Birla Institute Of Technology, Mesra, Ranchi
Extention Center, Jaipur

Animation
&
Multimedia

BAM
B.Sc in Animation & Multimedia

MAD
Masters in Animation Design

Ph.D
Doctoral Research Programme in
Animation, Multimedia and
Communication

Contents:

BIRLA INSTITUTE OF TECHNOLOGY, MESRA

Birla Institute of Technology, Mesra, was established in 1955 as a pioneering institution of technical education and research. The achievements of the institute, both in terms of research and excellent standards of academic programmes at Undergraduate, Postgraduate and Doctoral level in Engineering and Technology, led to its attaining the status of a Deemed University by the Government of India in 1986. The Institute attracts students from all over the nation and also from several foreign countries.

During last 50 years of its existence, the Institute has run the programmes in all the branches of Engineering, Informational Technology, Pharmaceutical Sciences, Architecture, Biotechnology, Hotel Management and Management disciplines. To cater the needs of the society the Institute has established its seven extension centers through out the country viz. Lalpur, Allahabad, Chennai, Jaipur, Noida, Kolkata and Patna and three international centers at Bahrain, Muscat and UAE.

The Institute lays more emphasis on the development of technology and therefore, as an extension of Information Technology Programme, the Institute has started its application in Animation & Multimedia. The Institute for the first time in India started 3 years B.Sc. degree programme in Animation & Multimedia at its Noida and Jaipur extension centers in the years 2004 and 2005 respectively. Appreciating our initiative, UGC has generously funded the Institute to augment latest infrastructure and facilities.
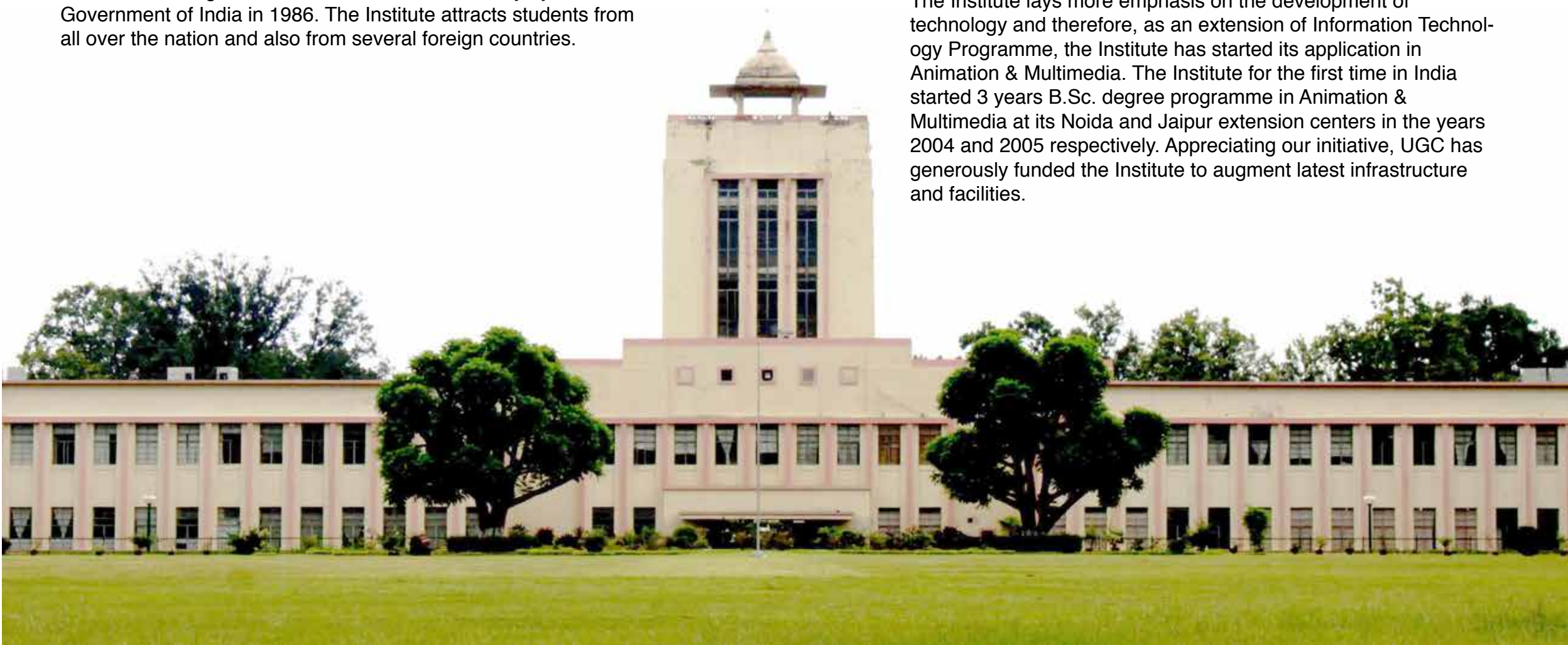
Illustration by Dr. Vibhuti Pandya

Animation and Multimedia

The Birla Institute of Technology was the first institute in India to set up a full-fledged degree course in B.Sc. (Animation & Multimedia) in 2004. The Animation industry in India is breaking through into a prosperous era, offering exclusive career opportunities. There is an acute shortage of professionals in Animation and Gaming. The course specializes in the rapid development of artistic skills, necessary for achieving a successful career in animation and multimedia. There are ample job opportunities after graduation. Students can have career in fields like 2D or 3D Character Animation, Script Writing, Storyboarding, Modeling, Rigging, Texturing and Lighting, Compositing, VFX, Editing, Pre –Production Design, Game Design, Matte Painting, Graphic Design and Live Action or Documentary film making.

Continuously been rated as one of the best schools of Animation Studies and rated along with IDC, IIT. Bombay, FTII, Pune and NID, Ahmedabad by the Hindustan Times following a survey done by the C4 forum, this academic programme on Animation Studies is a unique blend of art and technology that has been designed by the best minds of the field.

