



**STEP INTO A NEW DIMENSION OF
CREATIVITY**



A NEW
DIMENSION
OF POSSIBILITIES AWAITS 



INTRODUCTION

The Media & Entertainment industry is a technology-fueled sector that is constantly evolving to meet the demands of immersive storytelling. Today, Animation, VFX, Gaming and Digital Content Creation have transcended traditional boundaries.

At MAAC, we don't just equip students with industry skills; we prepare them to lead it. Our focus is to give students the expertise and confidence to not just enter the industry, but shape the future and push the boundaries of possibility.

India's Media & Entertainment (M&E) industry is on a remarkable growth trajectory, projected to reach INR 2.68 trillion (US\$31.6 billion) by 2025, and further expand to INR 3.07 trillion (US\$36.1 billion) by 2027. This impressive growth presents unprecedented opportunities for skilled professionals to innovate, create, and lead in a dynamic sector poised for sustained growth.

DESIGNED FOR FUTURE CREATORS



Step into a world where creativity meets opportunity. Our courses are built to match the demands of a dynamic and growing industry.

ANIMATION | VFX | DIGITAL DESIGN
GAME DESIGN | BROADCAST | EXTENDED REALITY
GENERATIVE AI

From blockbuster films to cutting-edge game designs to immersive digital experiences, the world is looking for storytellers who can blend art and technology to push creative boundaries.

ANIMATION



Since childhood, animation has brought dreams to life. Be it creating iconic characters, immersive worlds or pushing the limits of creativity. It's where imagination meets innovation through storytelling in motion. Every animated masterpiece goes through three key stages before it reaches the screen:

PRE-PRODUCTION: LAYING THE FOUNDATION

This is where ideas take shape. Character design, storyboarding and animatics set the foundation, mapping the story frame by frame. By blending visuals, dialogue and sound, the stage is set for the film's rhythm, direction and creative vision.

PRODUCTION: BRINGING CHARACTERS TO LIFE

Artists bring characters, backgrounds and props to life in 3D; adding texture, movement and depth. Lighting and rendering refine the visuals, ensuring a polished, immersive and captivating experience.

POST-PRODUCTION: THE FINAL TOUCH

This is where it all comes together. Compositing, editing, special effects, colour correction and sound design blend seamlessly to enhance storytelling. The result? A visually stunning, emotionally engaging animation ready for the world. So, are you ready to be a part of it?



Scan to see
our students'
creative work!

AD3D EDGE PLUS

Enter a world where imagination knows no bounds. 3D animation isn't just movement, it's the power to create stunning universes, unforgettable characters and impactful stories. From blockbuster films to digital experiences, animation captivates and inspires across generations. Master storytelling through cutting-edge animation techniques with this course. Whether you dream of crafting films, creating series or redefining digital media, your journey begins here.

CAREER OPTIONS

- 3D Modeling Artist • Texturing Artist • Lighting Artist
- 3D Animator • Rigging Artist
- 3D Generalist • 3D Visualiser • Game Asset Artist
- Environment Artist • Pre-Visualiser Artist
- Look Development Artist • Product Modeler
- CG Layout Artist • AI Content Strategist • AI Visualiser
- AI Concept Artist • AI Digital Designer • AI Video Editor

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 **COURSE DURATION: 602 HRS**

 **COURSE CONTENT**

TERM I

- Fundamentals of Visual Design • Digital Design
- Basics of Filmmaking • Layout & Animatics
- Generative AI for Digital Creators – Imagery
- Generative AI for Digital Creators – Video & Audio
- Video & Sound Editing • Basics of Compositing
- Introduction to Digital Content

SOFTWARE COVERED**

- Photoshop • Storyboarder • Premiere • Audition • After Effects
- ChatGPT • Deepseek • Leonardo AI • Midjourney • Sora
- Runway ML • ElevenLabs • Suno AI • Comfy UI
- Firefly • Canva AI Tools

TERM II

- Introduction to 3D World • 3D Design
- Introduction to Texturing • Fundamentals of CG Lighting
- Lighting & Rendering in V-Ray
- Hierarchy, Connections & Character Setup
- Introduction to 3D Animation • Dynamics and FX

SOFTWARE COVERED**

- 3ds Max • V-Ray

TERM III

- 3D Modeling • PBR Texturing • Advanced CG Lighting
- Prop & Character Setup • Lighting & Rendering in Arnold
- 3D Animation • Particles, Dynamics & Advanced Effects with Bifrost

SOFTWARE COVERED**

- Maya • Substance 3D Painter

TERM IV

- Cloth Simulation & FX • Hair Grooming with X-Gen
- Virtual Cinematography • Photogrammetry Workflow
- Real-Time PBR Texturing • Visual Design for Games • Realtime 3D

SOFTWARE COVERED**

- Marvelous Designer • Substance 3D Stager • Substance 3D Sampler
- Quixel Mixer • Unreal Engine

ELECTIVE SPECIALISATION WITH AD3D EDGE PLUS

Why settle for one-size-fits-all when you can specialise? With AD3D EDGE PLUS, you get the power to level up your expertise in the area that excites you the most. Choose any 1 from four dynamic specialisations and stand out in the industry.

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MODELING & TEXTURING

COURSE CONTENT

- Art & Technical Aesthetics • Inorganic Modeling
- Stylised Character • Realistic Character
- Low Poly Character for Games • Digital Sculpting

SOFTWARE** COVERED

- Maya • ZBrush • Substance 3D Designer

LIGHTING

COURSE CONTENT

- Fundamentals of CG Lighting • Design & Colour Theory
- CG Lighting & Use of Shaders • Lighting Environments
- Advanced Shaders • Production Tips & Tricks

SOFTWARE** COVERED

- Maya • Redshift • Katana

ANIMATION

COURSE CONTENT

- Animation Foundation
- Character Animation & Body Dynamics
- Basic Performance Animation
- Advanced Performance Animation

SOFTWARE** COVERED

- Maya • Motion Builder

3D ARCHI & PRODUCT DESIGN

COURSE CONTENT

- Fundamentals of Computer Aided Design
- 3D Architectural & Event Design
- Event & Stall Design Visualisation
- Advanced 3D Visualisation
- Realtime 3D Visualisation
- 3D Product Design & Visualisation

SOFTWARE** COVERED

- Sketchup • 3ds Max • Maya
- V-Ray • Twinmotion • Substance 3D Stager

3D & REAL-TIME DESIGN PLUS

Unlock your creativity with a 3D animation course that blends art and technology. Whether it's game environments, cinematic VFX, architectural designs or next-gen multimedia, gain the skills and hands-on experience to bring your vision to life.

