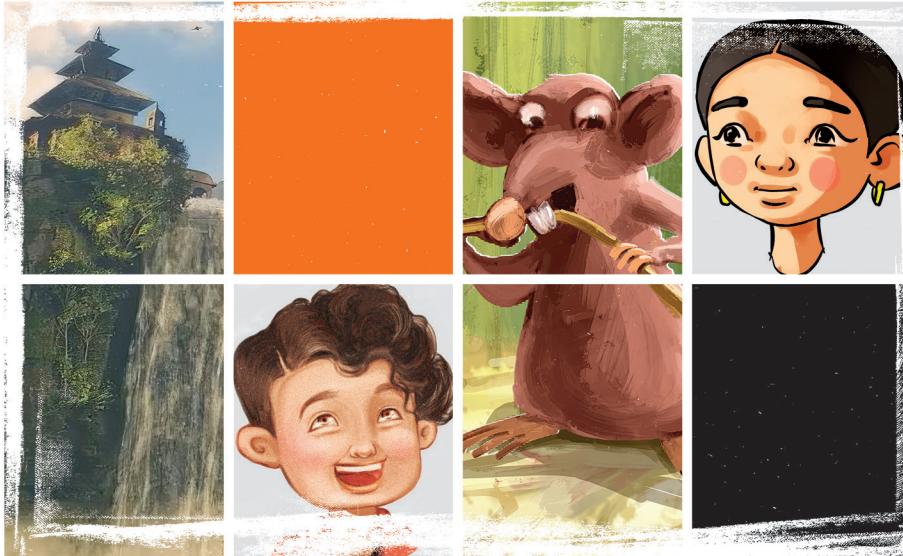




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BLACK BOX
ACADEMY



Master the Art, Lead the Industry

www.blackboxacademy.edu.np

DIPLOMA IN ANIMATION

Advanced Integrated Animation

To master the art and technique of animation, every artist must begin with a strong foundation. The newly revised diploma in 3D animation course at BlackBox Academy starts with an introduction to sketching, leading into the intensive world of Visual Development through our renowned BlackBox foundation program.

Students then progress to advanced, computer-based 3D animation and digital art using industry-standard tools. The course trains learners in both the art and discipline of visual art, combining creative exploration with technical precision. Structured to reflect the diversity of the creative industry, the course blends creativity with cutting-edge

technology and is taught in a professional studio environment that mirrors real-world practices.

After mastering foundational visual art, including storyboarding, art direction and design, students specialize in the 3D animation pipeline, exploring areas such as modelling, lighting and texturing, rigging, and animation. Guided by experienced instructors and industry mentors, each student develops a complete animated short film from concept to final render, including sound.

The course concludes with the creation of an industry-ready showreel, the students' first step toward a successful career as an artist.

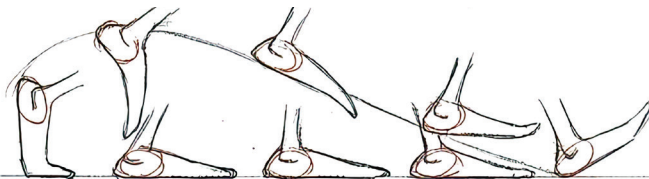
Course Module

Introduction to Art and Design

Introduction to Visual Story Telling

Study Practice

(Animation / Assets Building / Rigging / Lighting and Texturing)



Walkcycle



ANIMATION & VFX

Computer Animation and Visual Effects

Join our dynamic program that combines visual effects, the use of 3D models, animation and relevant digital technology to equip you with the skills to create stunning visuals seen in blockbuster films. Whether dreaming of crafting explosive action sequences or breathing life into motion-capture characters, this course will prepare you for an exciting career in the visual effects industry.

Aligned with current VFX production standards and workflows, the diploma builds both conceptual and technical expertise for creating 3D environments using digital assets. Students gain hands-on experience in compositing, tracking, and prep work, developing a professional body of work ready for the industry. The students can pursue careers in film, television, gaming, advertising, and product visualization as VFX artists or compositors.

Upon completion, the students will earn the BlackBox Diploma in Computer Animation and Visual Effects, paving the way for endless opportunities in the world of digital storytelling.

Course Module

Study Practice

Assets Building

Introduction to Animation

Lighting and Texturing

3D Compositing / CG Integration

Visual Effects

(Preworks, Tracking, Basic Compositing, Greenscreen / Bluescreen Compositing)



Vfx Compositing

GAME ENGINE

UE - Unreal Engine for Beginners

Embark on an exciting journey into the world of cinematic storytelling with Unreal Engine 5. This course is designed for beginners to explore how interactive tools and real-time rendering bring stories to life through immersive visuals.

By the end of the course, students will gain a solid understanding of Unreal Engine's cinematic pipeline, practical experience in designing and animating cinematic sequences and a showcase reel highlighting creative and technical skills.

Over 12 weeks, students progress from foundational 3D concepts and asset creation to advanced lighting, animation, VFX, and narrative design. Learn to harness Unreal's powerful features, including Sequencer, Blueprints, and Cinematic Lighting, while developing a professional-quality cinematic project.

Bring your story to life, frame by frame, light by light with Unreal Engine for Beginners: Cinematic Scene Creation.



'Blend **3D** assets to craft an immersive cinematic experience.'



SPECIAL FX

Houdini: Master the Art of Procedural 3D Creation

Our Houdini training program guides students from complete beginners to confident digital artists. Through a structured, hands-on curriculum, students explore geometry, attributes, simulations, and the core principles that make Houdini a leading tool in 3D animation and visual effects.

This program introduces Houdini's interface, core workflows, and procedural 3D techniques. Students learn to model, modify, and combine geometry, explore attributes, and apply procedural design principles for flexible, efficient workflows. Hands-on exercises cover simulations including RBD, packed geometry, and velocity control, bridging technical precision with creative expression. Develop algorithmic thinking, workflow efficiency, and practical problem-solving skills while mastering Houdini's powerful node-based environment for professional 3D creation.

Each module combines guided instruction, independent exercises, and assessments to ensure both conceptual understanding and practical mastery. Step into the world of procedural creation and bring your imagination to life with Houdini Classes.

'Node based **procedural** workflow.'



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