The fundamental philosophy of the course is to impart to the students a variety of skills and knowledge required for diverse range of career options in animation and multimedia. The course is designed in such a way that it covers all aspects of animation and graphics of Animation Film Making Process. Students get in-depth knowledge of different mediums in Animation and Graphics such as 2D Classical & Digital Animation, Concept, Character & Story Board Designing, 3D Character Animation & Modeling, Graphics & Web designing and Audio-Video Production. The course covers all technologies from basic clay modeling to computer edge computer modeling. Sufficient technical and industry focused education is imparted to enable students to enter relevant professional fields or pursue higher studies in this field. For higher studies BIT Jaipur campus offers M.Sc. in Animation & Multimedia and Ph.D. Programme in A&M.

The Department currently offers the following courses:-

B.Sc. Animation & Multimedia - which is a 3 years degree programme,

Masters in Animation Design - which is a 2 years Post Graduate degree programme,

Ph.D (Doctoral Research Programme) in Animation, Multimedia and Communication

Course Highlights & Facilities

The academic programme at both the under graduate and postgraduate level encourages students to a well crafted curriculum that ensures:

- Constant research and development.
- Balance between Theory and Practical learning.
- Critical insight into Communication Studies.
- Well equipped computer labs with state-of-the-art softwares.
- 2D Drawing Lab supported by Industry Standard Studio.
- Wacom Tablets, and other peripherals in line with international standards and practices.
- Career and Life Skill Workshops.
- Balance between Creativity and Technology.
- Shooting Floor / Studio with lights.
- Final Cut Pro Editing Suite.
- Exposure to latest tools and techniques.
- Workshops with industry experts.
- Placement Assistance.

Technical Club:
Animated Movies
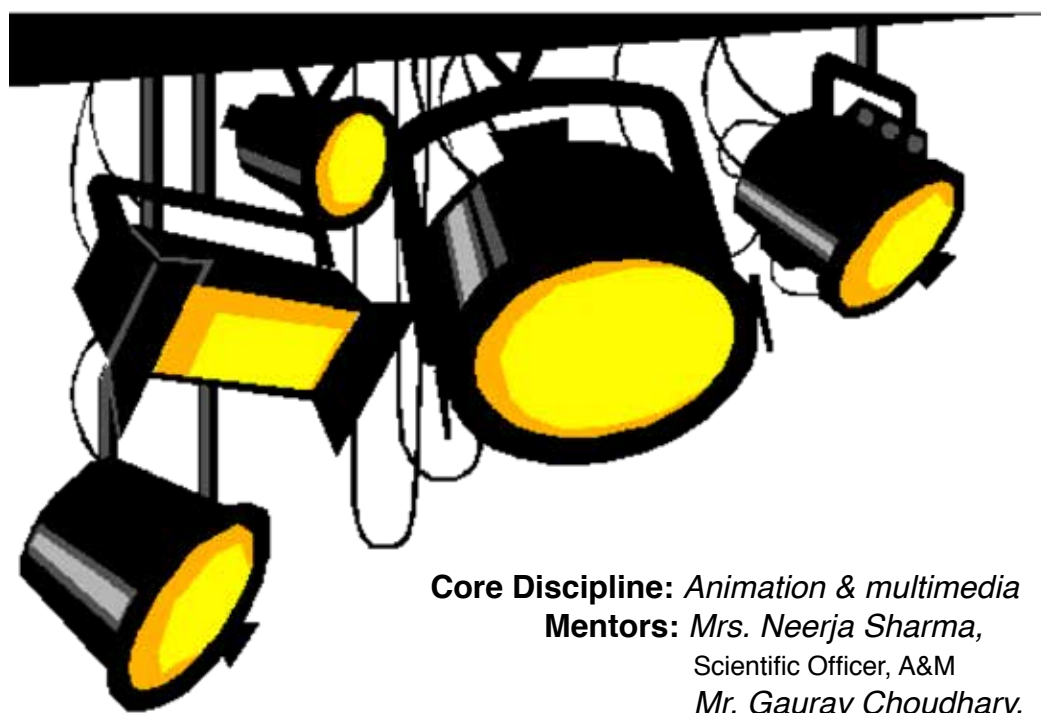
Core Discipline: *Animation & multimedia*
Mentors: *Mrs. Neerja Sharma,*
Scientific Officer, A&M
Mr. Gaurav Choudhary,
Assistant Professor, A&M

Technical Background of the theme of the club

• The process of animation film making is very time consuming & costly affair. In order to make the students understand the technical aspects of the film making, the Animation & Multimedia Dept. has decided to set a club on animation film making.
• Unlike the live action film making which are edited during the post-production, the animated films are edited during pre-production (Real time editing).

Importance/ Utility of the technology considered in the club

• To utilize time & money by learning animation film techniques.
• To provide the information about the latest technologies and softwares used in the animated movies.
• To promote individual film making.

Activities to be considered under the club

• Projects/ workshops on 2D/ 3D movie making.
• Showcasing of movies produced by the students of BIT.
• Showcasing of movies produced by the academic Institutions of India and abroad.
• Lectures and seminars on Film-Making.
• Showcasing of awarded 2D, 3D, stopmotion and experimental movies.
• Individual/group film making competition for the club members.

Technical Club:
Animated Games

Core Discipline: *Animation & multimedia*
Mentors: *Mr. Gautam Goswami,*
Assistant Professor, A&M
Mr. Manish Kumar,
Assistant Professor, A&M

Importance/ Utility of the technology considered in the club

• To prepare game developers, designers and game testers for the computer game industry.
• To provide the information about the latest technologies used in the animated games.
• To provide the technical knowledge of step by step procedure of game development.

Importance/ Utility of the technology considered in the club

• LAN Gaming competition
• Workshops and guest lectures on the step by step procedure of the game making.
• Workshops on computer programming utilized in game development.
• Guest lectures and seminars on the game development.
• To promote outdoor games in order to make the students understand technicalities involved in the basics of physical aspects of the game.

Technical Background of the theme of the club

• The mobile, computer, console games are taking the animation industry by storm. It is the biggest industry in the present time. The computer languages and designing aspects of the game development are intricate and in order to make the students aware of these technical aspects, this club is to be set-up.

Campus Activities

VIBRATIONS

Birla Institute of Technology, Jaipur Campus organises an intercollege cultural event "*Vibrations*" every year somewhere between October - December.

Design & decoration of all the venues is the main attraction of the programe and it is done by the students of Animation & Multimedia Department.