 **COURSE DURATION: 384 HRS**

 **COURSE CONTENT**

 **TERM I**

- Fundamentals of Visual Design • Introduction to Digital Content
- Digital Design • Basics of Filmmaking • World of Generative AI
- Layout & Animatics • Video and Sound Editing • Basics of Compositing

 **SOFTWARE** COVERED**

- Photoshop • Storyboarder • Premiere
- Audition • After Effects • ChatGPT • Leonardo AI

 **TERM II**

- Introduction to Maya • 3D Modeling • PBR Texturing • Advanced CG Lighting
- Lighting & Rendering in Arnold • Prop & Character Setup • 3D Animation
- Particles, Dynamics & Advanced Effects with Bifrost

 **SOFTWARE** COVERED**

- Maya • Substance 3D Painter

 **TERM III**

- Digital Sculpting & Advanced CG Modeling • Photogrammetry Workflow
- Visual Design for Games • Realtime 3D • Cloth Simulation & FX

 **SOFTWARE** COVERED**

- Marvelous Designer • ZBrush • Unreal Engine
- Substance 3D Sampler

 **CAREER OPTIONS**

- 3D Modeling Artist • Texturing Artist • Environment Artist
- Lighting Artist • 3D Animator • 3D Generalist
- 3D Visualiser • Game Asset Artist • 3D Pre-Viz Artist
- Look Dev Artist • Product Modeler • CG Layout Artist • Unreal Generalist

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PROGRAM IN 3D ANIMATION FILMMAKING



D3D

Transform your imagination into stunning animated worlds with our D3D program in 3D Animation Filmmaking. Covering everything from storyboarding to full-scale production, this course equips you with hands-on training, industry-leading software and expert mentorship. Master the craft, build your portfolio and launch a career where creativity knows no limits.

 **COURSE DURATION: 432 HRS**

COURSE CONTENT

- Fundamentals of Visual Design • Basics of Filmmaking • Digital Design
- Video & Sound Editing • 3D Modeling • PBR Texturing • Advanced CG Lighting
- Prop & Character Setup • 3D Animation • Particles, Dynamics & Advanced Effects

SOFTWARE COVERED**

- Photoshop • Premiere • Audition • After Effects • Maya • Substance 3D Painter

CAREER OPTIONS

- 3D Modeling Artist • Texturing Artist • Lighting Artist
- Render Artist • 3D Generalist • Character Animator
- Layout Artist • Rigging Artist • 3D Visualiser



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PROGRAM IN ANIMATION FILMMAKING

DAFM

Animation and Filmmaking are the languages of storytelling. DAFM, an intensive 1-year program, blends animation, live-action cinematography, character design and 3D animation to shape versatile creators. With hands-on training in industry-standard tools, gain the skills to craft compelling visual stories.

 **COURSE DURATION: 288 HRS**

COURSE CONTENT

- Fundamentals of Visual Design • Layout & Animatics • World of Generative AI
- Concepts of Filmmaking • Digital Design • Compositing • Video & Sound Editing
- 3D Modeling • Texturing • 3D Animation • Lighting & Rendering in V-Ray
- Character Setup & Skinning • Particles, Dynamics & Advanced Effects

SOFTWARE** COVERED

- Photoshop • After Effects • Premiere
- Audition • 3ds Max • Storyboarder • V-Ray

CAREER OPTIONS

- Design Visualisation Artist • Lighting Artist
- Animator • Rigging Artist • Motion Graphics Artist
- 3D Modeling Artist • Video Editor • 3D Visualiser

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VISUAL EFFECTS



VFX is the heart of modern storytelling, transforming the impossible into stunning cinematic experiences. From action-packed sequences to hyperrealistic creatures and seamless world-building, VFX pushes creative boundaries. Today, nearly every film, series and digital production relies on cutting-edge visual effects. With advancements in CG integration, virtual production and real-time rendering, the demand for skilled VFX artists is soaring.

To master visual effects, you must understand its three key stages:

PRE-PRODUCTION: DESIGNING THE VISION

Every VFX sequence begins with pre-visualisation (pre-viz) – the blueprint for storytelling. This phase includes script breakdowns, storyboarding, animatics, character and environment design. This is to define the film's look and ensure seamless VFX integration during live shoots.

PRODUCTION: CAPTURING THE MAGIC

This is where filmmaking meets digital artistry. Live-action is enhanced with Computer-Generated (CG) elements, like 3D models, digital characters and environmental effects. Techniques like texturing, rigging and HDRI-based lighting ensure smooth integration between real and digital worlds.

POST-PRODUCTION: CRAFTING THE MASTERPIECE

This is where it all comes together, rotoscoping, clean-up, camera tracking, matte painting and compositing merge live-action with CG, refining every frame for a photorealistic finish. This results in breathtaking visuals that transport audiences to new dimensions.

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Scan to see
our students'
creative work!

ADVANCED PROGRAM IN VISUAL EFFECTS PLUS

ADVFX PLUS

VFX is the heart of modern content creation, driving modern content creation, shaping films, TV commercials, web series and digital media with stunning visuals. ADVFX PLUS takes you deep into the art and science of VFX, from fundamentals to advanced industry techniques. With the rising demand for high-quality VFX, studios seek professionals who blend creativity with technical expertise. ADVFX PLUS is an intensive program designed to sharpen your skills, refine your craft and set you apart as an industry leader.

CAREER OPTIONS

- VFX Compositor • CG Compositor • FX Artist • CHF Artist
- Layout Artist • Matchmove Artist • Motion Graphics Artist
- BG Prep Artist • Roto Artist • Pre-Visualisation Artist
- Video Editor • Matte Painter • AI Visualiser • AI Concept Artist

COURSE DURATION: 602 HRS

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COURSE CONTENT

TERM I

- Fundamentals of Visual Design • Introduction to Digital Content
- Digital Design • Basics of Filmmaking • Generative AI for Digital Creators — Imagery
- Layout & Animatics • Video & Sound Editing • Basics of Compositing
- Generative AI for Digital Creators - Video & Audio

SOFTWARE** COVERED

- Photoshop • Storyboarder • Premiere • Audition • After Effects
- ChatGPT • Deepseek • Leonardo AI • Midjourney • Sora
- Runway ML • ElevenLabs • Suno AI • Comfy UI
- Firefly • Canva AI Tools

TERM II

- Introduction to 3D World • 3D Design • Texturing
- Fundamentals of CG Lighting • Hierarchy, Connections & Character Setup
- Introduction to 3D Animation • 3D Modeling • PBR Texturing

SOFTWARE** COVERED

- 3ds Max • Maya • Substance 3D Painter

TERM III

- Advanced CG Lighting & Rendering • Virtual Cinematography • 3D Animation
- Prop & Character Setup • Particles, Dynamics & Advanced Effects
- Hair Grooming with X-Gen • Photogrammetry Workflow • Introduction to Procedural FX

SOFTWARE** COVERED

- Maya • Substance 3D Stager • Reality Capture • Houdini

TERM IV

- Introduction to Pyro and Fluids FX • Cloth Simulation & FX
- Introduction to Rotoscopy • Planar Motion Tracking
- Camera Tracking and MatchMove • Advanced Compositing
- Look Development • Colour Grading

SOFTWARE** COVERED

- Houdini • Marvelous Designer • Mocha • Silhouette FX
- 3D Equalizer • Nuke • Katana • DaVinci Resolve

PROGRAM IN VISUAL EFFECTS PLUS

VFX PLUS

The demand for VFX professionals is skyrocketing, driven by the boom in entertainment, digital media and immersive experiences. VFX PLUS offers hands-on training in a simulated studio environment, preparing you for high-pressure, real-world production. From advanced compositing to dynamic effects, this course equips you with industry-standard skills for high-end films, TV and digital projects. Whether crafting cinematic sequences or hyperrealistic visuals, VFX PLUS gives you the technical expertise and creative edge to bring your vision to life.

