

BS Animation with MAYA

The BS in Animation with MAYA provides students with a solid foundation in the art of animation and its history combined with insight into the latest techniques used in the rapidly-moving fields of high end 3D animation in the film, television, and game development industries. Students will learn a comprehensive set of skills in 3D including character animation, modeling, texturing, lighting, and rigging. 3D courses are designed to provide students with necessary proficiencies while also encouraging creativity and experimentation. Students interested in game art will have additional options for gaining experience through cross-disciplinary classes in game development and production and through work on game development teams. Students will have access to the latest in animation software, computing systems, and technologies including motion capture and green screen studios. Student will also learn the process of 3D multimedia development lifecycle including project scheduling, resource allocation, quality processes, and maintenance of the projects developed.

SEMESTER 1

English Writing Skills, Oral & Presentation Skills, Islamiat & Pakistan Studies, Computer Animation I, Foundations: Form/Space, Intro to Visual Communication

SEMESTER 2

Survey of Animation & Visual Effects, Computer Animation II, 3D Design/Color, Figure and Motion, Art History, Drawing Perspective 1

SEMESTER 3

Drawing Perspective 2, Introduction to Literature, Computer Animation III, Interactive Authoring, General Sociology, Computer Animation IV

SEMESTER 4

Interactive Design, Art History II, Introduction to Film, Post Prod. For Digital Media, Interactive Media, Advanced Modeling

SEMESTER 5

Technical Writing II, Sci Tech and Society, Pre-Production, Motion Graphics, Adv Texturing, Foreign Language 1

PROGRAM HIGHLIGHTS

- 4 years degree program
- Enhances employability & assimilation factor in the market
- State-of-the-art academic system
- Saves valuable time, to manage work and studies together
- Transfer credits considered
- Entire program offered in all campuses
- Aims to make students competent professionals
- Free Transport facility available for main campus
- Scholarships and financial assistance provided.

SEMESTER 6

Lighting & Rendering, Media Communication, World Civilization, Foreign Language 2, Society & Ethics,

SEMESTER 7

World Religion, Art Appreciation 1, Senior Project 1, Game Theory 1, Interactive Art & Design

SEMESTER 8

Culture & Society, Art Appreciation 2, Identity & Branding, Senior Project 2, Game Theory 2

MAYA Modules

- Modeling with Maya
- Texturing & lighting with Maya
- Character Animation with Maya
- Compositing with Maya
- Advanced tools with Maya
- Multimedia portfolio development

DISCLAIMER

All courses may not necessarily be offered every year. Alternate courses may be substituted as and when needed.

ADMISSION REQUIREMENTS

For admission to the BS Animation program, the candidate must have completed Intermediate with minimum 45% / A Levels (Minimum three Papers) or equivalent from a recognized institution.

FACULTY

Most Biztek faculty have PhDs and postgraduate degree with years of experience in the academics and corporate world. Detail of faculty qualifications and experience can be found on the Biztek website.



Institute of
Business & Technology

Shara-e-Faisal Campus (EDC)

Direct: 021-34301087

Cell: 0332-2277763

0332-2273358

Pabx: 021-34301085-8

Gulshan Campus

Direct: 021-34969987

Cell: 0332-2291994

0332-9964656

Pabx: 021-34969984-7

Nazimabad Campus

Direct: 021-36617948

Cell: 0332-2641371

0332-2189746

Pabx: 021-36617946-49

Main Campus

Direct: 021-35120461

Cell: 0332-3340807

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