TECHVIBES
2017

Every Year TechVibes, The Inter-College Techno-Management Festival, hosts a plethora of events like Competitions, Exhibitions, Lectures, Workshops, Hackathon, Robotics, LAN Gaming at BIT Mesra, Jaipur Campus, Jaipur India.

Since it's Foundation it has maintained the status of being a well balanced and profound event. It receives a great reception from the audience and the media and is growing leaps and bounds with each passing year.
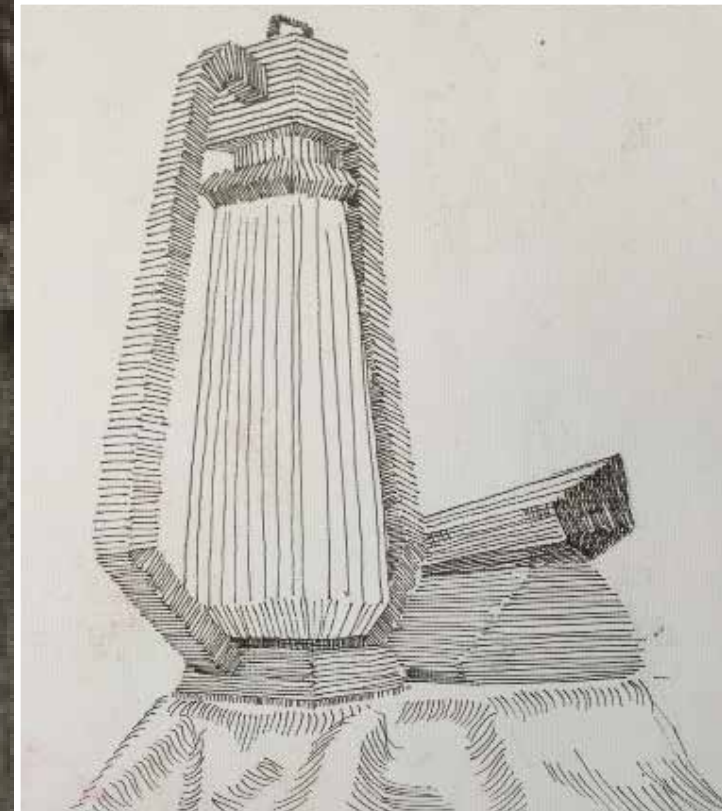
< **STILL LIFE STUDY**
by Vidit Saxena
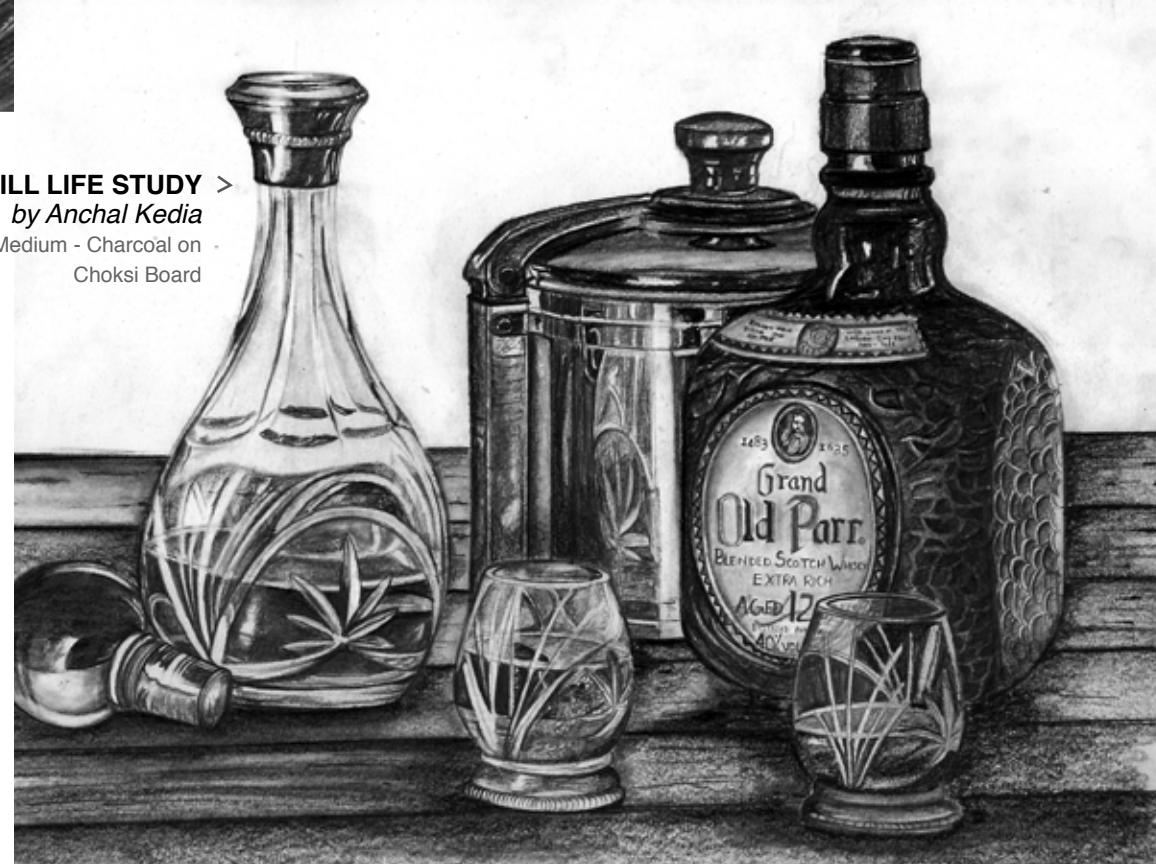Medium - Pen & Ink
Choksi Board

STILL LIFE STUDY >
by Anchal Kedia
Medium - Mix Media
on Choksi Board

< **STILL LIFE STUDY**
by Vidit Saxena
Medium - Charcoal on
Choksi Board

^
STILL LIFE STUDY >
by Anchal Kedia
Medium - Charcoal on
Choksi Board

< **CHARACTER DESIGN,
DIGITAL PAINTING**
by Aishwarya Tandon
Medium - Digital, Adobe Photoshop

the StartUP Guys

THE SALES ANIMAL

Startups with brilliant ideas often forget that someone needs to sell them, says Schoner. Having a strong salesperson on the founding team helps minimize the risk.