 **COURSE DURATION: 384 HRS**

TERM I

- Fundamentals of Visual Design • Introduction to Digital Content
- Digital Design • Basics of Filmmaking • World of Generative AI
- Layout and Animatics • Video & Sound Editing
- Basics of Compositing

SOFTWARE** COVERED

- Photoshop • Storyboarder • Premiere • Audition • After Effects
- ChatGPT • Leonardo AI • Stability AI

TERM II

- Introduction to Maya • 3D Modeling • Materials & Textures
- PBR Texturing • CG Lighting • Advanced CG Lighting & Rendering
- 3D Animation • Prop & Character Setup • Particles, Dynamics & Advanced Effects

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SOFTWARE** COVERED

- Maya • Substance 3D Painter

TERM III

- Introduction to Rotoscopy • Planar Motion Tracking
- Photogrammetry Workflow • Advanced Compositing
- Camera Tracking and MatchMove

SOFTWARE** COVERED

- Mocha • SilhouetteFX • Substance 3D Sampler • Reality Capture • 3D Equalizer • Nuke

CAREER OPTIONS

- VFX Compositor • CG Compositor • Matchmove Artist
- Motion Graphics Artist • BG Prep Artist • Roto Artist
- Pre-Visualisation Artist • Video Editor • Matte Painter

PROGRAM IN COMPOSITING AND EDITING PLUS

COMPOSITING AND EDITING PLUS

The final stage of production defines the look and feel of any film, TV show or music video. Compositing & Editing Plus trains you in key VFX techniques like rotoscoping, match moving, BG prep, compositing and editing. This career course focuses on two crucial aspects of visual effects, compositing and editing, where multiple visual elements merge into seamless scenes. Gain the skills to excel in these essential filmmaking techniques and bring stunning visuals to life.

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 **COURSE DURATION: 240 HRS**

COURSE CONTENT

- Basics of Filmmaking • Digital Design • Video & Sound Editing
- Layer-based Compositing • Art of Rotoscopy • Match Moving
- Camera Tracking • Motion Graphics • Audio-Video Synchronisation
- Node-based Compositing • Colour Grading
- 3D Camera Projection • Live Action Compositing

SOFTWARE COVERED**

- Photoshop • After Effects • Premiere
- Audition • Fusion • Mocha • SilhouetteFX
- 3D Equalizer • Nuke • DaVinci Resolve

CAREER OPTIONS

- Compositor • Roto Artist • Paint Artist • BG Prep Artist
- Match Moving Artist
- Motion Graphics Artist • Video Editor

DIGITAL DESIGN & CONTENT CREATION

In today's visual and digital world, design and multimedia shape how we communicate, connect and create. From graphics and animation to immersive content, digital design blends art and technology to tell captivating stories.

With the rise of social media, OTT platforms and virtual experiences, the demand for skilled designers is skyrocketing. Brands, businesses and entertainment platforms are seeking creative minds to craft compelling visuals across print, web and motion media.

At MAAC, our Digital Design & Content Creation courses equip you with the skills to master graphic design, web design, 2D/3D animation and multimedia storytelling. Whether designing for brands, creating digital experiences or leading creative projects, this course prepares you for a future driven by design.

- Advertising Agencies • Graphic Design Studios • E-learning Companies
- Print & Publishing Houses • Digital Marketing Agencies • TV Production Houses
- 2D Animation Houses • E-Commerce • Website Design & Development Companies



Scan to see
our students'
creative work!



ADVANCED PROGRAM IN DIGITAL MEDIA CREATION PLUS

APDMC PLUS

This APDMC Plus course is mapped for the next generation of designers, creators and digital innovators. This comprehensive program builds expertise in Digital Design, Video Production, UI/UX Design, Front-End Design and 3D Design, blending artistic vision with technical mastery for careers in multimedia, web and animation.

With digital content consumption soaring and the UI/UX job market expanding, the demand for versatile, future-ready professionals is at an all-time high. This 4-term course bridges the gap, offering a well-rounded learning experience - from design fundamentals and visual storytelling to cutting-edge digital experiences.

COURSE DURATION: 576 HRS

TERM I: DIGITAL DESIGN

- Design Principles • Principles of Visual Communication • Introduction to Digital Design
- Digital Design • Image Editing • Vector Illustration • Advanced Graphic Design • Digital Publishing
- Generative AI for Digital Creators — Imagery • 3D Design for Product • Branding Case Study

SOFTWARE** COVERED

- Express • Canva • Photoshop • Lightroom
- Illustrator • InDesign • Dimension • ChatGPT • Deepseek • Leonardo AI • Midjourney
- Firefly • Canva AI Tools

TERM II: VIDEO PRODUCTION

- Essentials of Cinematography • Basics of Filmmaking • Storyboarding & Animatics
- The Art of Video Storytelling • Video & Sound Editing • Colour Grading
- Motion Graphics Essentials • Working with Plugins • Video Editing for Social Media
- Generative AI for Digital Creators — Video & Audio

SOFTWARE** COVERED

- Storyboarder • Premiere • DaVinci Resolve • Audition
- After Effects • Duik Angela • Red Giant • Rush • Media Encoder
- Handbrake • Riverside • OBS • Sora • Runway ML
- ElevenLabs • Suno AI • Comfy UI

TERM III: UI AND UX DESIGN

- Design Thinking • Principles of User Centric Design • Interactive Design
- AI for Interactive Design • Web Pages — HTML & CSS • Responsive Framework
- JavaScript • Content Management System • No Code Design
- Concepts of Digital Marketing • Industry Trends and Case Studies

SOFTWARE** COVERED

- Miro • Figma • Visily • Uizard • Creatie AI • Webflow • VS Code
- Dreamweaver • Bootstrap • WordPress

TERM IV: 3D CONTENT DESIGN

- Introduction to Maya • 3D Modeling • PBR Texturing • CG Lighting
- Lighting & Rendering in Arnold • Prop & Character Setup
- 3D Animation • Particles, Dynamics & Advanced Effects • Virtual Cinematography

SOFTWARE** COVERED

- Maya • Substance 3D Painter • Substance 3D Stager

CAREER OPTIONS

- Graphic Designer • UI/UX Designer • Digital Content Creator • Video Producer
- Social Media Designer • Motion Graphics Designer • 3D Artist • Multimedia Specialist
- Digital Marketing Specialist • Interactive Media Designer • Web Designer
- Brand Identity Designer • Video Editor • Sound Designer • Storyboard Artist
- Digital Illustrator • Content Strategist • Digital Production Manager • AI Visualiser
- AI Concept Artist
- AI Video Editor

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PROGRAM IN GRAPHICS, WEB AND 2D ANIMATION

DGWA PLUS

As the digital world evolves, the demand for skilled designers, animators and visual artists is higher than ever. From engaging websites to immersive 2D animations, high-quality visuals are shaping the future of digital communication. DGWA Plus Prepares you for this dynamic industry with hands-on training in graphic design, web development and animation. Gain real-world experience, build a standout portfolio and master the skills needed to excel in digital design.

