Physics, Effects & Sound Design for Realism

## TERM 3: FINAL PRODUCTION & POST-PROCESSING

Mastering Pacing, Tension & Endings (24 + 8 weeks)

- Advanced Character & Facial Animation
- Editing, Color Grading & Final Compositing
- Final Film Project & Industry Workflows

## Software Included in this course

- Unity
- Blender
- Substance Painter
- Rokoko studio
- Realusion CC4
- Iclone
- Premier Pro
- After Effects
- Adobe Audition



## Real-Time Filmmaking Bootcamp: Fast-Track Virtual Production with Unity

Foundations to Advance (28 weeks)

Dive into the future of filmmaking with this intensive fast-track course, designed to teach you real-time virtual production using Unity, Blender, Cinemachine, and motion capture tools—all in record time!

PROFESSIONAL PROGRAM IN

# MASTERING VIRTUAL PRODUCTION WITH UNREAL ENGINE: REAL-TIME FILMMAKING

(15 MONTHS)

Step into the future of filmmaking with this comprehensive course on Virtual Production using Unreal Engine 5. Learn how to create stunning real-time cinematics, blending 3D asset creation, animation, motion capture, VFX, and cutting-edge camera techniques. Whether you're a filmmaker, animator, or VFX artist, this hands-on course will equip you with the skills to produce Hollywood-level cinematics and immersive storytelling experiences—all in real-time!

## TERM 1: FOUNDATIONS

### Graphic Design and Visual (12 weeks)

- Introduction to Virtual Production & Real-Time Filmmaking
- Animation & Character Rigging
- 3D Asset Creation & World Building
- Real-Time Lighting & Rendering

## TERM 2: DIGITAL STRATEGY

### Branding for Visual Ads (16 weeks)

- Virtual Cameras & Cinematic Techniques
- Live Production & Green Screen Compositing
- UI & UX for Digital Ads
- Physics, Effects & Sound Design

## TERM 3: MOTION DESIGN

### Video Advertising (24 + 8 weeks)

- Advanced Character Animation & Performance Capture
- Editing, Color Grading & Final Compositing
- Final Film Project & Industry Workflows

## Software Included in this course

- Unreal Engine 5
- Adobe After Effects
- Blender
- Adobe Audition
- Substance Painter
- Adobe Premiere Pro



## Unreal Filmmaking Bootcamp: Fast-Track Virtual Production

### Foundations to Advance (28 weeks)

Jumpstart your career in real-time filmmaking with this intensive fast-track course using Unreal Engine 5! In just weeks, master the essentials of virtual production, 3D asset creation, motion capture, cinematography, and VFX, all in a streamlined, hands-on format.



# THE ART OF GAME DESIGN: BUILDING GAMES WITH UNITY

(15 MONTHS)

It is a cutting-edge course designed to equip creators with the skills needed to revolutionize modern Game Development using powerful technology. Covering everything from 3D & 2D asset creation to Game Publishing, AI Integrations, and Portfolio Development, this program provides hands-on training with industry-standard tools like Unity, Blender, Substance Painter, AI Technologies and motion capture systems.



## TERM 1: FOUNDATIONS OF GAME DESIGN & GAME ASSETS

(12 weeks)

- Introduction to Game Design & Unity Basics
- 3D Asset Creation for Games
- Game Worlds & Storytelling
- Basic Character Rigging & Animation

## TERM 2: ADVANCE GAME ART & LOGIC

(16 weeks)

- Unity Basics
- Version Controlling
- C++ Programming
- Pixel Art
- AI Tools basics for Code & Art Generation

## TERM 3: Projects & Portfolio

(24 + 8 weeks)

- Concept of Game Designing Document
- Concept of Game Prototyping & Publishing
- Developing 2d Game
- Developing AR/VR App or Game

## Software Included in this course

- Unity
- Visual Studios Code
- Blender
- Steam & Google Play
- Substance Painter
- PhotoShop
- Rokoko Studio



## Real-Time Gamimng Bootcamp: Fast-Track Virtual Gaming with Unity

Foundations to Advance (28 weeks)

Turn your game ideas into reality with this intensive fast-track course on Unity game development! In just weeks, master 3D asset creation, animation, player controls, AI, and level design, AR & VR all while learning C++ scripting and Unity's powerful game engine.

# THE ART OF GAME DESIGN : BUILDING GAMES WITH UNREAL ENGINE

(15 MONTHS)

It is the power of Unreal Engine 5 and bring your game ideas to life in this comprehensive course on game design and development! Learn to build immersive worlds, craft stunning 3D assets, simulate characters, design AI, and master real-time cinematics using industry-standard tools like Blueprints, Metahuman, Lumen, and Nanite. Whether you're an aspiring game developer, artist, or programmer/start building your dream game today!

## TERM 1: THE FOUNDATIONS OF GREAT GAMES

(12 weeks)

- Introduction to Game Art
- Basic Character Rigging & Animation
- 3D Asset Creation for Games
- Game Worlds & Storytelling

## TERM 2: ADVANCE GAME ART & LOGIC

(16 weeks)

- Unreal Engine Basics
- C++ Programming
- Pixel Art
- AI Tools basics for Code & Art Generation

## TERM 3: PROJECTS & PORTFOLIO

(24 + 8 weeks)

- Concept of Game Desing Document
- Concept of Game Prototyping and Publishing
- Developing 2d Game
- Developing 3d Game
- Developing AR/VR App or Game

## Software Included in this course

- Unreal Engine 5
- Blender
- Substance Painter
- PhotoShop
- Rokoko studio
- Realusion CG4
- Iclone
- Epic Games Store Dev Kit



## Unreal Gaming Bootcamp: Fast-Track Virtual Gaming

Foundations to Advance (28 weeks)

Turn your game ideas into reality - fast! This intensive bootcamp dives straight into Unreal Engine 5, covering game mechanics, 2D & 3D asset creation, Blueprints & C++ scripting, animation, AI, and cinematics storytelling in a streamlined, hands-on format this fast-track course gets you production-ready - no fluff, just game dev!