THE SUPERSTAR

The superstar is the person who gets down to business and accomplishes tasks. From ordering office supplies to keeping the office network running, this person has a combination of eccentricity, nerdiness, and charisma, says Schoner.

THE LEADER

Running a company with more than one founder is a democratic process, but hard decisions need to be made that affect everybody's lives. Consensus usually requires compromise, Schoner adds.

THE FINANCIAL SUIT

Startups also need financial talent. While this is the easiest personality to add on later, professional controllers and chief risk officers often have their own agenda, says Schoner.
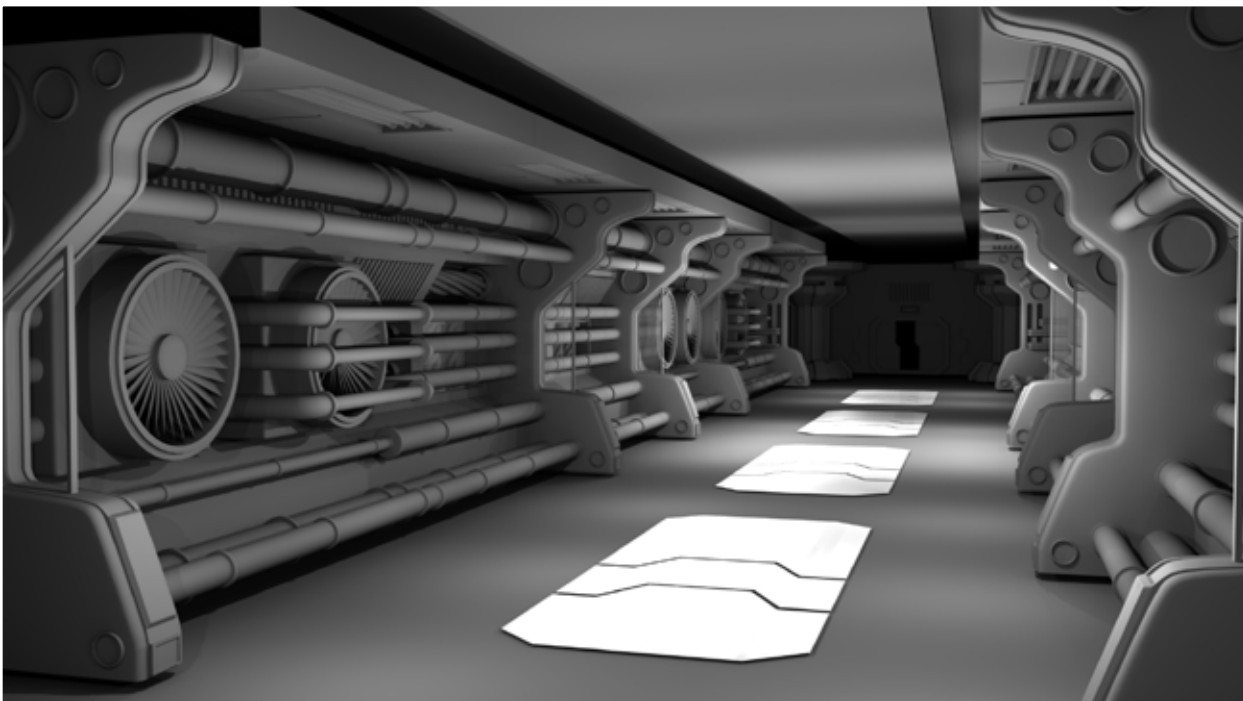
Illustration by Anish Soni

3D MODELING
by Dheeraj Agrawal
Medium - Digital, Autodesk
Maya

3D MODELING
by Dheeraj Agrawal
Medium - Digital, Autodesk
Maya

VECTOR ART
by Utkarsh Rajora
Medium - Digital, Adobe
Illustrator

VECTOR ART
by Divye Panchal
Medium - Digital, Adobe
Illustrator

MEGHNA SHARMA
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Degree Showcase Project
BAM
Animation & Multimedia Department

The Bathroom Chronicles

Keywords: stopmotion, puppet animation, bathroom. cockroach

The Bathroom Chronicles, or 'TBC' is an attempt to poop-take on an artist's life and the creative block almost each of us has faced. The story has been developed multiple times upon discussing with a number of student artists. SAI, the protagonist is a student artist himself, battling mind block right before a deadline. TBC is about how the bathroom is the ultimate solution to his problem, and the fear of cockroaches is... well.

Pre-production has been worked on thoroughly throughout the time period of this project. It's actually 90% of the whole project. Along with pre-production, puppets and the whole set of a room and the bathroom is developed along with the developement, so as to avoid any hurdles while creating them. Puppet animation has always been something I have been intriguied by, and though challenging to work on solo, it's extremely educational for a craft fanatic like me.

**ANISH SONI**
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Degree Showcase Project
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Character Design And Concept Art