 **COURSE DURATION: 288 HRS**

 **COURSE CONTENT**

TERM I

- Interactive Design • Digital Design • Image Processing
- Vector Illustration • Digital Publishing • World of Generative AI

SOFTWARE COVERED**

- Photoshop • Lightroom • Illustrator • InDesign • ChatGPT • Leonardo AI

TERM II

- Concepts of UI and UX Design • UI & UX Design • HTML • Cascading Style Sheets
- Designing with Framework • Interactive Design • Video & Sound Editing

SOFTWARE COVERED**

- Figma/XD • Dreamweaver • VSCode • Premiere • Audition • JavaScript • Bootstrap

TERM III

- Principles of Design • Motion Design • Portfolio Development
- Basics of Compositing • Fundamentals of 2D Animation

SOFTWARE COVERED**

- Animate • After Effects • Toon Boom Harmony

CAREER OPTIONS

- Graphic Designer • UI & UX Designer • Web Designer • Digital Designer
- Designer for Interactive E-learning • Digital Content Developer
- Video Editor • Illustrator • Social Media Designer • Media Packaging • 2D Animation

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UI & UX DESIGN PRO



As the digital landscape evolves, so do the expectations for seamless, user-centric design. Keeping pace with industry demands, we have revamped our UI/UX curriculum to go beyond the basics of Design Thinking and User-Centered Design (UCD), focusing on real-world application and innovation.

With the transformative power of AI now shaping digital experiences, this course integrates AI-driven design tools and strategies to prepare learners for the future of interactive experiences.

This program blends theoretical foundations with hands-on application, ensuring students develop a strong balance of creative problem-solving, technical expertise and cutting-edge design principles. Whether you're crafting intuitive interfaces or optimizing user journeys, this course equips you with the skills to thrive in the modern digital landscape.

 **COURSE DURATION: 192 HRS**

COURSE CONTENT

- Design Principles • Principles of Visual Communication • Digital Design • Vector Illustration
- Advanced Graphic Design • Design Thinking • Principles of User Centric Design
- Interactive Design • AI for Interactive Design • Web Pages — HTML & CSS • Responsive Framework
- JavaScript • Content Management System • No Code Design • Concepts of Digital Marketing
- Industry Trends and Case Studies

SOFTWARE** COVERED

- Photoshop • Illustrator • Miro • Figma • Visily
- Uizard • Creatie AI • Webflow • VS Code • Dreamweaver
- Bootstrap • Wordpress

CAREER OPTIONS

- UI/UX Designer • Digital Graphic Designer • Interaction Designer
- Front-end Designer • Visual Communication Specialist
- Web Designer • Mobile App Designer • Digital Product Designer
- Brand Experience Designer • Content Strategist • Visual Storyteller



ADVANCED PROGRAM IN DIGITAL MEDIA & DESIGN

APDMD

This all-in-one program is designed to equip you with the skills to thrive in both print and digital media. From digital design to creating responsive front-end design and 2D animation, this course blends creativity with industry-driven techniques, ensuring you are ready to lead in the ever-evolving digital space.

COURSE DURATION: 384 HRS

TERM I

- Fundamentals of Drawing • Digital Design • Vector Illustration
- Advanced Graphic Design • Digital Publishing • World of Generative AI

SOFTWARE** COVERED

- Photoshop • Illustrator • InDesign • ChatGPT • Leonardo AI

TERM II

- Concepts of Web Design • Web Page Designing • Interactive Design
- Video & Sound Editing • Fundamentals of JavaScript

SOFTWARE** COVERED

- Animate • Dreamweaver • Premiere • Audition

TERM III

- Responsive Design • Utilizing Responsive Frameworks • Creating Interactive Web Pages
- Essentials of PHP and MySQL • Front-end Designing • Concept of Content Management System

SOFTWARE** COVERED

- XD • Dreamweaver • HTML • CSS • JavaScript • VS Code • XAMPP • PHP • MySQL

TERM IV

- Basics of 2D • Digital Storyboarding • Digital 2D Animation

SOFTWARE** COVERED

- Storyboard Pro • Animate • Toon Boom Harmony

CAREER OPTIONS

- Graphic Designer • Web Designer • Communication Designer
- Illustration Artist • Media Content Manager • Packaging Designer
- Page Layout Artist • Template Designer • User Interface Designer
- UX Designer • App Designer • Visualiser • 2D Animator
- Advertising Art Director • Digital Designer for Interactive E-learning
- Digital Storyboard Artist

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BROADCAST

In a world driven by content and ruled by visuals, broadcast design plays a defining role in shaping what we see on screen. From newsrooms to OTT platforms, it brings motion graphics, storytelling and visual identity together, creating powerful experiences across TV, digital streaming and live broadcasts.

MAAC's Broadcast courses are designed to equip you with in-demand skills in digital filmmaking, motion graphics, 3D design, editing and compositing. Designed for today's content-driven landscape, the program prepares you to craft high-impact visuals for media houses, production studios and digital platforms, making you ready for a career where creativity meets real-time storytelling.

BROADCAST

ADVANCED PROGRAM IN MOTION GRAPHICS

APMG

The Advanced Program in Motion Graphics & Broadcast Design equips students with technical expertise, artistic creativity and AI-driven workflows for film, advertising, UI/UX and digital content creation.

With hands-on training, industry-standard tools, real-world projects and portfolio development, this program prepares students for careers in motion graphics.

Designed to meet industry demands, technological advancements and evolving creative workflows, it bridges creativity and technology, ensuring mastery of design fundamentals and technical execution using cutting-edge tools.



COURSE DURATION: 288 HRS



TERM I

- Design Principles • Introduction to Digital Design • Video & Sound Editing
- Vector Illustration • Advanced Graphic Design • Art of Type and Visual Design
- Generative AI for Digital Creators — Imagery



SOFTWARE** COVERED

- Express • Canva • Photoshop • Illustrator • Premiere • Audition
- ChatGPT • Deepseek • Leonardo AI • Midjourney • Firefly • Canva AI Tools



TERM II

- Principles of Motion Design • Design Thinking • Interactive Design
- Motion Graphics Essentials • Working with Plugins
- 3D Motion Graphics • Case Study: E-Learning/Film Titles/News Channel
- Online Portfolio Showcase • Generative AI for Digital Creators — Video & Audio



SOFTWARE** COVERED

- Figma • After Effects • Duik Angela • Red Giant • Cinema 4D • Sora
- Runway ML • ElevenLabs • Suno AI • Comfy UI



CAREER OPTIONS

- Motion Graphics Designer (2D/3D) • UI/UX Motion Designer
- Game Motion Artist • Broadcast & OTT Graphics Artist
- Corporate & Explainer Video Designer • Graphic Designer
- Brand Identity Designer • Video Editor

BROADCAST PLUS

Broadcast media is more than just screens and sound, it's about creating impactful visuals that reach millions. With the demand for broadcast designers skyrocketing, this program equips you with the creative and technical expertise to thrive in this fast-paced industry.

From digital filmmaking and motion graphics to lighting, rendering and editing with FCP, Broadcast Plus covers every essential skill needed to bring stories to life on TV, digital platforms and beyond.