# MASTERING VISUAL AI: FROM PIXELS TO INTELLIGENCE

(3 MONTHS)

This is a comprehensive 3-term course designed to equip creatives with cutting-edge AI tools for image, video, and design generation. From mastering Stable Diffusion, MidJourney, and Freepik AI for stunning artwork to leveraging Amazon Luma AI for 3D modeling and ChatGPT for creative ideation, this course explores the limitless possibilities of AI-driven artistry. In the final term, students will dive into Runway ML, transforming static images into dynamic videos. Whether you're an artist, designer, or content creator, this course provides the skills to harness AI for professional and commercial-grade visual storytelling.

## TERM 1: FOUNDATIONS OF AI-DRIVEN CREATIVITY

(4 weeks)

- Introduction to AI in Art & Design
- Freepik AI – Enhancing and customizing stock visuals
- Stable Diffusion & MidJourney – Generating stunning AI artworks
- Ethical considerations & AI-assisted creativity

## TERM 2: ADVANCED AI ARTISTRY & CUSTOMIZATION

(3 weeks)

- Fine-tuning Stable Diffusion & Prompt Engineering
- Exploring ChatGPT for creative ideation & storytelling
- Amazon Luma AI – 3D model generation for immersive visuals
- AI-assisted branding & commercial design applications

## TERM 3: FROM STATIC TO MOTION – AI VIDEO CREATION

(5 weeks)

- From Image to Video AI Tools (Runway ML, Pika, Gen-2)
- AI Animation & Video Storytelling
- Blending AI-generated images with motion graphics
- Future of AI-driven visual media & career opportunities

## Software Included in this course

- Stable Diffusion
- ChatGPT
- MidJourney
- Runway ML
- Freepik AI
- DeepMotion
- Amazon Luma AI





PROFESSIONAL PROGRAM IN

# ARCHIGENIUS: MASTERING ARCHITECTURAL DESIGN

(15 MONTHS)

It is a dynamic three-term course designed to shape the next generation of visionary architects. Blending creativity with cutting-edge technology, this program covers everything from foundational design principles to advanced parametric modeling, sustainable architecture, and real-world project execution. This course prepares aspiring architects to innovate, elevate, and create their architectural masterpieces.

## TERM 1: FOUNDATIONS OF FORM & FUNCTION

(12 weeks)

- Understanding Architectural Principles
- Hands-on Sketching & 3D Modeling
- Elements of Design & Spatial Planning
- Introduction to Sustainable Architecture

## TERM 2: INNOVATE & ELEVATE

(16 weeks)

- Advanced Structural Concepts
- Parametric & Digital Design Tools
- Material Exploration & Sustainability
- Real-world Case Studies & Challenges

## TERM 3: THE ARCHITECT'S MASTERPIECE

(24 + 8 weeks)

- Urban Design & Smart Cities
- Professional Practice & Project Management
- Capstone Project: Designing Your Landmark
- Portfolio Development & Industry Insights

## Software Included in this course

- AutoCAD
- SketchUp
- Adobe Photoshop
- Blender
- Grasshopper



# CREATE YOUR OWN COURSE

CRAFT | INSPIRE | ANIMATE



Choose

Create

Learn

## Softwares

- ☐ Procreate
- ☐ Adobe Photoshop
- ☐ Clip Studio Paint
- ☐ Adobe Illustrator
- ☐ Corel Draw
- ☐ Toon Boom Harmony
- ☐ Adobe Animate
- ☐ Blender
- ☐ Z-Brush
- ☐ Houdini
- ☐ Cinema 4D
- ☐ Adobe After Effects
- ☐ Nuke
- ☐ DaVinci Resolve
- ☐ iClone (Reallusion)
- ☐ Rokoko Studio
- ☐ Stable Diffusion
- ☐ Amazon Lumen AI
- ☐ Comfy UI

## Skills

- ☐ Drawing Fundamentals
- ☐ Concept Art
- ☐ Graphics Design
- ☐ Motion Graphics
- ☐ 3D Design
- ☐ 3D Motion Graphic
- ☐ 3D Animation
- ☐ Lighting
- ☐ 2D Animation
- ☐ Web Design
- ☐ Rendering
- ☐ Motion Capture
- ☐ Storyboarding
- ☐ Color Grading
- ☐ VFX Skills
- ☐ Character design
- ☐ Compositing
- ☐ Editing
- ☐ AI

# PROMAX WINNER



## TOP RECRUITERS





# TAKE THE RIGHT STEP FOR A GREAT CAREER

The Organic Studios Art and Animation Institute empowers students to build successful careers by combining creativity with industry-relevant skills. Through hands-on training, expert mentorship, and access to the latest tools, students develop strong portfolios that stand out in competitive fields like animation, gaming and design. The institute's focus on real-world applications and career guidance ensures graduates are prepared to excel in the ever-evolving creative industry.

## Since 2013, we have had:

- Expert Mentorship** Learn from experienced professionals in the field.
- Cutting-Edge Tools** Access to the latest technology and software.
- Career Guidance** Offers support to prepare students for the competitive job market.
- Real-World Exposure** Prepares students with practical scenarios and industry insights.

**ADMISSIONS ARE  
NOW OPEN!**



→ **CONTACT US**

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