Keywords: character design, digital painting, concept art

My Degree showcase project is about Character designing & Concept art based on different themes. I love creating characters based on the people I observe. I generally sketch on paper and then use my Wacom Tablet, with softwares like Photoshop & Illustrator, to design the characters digitally.
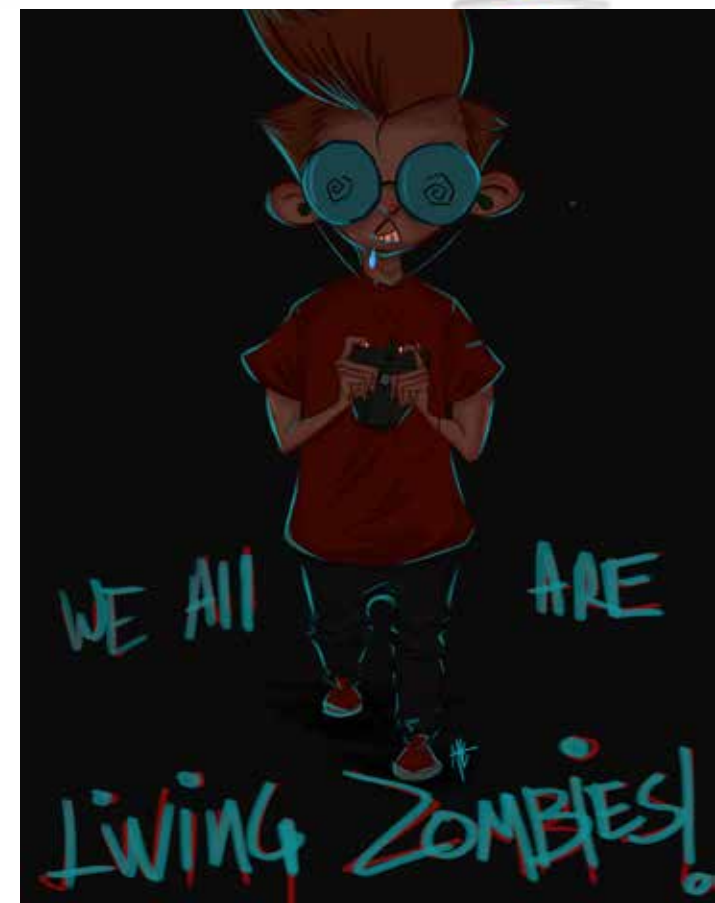
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Degree Showcase Project
BAM
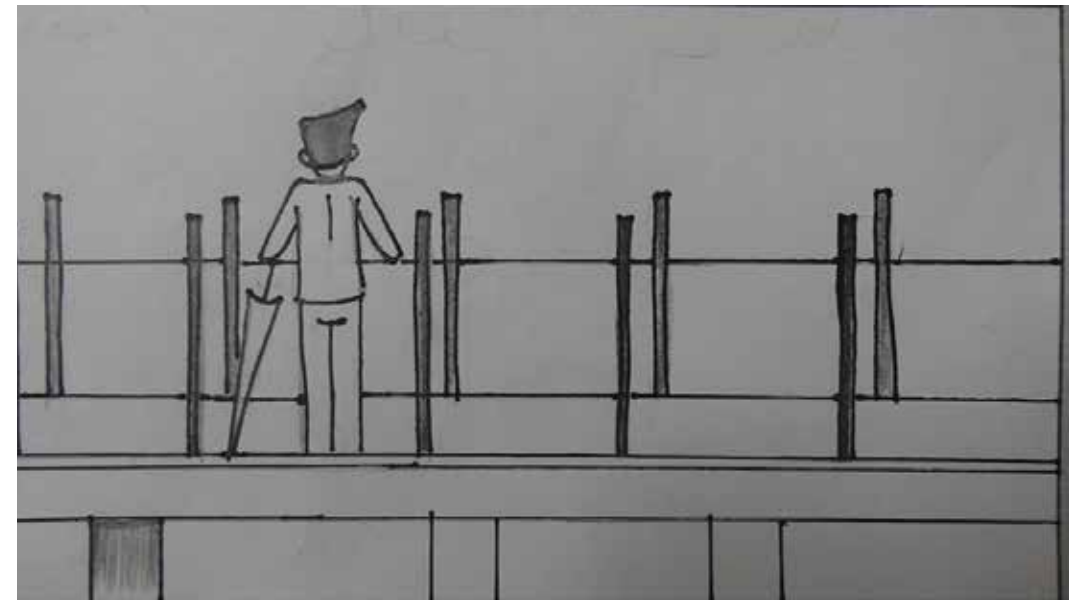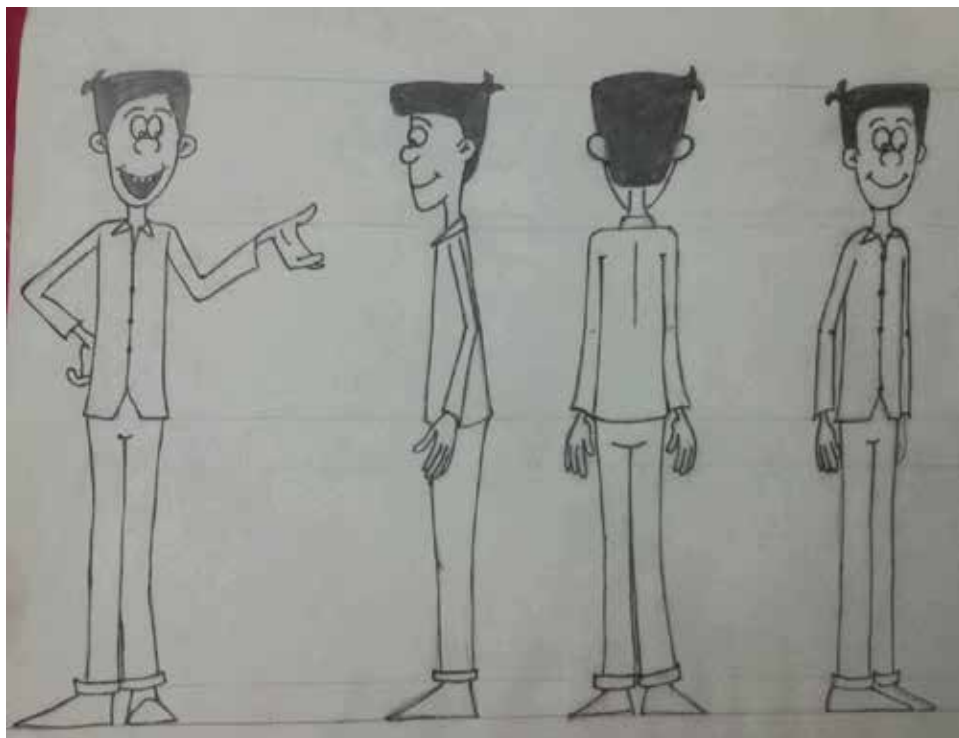Animation & Multimedia Department

A Letter

Keywords: 2d animation short

My project is a 2d animation short film which I am making by using traditional as well as digital medium.

This story is about a young boy who writes a letter to his love and is waiting eagerly for her to reply back. But due to some reason he has to chase back for the reply and that's what makes the story fun. I got the idea for this project from "paper man". My medium is 2-d animation.