COURSE DURATION: 432 HRS

TERM I

- Fundamentals of Visual Design • Basics of Film Making • Digital Design
- Basics of Compositing • Video & Sound Editing

SOFTWARE** COVERED

- Photoshop • After Effects • Premiere • Audition

TERM II

- Introduction to 3D World • 3D Design • Introduction to Texturing
- Fundamentals of CG Lighting • Lighting & Rendering in V-Ray
- Introduction to 3D Animation • Hierarchy & Connections • Dynamics and FX

SOFTWARE** COVERED

- 3ds Max • V-Ray

TERM III

- 3D Design in C4D • Texturing • Look Dev
- 3D Motion Graphics • Case Study • Colour Grading

SOFTWARE** COVERED

- Cinema 4D • DaVinci Resolve

CAREER OPTIONS

- 2D Motion Graphics Artist
- 3D Motion Graphics Artist • UI Designer
- Corporate Presentation Specialist
- Video Editor • Graphic Designer • Broadcast Designer

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DIGITAL FILMMAKING & PHOTOGRAPHY

In a world that scrolls, streams and shares non-stop, powerful visuals and compelling stories are what truly stand out. Whether it's capturing a striking frame or crafting a seamless narrative, digital filmmaking and photography, let you create content that speaks louder than words.

At MAAC, our programs blend creative storytelling with technical precision. You will learn the art of capturing the perfect shot, crafting cinematic edits, working with professional gear and mastering industry tools, all from pre-production to post. Whether you are making films, shooting for brands or building content for digital platforms, you will be ready to turn vision into visual impact.



PROFESSIONAL PROGRAM IN VIDEO PRODUCTION

PPVP

The Professional Program in Video Production is an industry-driven program that equips students with creative, technical and AI-powered skills for filmmaking, video editing, motion graphics and content creation. This structured course covers visual storytelling, editing fundamentals, AI-enhanced workflows, social media content creation and post-production mastery, preparing you for high-demand careers in film, advertising, social media and digital content.

 **COURSE DURATION: 272 HRS**

TERM I

- Fundamentals of Visual Design • Design Principles
- Digital Design • Introduction to Digital Design
- Fundamentals of Filmmaking • Layout & Animatics
- Generative AI for Digital Content - Imagery

SOFTWARE** COVERED

- Express • Canva • Photoshop • Illustrator • Storyboarder
- ChatGPT • Deepseek • Leonardo AI • Midjourney • Firefly
- Canva AI Tools

TERM II

- Video & Sound Editing • Motion Graphics Essentials • File Formats
- Colour Grading • Metadata • Video Codecs • Podcast Production Workflow
- Video Editing for Social Media • Transcription and Text-based Audio Editing
- Tips & Tricks for Portfolio Development
- Generative AI for Digital Creators - Video & Audio

SOFTWARE** COVERED

- Premiere • DaVinci Resolve • Audition • After Effects
- Duik Angela • Red Giant • Rush • Media Encoder • Handbrake
- Riverside • OBS • Descript • Sora • Runway ML • ElevenLabs
- Suno AI • Comfy UI

CAREER OPTIONS

- Video Editor • Motion Graphics Artist • Video Content Creator
- Corporate Video Producer • Motion Graphics Designer
- Video Strategist • Social Media Video Editor • Podcast Producer & Editor
- Short-form Video Creator • AI-driven Video Content Creator
- Game Cinematics Editor • Independent Filmmaker
- Video Freelancer & Consultant • YouTube & Digital Content Entrepreneur

DIGITAL FILMMAKING

DFM

Filmmaking is more than just storytelling, it's about crafting captivating visuals, seamless edits and immersive soundscapes. DFM is a power-packed, short-term course that introduces you to the fundamentals of filmmaking, covering pre-production techniques, linear editing, sound editing and even clay animation.

With hands-on training in industry-standard software like Photoshop, Audition, Premiere and After Effects, you will develop the skills to step into roles like cinematographer, director, producer or screenwriter.

COURSE DURATION: 144 HRS

COURSE CONTENT

- Fundamentals of Visual Design • Fundamentals of Filmmaking
- Digital Design • Layout & Animatics • Concepts of Non-linear Editing
- Basics of Compositing • Video & Sound Editing • World of Generative AI

SOFTWARE** COVERED

- Photoshop • After Effects • Premiere • Audition • Storyboarder
- ChatGPT • Leonardo AI

DIGITAL PHOTOGRAPHY***

A single photograph can tell a story, evoke emotions and leave a lasting impact. This revolutionary course equips you with the skills to excel in the photography industry. Learn composition, lighting, framing and editing through hands-on training with professional tools and techniques. Whether you aspire to be a commercial photographer, visual artist or content creator, this course provides the perfect foundation to turn your passion into a profession.

COURSE DURATION: 28 HRS

COURSE CONTENT

- Principles of Photography • Working with ISO • Exposure
- Concept of Aperture & Shutter Speed
- Auto & Manual Focus • Framing & Composition • Depth of Field
- Outdoor Photography • Portrait & Product Photography
- Fundamentals of Photo Editing • Studio Lighting Techniques

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GEN AI FOR DIGITAL CREATORS

In a world where digital storytelling is evolving faster than ever, creators need to stay ahead. This comprehensive course is designed for aspiring digital content creators looking to master Graphics, Video Production, Narrative Design, UI Design, Product Ad Design, Presentation Design, Digital Comics and Digital Illustration—all while integrating the power of Generative AI into their creative process.

By blending artistic vision with AI-driven workflows, you can explore cutting-edge techniques using Generative AI tools alongside Adobe products to create stunning visuals, compelling videos and innovative digital experiences, unlocking new career opportunities in multimedia, web and animation industries.

 **COURSE DURATION: 30 HRS**

COURSE CONTENT

- AI Foundations & Prompt Engineering Basics • Introduction to Gen AI tools
- Introduction to Gen AI in Creative Industries • Creative Writing Skills with Gen AI
- Image Creation and Manipulation • Advanced Image Generation • ComfyUI Essentials
- Storyboarding & Pre-visualisation with Gen AI • Video Content Creation with Gen AI
- Audio Content with Gen AI • Presentation Design with GenAI
- Building Gen AI Workflows using ComfyUI • Mastering ComfyUI Workflow
- Final Project and Showreel Making • NextGen Designing Techniques

SOFTWARE COVERED**

- ChatGPT • Deepseek • Leonardo AI • Midjourney • Sara • Runway ML • ElevenLabs
- Suno AI • Descript • Comfy UI • Firefly • Canva AI Tools

CAREER OPTIONS

- AI Content Strategist • AI Visualiser • AI Concept Artist • AI Digital Designer
- AI Storyboard Artist & Pre-Visualisation Specialist • Gen AI Workflow Developer
- AI Video Editor & Motion Graphics Designer • AI-powered Digital Marketing Specialist

GAMING & INTERACTIVE DESIGN



Gaming is where creativity meets code – merging design, storytelling, art and interactivity – to create unforgettable player experiences. From concept to console, every game goes through three key stages before it becomes a reality:

PRE-PRODUCTION: IMAGINING THE GAME WORLD

This is where it all begins. Game concepts are born, characters and environments are visualised and the gameplay journey is mapped. Designers, writers and artists collaborate to build the world, define mechanics and shape the player experience.

PRODUCTION: BRINGING THE GAME TO LIFE

Ideas turn into action. 3D assets, animations and textures are created, while developers build gameplay systems and interactivity using advanced game engines. Every element – from visuals to sound – is carefully crafted to ensure seamless, bug-free and engaging play.