I started by making my story boards on the rough panels. Then character development of the boy,girl and the birds. For camera angles I also shot some photoboards for animatics. I will be doing animatics on lightbox and then my final project will be digital. I would scan the animatics, take it to the photoshop and then the further work will be done digitally.
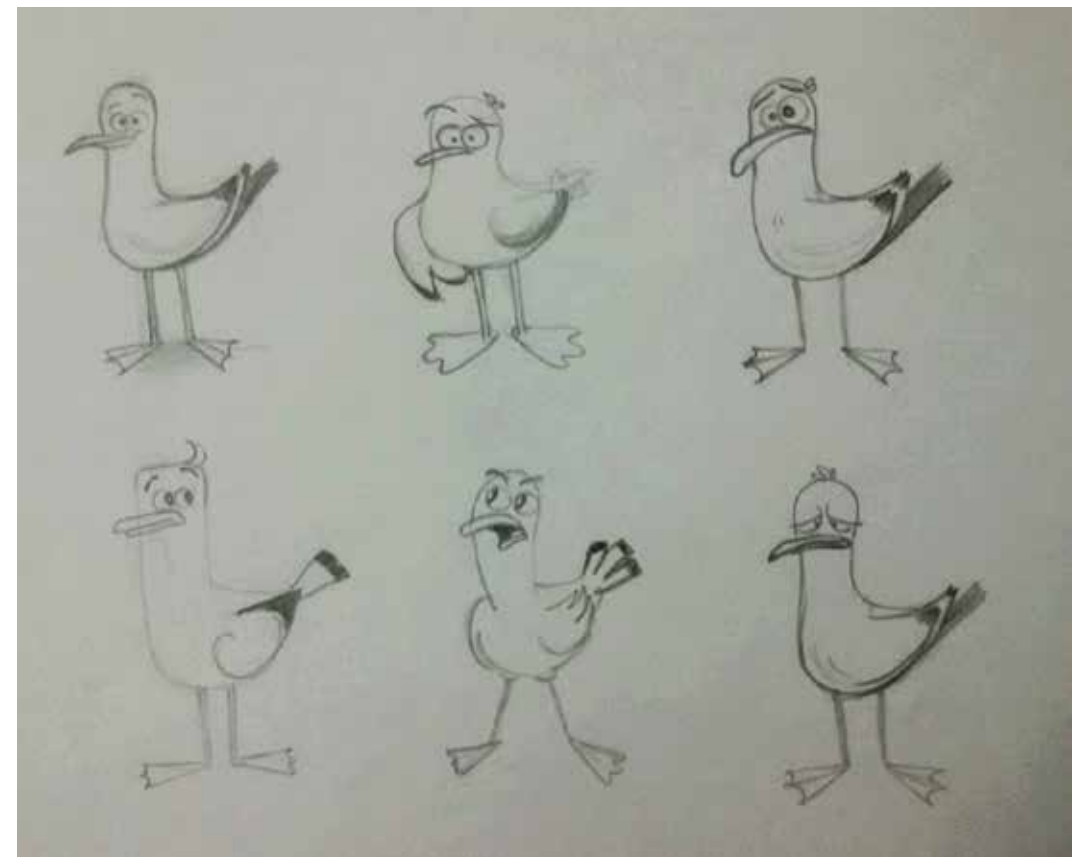
AGNIBHO ADHIKARI
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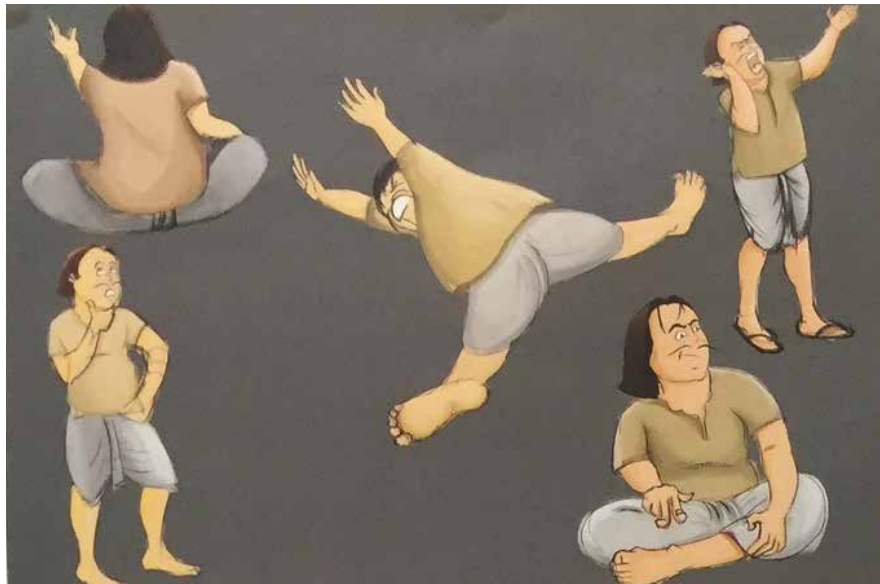Degree Showcase Project
BAM
Animation & Multimedia Department

Ganer Guto

Keywords: 2d animation short

This project is completely based on a poem named "Ganer Guto" wriiten by *Sukumar Ray*, father of *Satyajit Ray*. While I was reading "Abol Tabol", the book written by *Sukamar Ray*, I came across this poem and found it quite interesting to make an animation on the topic.

The poem has many characters and animals specified in the narration. So I can make different kind of characters, animals and backgrounds. Putting all these things together and animating the whole thing would give an interesting output. The story is based on a man who can not sing well, but he tries his best to sing, on a very hot day. People of the village get annoyed any angry by his high pitched voice. Even the animals get fainted, birds fall from the sky, trees fall, houses get cracks, Finally a mad goat runs into the man and stabs in his back. The man is tossed into the air. He runs away and never dares to sing again.

I used Adobe Photoshop and Adobe Premiere for the entire project uptil the animatics stage. The process involved character designs, background designs, posings, expressions etc.

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Maya

Keywords: Live Action, Direction, Cinematography, Editing, Screen Writing, Dialogue Writing, Live Action Production.

Maya is live action project that initially came to me at a cold dawn when the writer of my film, Sanjay Tillani narrated me just one line of script, "I have a gun in my closet, it asks the same question every day.", this was when I was invested in the script. Then I had a story with me which intrigued me. The basic idea behind this project was to create a loop of human vulnerabilities which click activate each other. I was inspired by the story telling techniques used in 'David Fincher's – Fight Club', 'Christopher Nolan's – Momento', 'Anurag Kashyap's – Raman Raghav'.

The basic storyline of the film revolves around the life of two characters, namely Vinod and Arjun. They both are searching their real-self in different ways and every incident in one's life leads to something in others life. In this hustle of life and death they ultimately end up discovering them-selves and are driven to one conclusion, "Life is worthless'.

The initial methodology was to go through both the scripts and screenplays of the films named above so that I could get a basic idea of what's the thought behind each sequence in those films. Screenplay of the masterpiece 'Masaan' also helped me a lot in knowing how to thrive on human vulnerabilities and emotions. Initially it was just hit and trial for me, me and my writer both used to sit for hours and hours just figuring out different techniques of story-telling and I had prepared four different set of screenplays and then merged the best out of all of the to make one out of it. Going through different interviews of Javed Akthar, Gulzar and Salim Khan I figured out the art of dialogue based storytelling and then finally the screenplay of my film was ready.

My teammates and other people did help me a lot at every phase and I am whole-heartedly thankful to each and every one of them.
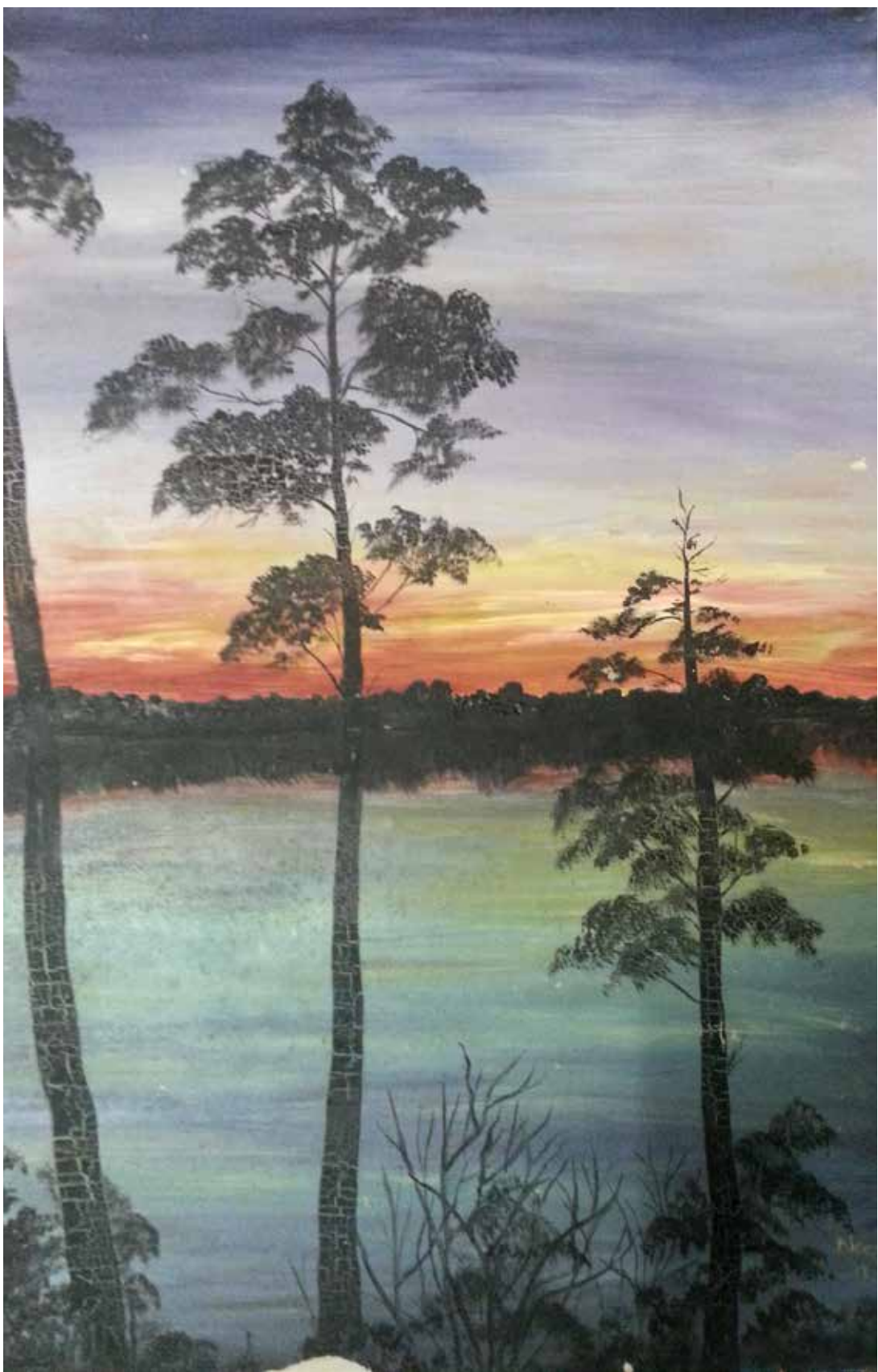
Artwork by Mrs. Neerja Sharma

Artwork by Mrs. Neerja Sharma

Artwork by Mrs. Neerja Sharma

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Jaipur in Motion

Keywords: Keywords:Photography, Hyperlapse, TimeLapse

Jaipur in Motion is a short film done through a photographic technique called Hyperlapse/Timelapse.The Idea is to show Jaipur's every famous aspect i.e, Art, Monuments, Festivals etc in flowing way (Without cuts). Major Inspiration of the film came through films of Rob Whitworth who is a Master of this art form.

The reason I chose this technique to tell my story is because still images give you more freedom to work creatively on every frame, in simple words you have every frame file in RAW or Jpeg Format.