GAME PUBLISH: READY FOR LAUNCH

Learn to publish games and bring them to the world. Master game engine integration, platform requirements, and deployment workflows. From build to store discover what it takes to launch with confidence.



Scan to see
our students'
creative work!

GAMING & ID

ADIDG PLUS

The new ADIDG Plus course includes Gaming, Metaverse and 3D design, equipping students with skills for careers in Media & Entertainment and beyond. This program is designed to meet the evolving demands of the industry.

 **COURSE DURATION: 602 HRS**

 **COURSE CONTENT**

 **TERM I: Digital and Interactive Design**

- Game Art Fundamentals • Digital Design • Visual Design for Games • Vector Illustration
- UI Design for Games • Motion Design for Games • Video & Sound Editing
- Generative AI for Digital Creators - Imagery • Gen AI for Digital Creators - Video & Audio

 **SOFTWARE** COVERED**

- Photoshop • Illustrator • Animate • Premiere • Audition • ChatGPT
- Deepseek • Leonardo AI • Midjourney • Sara • Runway ML • ElevenLabs
- Suno AI • Descript • Comfy UI • Firefly • Canva AI Tools

**Please refer to page no. 78 for Trademark Attribution.

 **TERM II: Animation & Modeling for Games & Interactive Design-1**

- Introduction to 3D World • 3D Design • Introduction to Texturing
- PBR Texturing • Fundamentals of CG Lighting • Dynamics and FX
- Lighting & Rendering in V-Ray

 **SOFTWARE** COVERED**

- 3ds Max • Substance 3D Painter

 **TERM III: Animation & Modeling for Games & Interactive Design-2**

- 3D Modeling • Realtime PBR Texturing • Advanced CG Lighting • Prop & Character Setup
- Advanced Lighting & Rendering in Arnold • 3D Animation • Hair Grooming with XGen
- Particles, Dynamics & Advanced Effects with Bifrost • Virtual Staging

 **SOFTWARE** COVERED**

- Maya • Quixel Mixer • Substance 3D Stager

 **TERM IV: Digital Assets, Real Time 3D & Interactive Design**

- Digital Sculpting • Photogrammetry Workflow • Cloth Simulation & FX • Realtime 3D
- Motion Capture Animation • Unity Mobile Gaming • Unity AR/VR Module
- Game Level Design • Motion & Performance Capture Integration • MetaHuman

 **SOFTWARE** COVERED**

- ZBrush • Substance 3D Sampler • Marvelous Designer • Motion Builder
- Unity • Unreal Engine • MetaHuman

 **CAREER OPTIONS**

- Game Artist • Game Designer • 3D Asset Artist • Game Level Designer • Game Animator
- Technical Artist • Environment Artist • 3D Artist (AR/VR) • Game UI/UX Designer
- Game Character Artist • 3D Generalist • Texturing Artist • VAD Artist • 3D Visualiser
- Pre-viz Artist • 3D Modeler • Lighting Artist • Rigging Artist • Interactive Product Demo Artist
- Layout Artist • Motion Capture Animator • 3D Modeling Artist • Animators • Texturing Artist
- Game Asset Creator • Animator • E-learning • Editor

3D GAME ART & INTEGRATION

The 3D Game Art and Integration Course is a 1-year intensive program designed to fast-track aspiring game artists into the industry. It covers the complete game art pipeline - from foundational design to advanced 3D modeling, texturing, animation and game engine integration.

By blending creative and technical training, the course equips graduates to produce high-quality, game-ready assets. Advanced modules, including PBR texturing, digital sculpting with ZBrush and 3D+GenAI workflows, ensure proficiency with the latest industry technologies.

The creation of this program is driven by industry demands, technological advancements and evolving educational needs in the gaming and digital content sectors.

 **COURSE DURATION: 296 HRS**

TERM I: FOUNDATION OF 3D GAME ART

- Visual Design for Games • Digital Design • UI Design for Games
- Game Art Fundamentals and Game Design Document
- Generative AI for Digital Creators-Imagery • Introduction to Maya
- 3D Modeling • Materials & Textures • PBR Texturing
- Prop & Character Setup • 3D Animation • Look Development

SOFTWARE COVERED**

- Photoshop • Maya • Substance 3D Painter • ChatGPT • Deepseek • Leonardo AI
- Midjourney • Firefly • Canva AI Tools

TERM II: ADVANCED 3D SCULPTING, SIMULATION & AI

- Digital Sculpting & Advanced CG Modeling • Working with Game Engine
- Cloth Simulation and FX • Node-based Texturing
- Photogrammetry Workflow • 3D-Generative AI Workflow

SOFTWARE COVERED**

- ZBrush • Unreal Engine • Marvelous Designer • Substance 3D Designer
- Substance 3D Sampler • Reality Capture • Meshy AI

CAREER OPTIONS

- 3D Modeler/Artist • Texture/Material Artist • Technical Artist
- Character Artist • Environment Artist • UI/UX Designer for Games
- Lighting Artist • Cloth/FX Artist • Generative AI Artist
- Game Engine Artist • 3D Generalist Artist • Game Concept Artist

APGDI

ADVANCED PROGRAM IN GAME DESIGN & INTEGRATION

APGDI is a comprehensive career course offering end-to-end training in Game Art, Design and Integration across all platforms. Learn the technology behind stunning game art and gain expertise in 2D interactivity, AR & VR development with UNITY and game asset integration using UnREAL Engine for PCs, Consoles and Mobile gaming.



COURSE DURATION: 480 HRS
COURSE CONTENT



TERM I: Game Art & Design Fundamentals

- Digital Design • Vector Illustrations for Games • Sound Editing
- Game Production & Design Documents • 3D Design • Introduction to Texturing
- Character Setup



SOFTWARE COVERED**

- Photoshop • Illustrator • Audition • 3ds Max



TERM II: Game Art & Design Advanced

- 3D Modeling • PBR Texturing • Realtime PBR Texturing • CG Lighting • Prop & Character Setup
- 3D Animation • Motion Capture Animation • Digital Sculpting



SOFTWARE COVERED**

- Maya • Substance 3D Painter • Quixel Mixer • Motion Builder • ZBrush • Unreal Game Engine



TERM III: Game Engine

- Game Theory & Pre-Production • Working with Unity Game Engine
- Unity Game Asset Integration & Level Design Mobile
- Unity Game Asset Integration & Level Design AAA • Unreal Game Engine



SOFTWARE COVERED**

- Unity • Unreal Engine



TERM IV: Specialisation in Mobile Gaming

- Mobile Game Theory • Mobile Pre-Production & Design Documentation
- UI/UX for Mobile Game • Creating a 3D Mobile Game
- Creating a First Person Shooter Mobile Game • Creating a 2D Casual Mobile Game



SOFTWARE COVERED**

- Unity • Unreal Engine



TERM V: Specialisation in PC & Console

- Console Game Theory • Console Pre-Production & Design Documentation
- UI/UX for AAA Game • AAA Game Level Design



SOFTWARE COVERED**

- Unity • Unreal Engine



CAREER OPTIONS

- Game Asset Development Artist • Game Artist • Game Environment Designer
- Character Modeler • Game Animation • Game UI/UX Designer • Asset Integration Artist
- Game Level Designer • Technical Artist • Game Designer • Concept Artist • Pre-viz Artist

PMGDI

PROGRAM IN MOBILE GAME DESIGN & INTEGRATION

PMGDI trains you in Mobile Game Design & Integration, equipping you to create exciting, mobile-friendly games for the ever-growing mobile gaming industry. With mobile gaming on the rise, this course teaches you to design, develop and publish advanced 2D & 3D games using interactive AR & VR technology.

 **COURSE DURATION: 388 HRS**

COURSE CONTENT

TERM I: GAME ART & DESIGN FUNDAMENTALS

- Digital Design • Vector Illustrations for Games • Sound Editing • 3D Design
- Game Production & Design Documents • Hierarchy, Connections & Character Setup
- Introduction to Texturing

SOFTWARE** COVERED

- Photoshop • Illustrator • Audition • 3ds Max

TERM II: GAME ART & DESIGN ADVANCED

- 3D Modeling • PBR Texturing • Realtime PBR Texturing • Prop & Character Setup
- 3D Animation • Motion Capture Animation • Digital Sculpting • Look Development

SOFTWARE** COVERED

- Maya • Substance 3D Painter • Quixel Mixer • Motion Builder • ZBrush

TERM III: GAME ENGINE

- Game Theory & Pre-Production • Working with Unity Game Engine • Unreal Game Engine
- Unity Game Asset Integration & Level Design Mobile

SOFTWARE** COVERED

- Unity • Unreal Engine

**Please refer to page no. 78 for Trademark Attribution.

TERM IV: SPECIALISATION IN MOBILE GAMING

- Mobile Game Theory • Mobile Pre-Production & Design Documentation • UI/UX for Mobile Game
- Creating a 2D Casual Mobile Game • Creating a 3D Mobile Game
- Creating a First Person Shooter Mobile Game

SOFTWARE** COVERED

- Unity • Unreal Engine

CAREER OPTIONS

- 2D Mobile Game Artist • 3D Mobile Game Artist (Modeling & Texturing)
- Game Environment Artist • Game Animator • Game Rigging Artist • Mobile Game Developer
- Mobile Game Designer • Concept Artist • Mobile Game Environment Artist
- Mobile Game UI/UX Designer • Technical Artist • Game Designer
- Mobile Game Level Designer • Look Dev Artist • Pre-viz Artist

SHORT-TERM COURSES

MAAC's Skill Enhancement Short-term Courses help you polish, perfect and specialize in key areas of the Media & Entertainment industry, including Animation, VFX, Multimedia, Graphic Design and Gaming.

Whether you are looking to expand your expertise, master new software or fast track your career, these focused programs provide industry-relevant training that helps you reach your creative and professional goals.

BLENDER PRO

Blender is a free, open-source software that supports the entire 3D pipeline, ranging from modeling, rigging, animation, simulation, rendering, compositing, motion tracking, video editing and game asset creation. Gaining rapid adoption, many mid-size studios are now integrating Blender into their 3D workflows, making it a powerful tool for animation and game development.

 **COURSE DURATION: 144 HRS**

COURSE CONTENT

- 3D Design & Modeling • Texturing
- Look Development & Rendering • CG • Particles & Dynamics
- Hair, Fur, Cloth • Character Setup & Skinning • Character Animation

 **SOFTWARE** COVERED**

- Blender

CINEMA 4D PRO

Cinema 4D is a leading tool in VFX and graphic design, known for its cutting-edge motion graphics, dynamic visual effects and seamless 3D workflows.

Whether you are an aspiring designer or a seasoned professional, this course equips you with MoGraph tools, advanced lighting techniques and broadcast design workflows to create professional-grade motion graphics and immersive 3D content.

 **COURSE DURATION: 120 HRS**

COURSE CONTENT

- 3D Design • Non-destructive Modeling • Texturing and Look Development • Lighting and Rendering
- Particles & Dynamics • Hair and Cloth FX • MoGraph Tools • Volume-based Modeling
- Rendering Solution with ProRender & Physical Renderer

 **SOFTWARE** COVERED**

- Cinema 4D

**Please refer to page no. 78 for Trademark Attribution.

MAX PRO

Elevate your 3D skills with MAX Pro, a specialized course in texturing, lighting, modeling, skinning and character setup. This program trains you in 3ds max, a leading tool in the animation industry, equipping you with the technical expertise to create high-quality 3D assets and dynamic animations.

From foundational concepts to advanced techniques like dynamics and animation, MAX Pro prepares you for real-world industry applications, helping you build a strong portfolio and master the tools shaping animation, gaming and VFX.

 **COURSE DURATION: 144 HRS**

COURSE CONTENT

- Introduction to 3D World • Introduction to 3D Animation • 3D Design
- Introduction to Texturing • Fundamentals of CG Lighting
- Lighting & Rendering in V-Ray • Hierarchy, Connections & Character Setup
- Dynamics and FX

 **SOFTWARE** COVERED**

- 3ds Max • V-Ray

MAYA PRO#

Maya is the industry's leading software for 3D animation in films, gaming and VFX, renowned for creating high-quality, ultra-realistic models and effects. This course dives deep into advanced animation, modeling and rendering, equipping you with the skills to craft stunning visuals for movies, games and immersive experiences.

 **COURSE DURATION: 192 HRS**

COURSE CONTENT

- 3D Modeling • PBR Texturing • Advanced CG Lighting • Prop & Character Setup
- Advanced Lighting & Rendering in Arnold • 3D Animation
- Particles, Dynamics & Advanced Effects with Bifrost

 **SOFTWARE** COVERED**

- Maya • Substance 3D Painter

#Please refer to page no. 12 for Specialisation options.

SHORT-TERM COURSES

DESIGN VIZ PRO

Design Viz Pro takes you deep into design and visualisation, from planning to execution. Ideal for those looking to bring 3D form to architecture, engineering or landscape designs, this course helps you create realistic models before they are built. Key areas include simulation, interactive design, video editing and real-world lighting. Upon completion, you will be ready for careers in animation, architecture & engineering firms and event production houses.

 **COURSE DURATION: 180 HRS**

COURSE CONTENT

- Digital Design • 3D Design Visualisation
- 3D Walkthrough • Introduction to 3D World • 3D Design
- Video Editing • Interactive Design • Introduction to Texturing
- Fundamentals of CG Lighting • Lighting & Rendering in V-Ray

SOFTWARE** COVERED

- Photoshop • Premiere • 3ds Max • Sketchup
- Lumion • V-Ray

ADVANCED COMPOSITING

 **COURSE DURATION: 72 HRS**

COURSE CONTENT

- Live Action Compositing • Multipass Compositing Techniques
- Rotoscopy • 3D Camera Projection • Planar Tracking

SOFTWARE** COVERED

- Nuke • Silhouette • Mocha

**Please refer to page no. 78 for Trademark Attribution.

CGPD PLUS

 **COURSE DURATION: 110 HRS**

COURSE CONTENT

- Introduction to Digital Content • Digital Design
- Image Editing • Vector Illustration • Advanced Graphic Design
- Digital Publishing • 3D Design for Product Advertising

SOFTWARE** COVERED

- Photoshop • Lightroom • Illustrator • InDesign • Dimension

COMPOSITING PLUS

 **COURSE DURATION: 172 HRS**

COURSE CONTENT

- Digital Design • Layer-based Compositing
- Node-based Compositing • Art of Rotoscopy • Match Moving
- Camera Tracking • Title Graphics
- 3D Camera Projection • Live Action Compositing

SOFTWARE** COVERED

- Photoshop • After Effects • Fusion • Mocha • Silhouette
- 3D Equalizer • Nuke

THE MAAC ADVANTAGE

At MAAC, your success is our priority. We go beyond traditional learning to equip you with industry-relevant skills, cutting-edge tools and real-world exposure, ensuring you are job and future-ready.



PLACEMENT ASSISTANCE*

Complete support to students
With career opportunities.



INDUSTRY EXPOSURE

Regular interaction with industry
Professionals & subject matter experts.



INTERVIEW PREPARATION

Guidance on resume building, mock interviews
and confidence boosting to ace job interviews.



PRESENTATION SKILLS

Enhance communication, storytelling
& body language for impactful presentations.



SPECIALISED & ADVANCED COURSES

Designed in sync with industry requirements,
helping students become job-ready, skilled professionals.



EDUCATIONAL EVENTS

An array of events like MCL, 24FPS & 100 Hours
help make students industry-ready.



PROCONNECT

Learning, networking & career growth.

A STAGE FOR EVERY DREAM

At MAAC, there's always something exciting happening. Our events bring students together to learn, create and connect through competitions, masterclasses and industry interactions that go beyond the classroom and into the real world.



24FPS is an exclusive annual event by MAAC, held every year since its inception in 2003. This marquee property serves as a launchpad for students to showcase their talent and continuous growth. The event sees participation from the 'who's who' of the Media & Entertainment industry and attracts over 1,500 international entries from 100+ countries.



An initiative by MAAC, this series of masterclasses is conducted by renowned experts from the Media & Entertainment industry. These sessions are carefully curated to offer students first-hand industry exposure and prepare them to be job-ready professionals.



The 100 Hours – Creative Marathon is a unique filmmaking competition where students from various MAAC centres collaborate in teams to create 20–25 second films within a non-stop 100-hour timeframe. The competition fosters an inter-centre and national-level ecosystem, where students compete, collaborate and learn. Guided by expert mentors, participants gain hands-on experience in professional animated film production.



MAAC Creative League (MCL) is one of the most anticipated events at MAAC, inviting students from all centres to participate—regardless of their course, duration or academic background. MCL cultivates a competitive environment that encourages every student to learn, improve and hone their skills.



The objective of NSM is to bring together students from across the country at a single venue to interact with industry experts and peers from diverse regions. Students gain exposure through creative and technical seminars, hands-on workshops, insightful case studies and engaging panel discussions.



BTS: Behind the Screen is an exclusive knowledge-sharing initiative by MAAC that brings students face-to-face with industry legends through insightful webinars and masterclasses. These sessions offer a deep dive into the world of animation, VFX and gaming—covering the latest tools, techniques and trends. Students also get the opportunity to learn directly from MAAC alumni who have worked on blockbuster films and AAA games, gaining valuable exposure to real-world experiences and career pathways.

VOICES OF THE INDUSTRY



Abhyuday Grover

Founder & CEO, Resonance Digital

"MAAC has definitely been a key influencer in my journey so far. One way to keep the momentum going is to have constant greater goals and I don't think any institute has raised the bar like MAAC has."



VIRAL THAKKAR

Visual Effects Supervisor, DNEG, Vancouver

"Art is the magic of creating miracles every moment and artists are magicians who dream to create and create a dream. MAAC continues to create such magicians who make even the most complex work look so effortless."



RAJIV CHILAKA

Founder and CEO,
Green Gold Animation Studio Pvt. Ltd.

"Bring your imagination and ideas to life that lives forever. The curriculum at MAAC is specially designed to aid imagination and ideas and a way to bring those ideas and imagination to life."



RAJAT OJHA

CEO, Gamitronics

"I haven't seen any educational institute putting this much effort to bring value and knowledge to students' lives the way MAAC does. It's incredible to see how MAAC has been playing the role of a perfect bridge between students and the industry for so long. The AVGC sector is finally booming in India and a lot of credit goes to MAAC."



UTKARSH VEER

Ex MD & Founder Rocksalt

"MAAC has been putting noteworthy efforts by designing structured training programs for the aspiring art students and bridging the gap of the industry requirements and curriculum seamlessly and creating a versatile talent pool."



BHARAT DE

Head of Studio, India Midas VFX

"MAAC has consistently delivered some of the finest talent to the industry. Their focus on real-time simulation through education events mirrors studio environments, ensuring students are not just skilled but industry-ready from day one."

WHERE TALENT MEETS TOP BRANDS

MEDTRIKSHA HEALTHCARE

LAUDCO MEDIA PVT. LTD.

DURIAN INDUSTRIES

GRACYWOODS GAMES

PMG ASIA - INDIA

TATA ELXSI

METTLER TOLEDO

BLOOP DIGITAL

DIGITONZ

AFFINITY X

KUBER MONEY

IPLIX MEDIA

AKBAR TRAVELS

DESIGN DELITE

SPLAT

DNEG

BRANDENT

YASH RAJ FILMS

VUDUCOM

XARM SOLUTIONS

AND MANY MORE....

FROM CLASSROOM TO CAREER



DIVYA AGGARWAL

Graphic Designer

PROVANA

Salary: ₹54,000 per month



RIYA BHARDWAJ

Motion Graphic Artist

IPLIX MEDIA

Salary: ₹45,000 per month



SHUBHAM DILIP KASLE

3d Game Artist

THE SUNDAY GAMES

Salary: ₹45,000 per month



VANSHAJ KHATRI

Unreal Artist

CHARUVI DESIGN LABS

Salary: ₹35,000 per month



RITIK KUMAR

3d Animation Artist

PMG ASIA - INDIA

Salary: ₹45,000 per month



AJINKYA SHITOLE

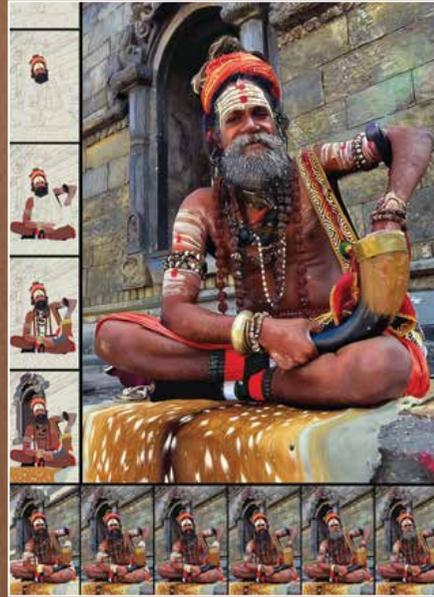
3d Rigging Artist

GRACYWOOD GAME LTD.

Salary: ₹30,000 per month

*MAAC does not assure placements, jobs are the sole discretion of recruiters.

STUDENT SPOTLIGHTS



Scan to see our students' creative work!



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ANIMATION | VFX | GAME DESIGN | DIGITAL CONTENT CREATION