The Process started with me knowing Jaipur personally and exploring it on my own by travelling as much as I could. I talked to my people who have been living in Jaipur for long. I made a list of all the locations that I wanted to cover and went there and captured as many photos for my storyboarding and animatics later on. During the process I also practised shooting random hyperlapses and timelapses to sharpen my hands over this technique as much as I could. The Major concern was over transitions from one shot to another to make it look smoother. I am planning to use live action shots of the locations and these live action shots will support the story that I want to tell. I will be using my Nikon D5300 with 18-140mm,14mm, 70-300mm lenses with Tripod and Steadicam for smooth video shots. Once the production is done I will be using After effects, Lightroom, LRTimelapse, Photoshop for My Post production and to give a better feel to the visuals and make it more connectable. The sound track I am planning to use will consist of Rajasthani folk Instruments such Ravan Hatha, Morchang,etc.
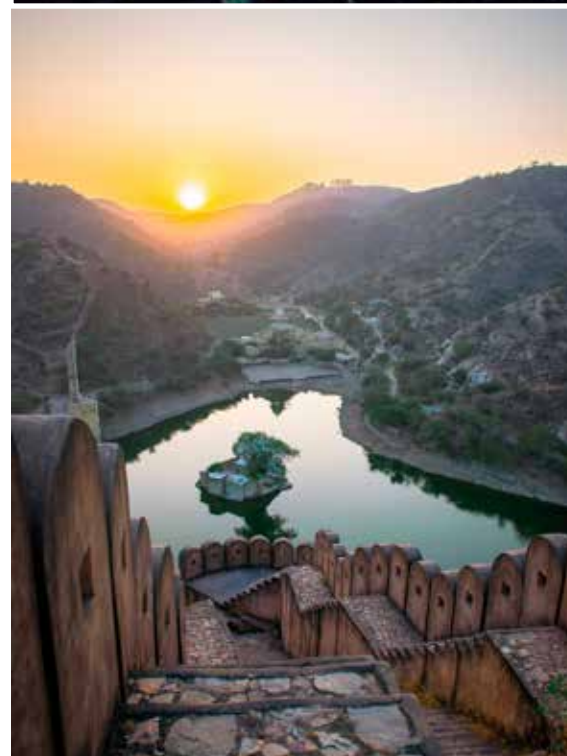
RAJAT PAREEK
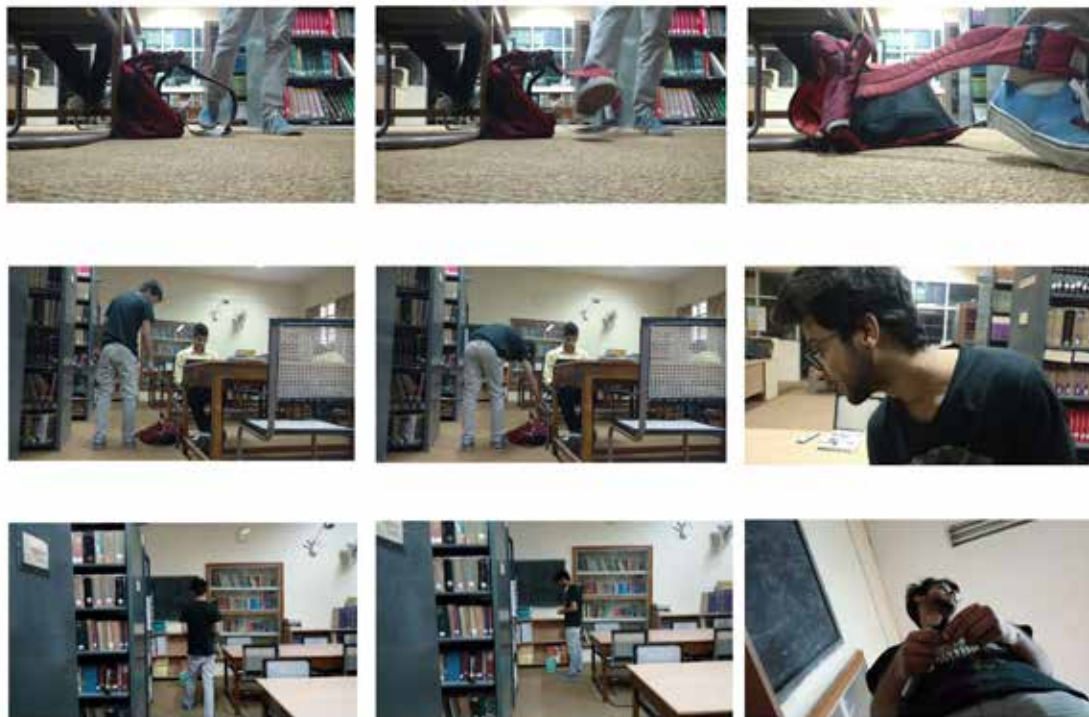chandan.singh99500@gmail.com
Degree Showcase Project
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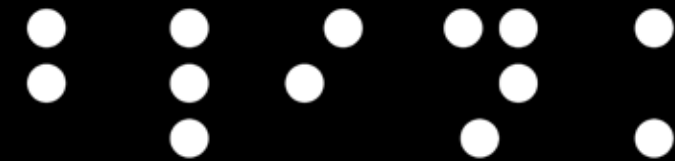# Blink

Keywords: Live Action Short

Blink is a live action project which initially came to my mind during a workshop in college. This film is based on two characters. A boy falls for a girl, he is trying to impress her through his art. He is annoyed by her indifferent reaction, but he doesn't quite realise that the girl is blind and the drama unfolds.

To prepare for the film, I spent time around blind people, had a word with them to get an idea about their life. The process was pretty organic according to the pipeline of live action film making. The entire film was shot in the college itself.

Anish Soni   Mugdha Gupta

blink

A Film By
Rajat Pareek

D O P. Chandan Singh Shekhawat

Productiont Team

Somya Sharma   Tezzdeep Sharma   Jay Sharma

Dheeraj Agarwal

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Open Roads

Keywords: Motorcycling, life journey, success, struggle, riding, dawn, exploration, live action documentary

My inspiration were several videos which show rider riding alone and exploring new places. Every motorcycle ride is just like a journey of life. A rider goes through moments of ups and downs, sometimes the road is well lit and the way ahead is clearly visible and sometimes it's all dark with no visible clue of what will happen next. To convey the journey of life through a motorcycle ride was our idea.

This is a live action project. We used Nikon D5200 & D5300 dslrs with 50mm prime, 70-300, 18-55 lenses. Our primary focus was to explore Cinematography, lighting conditions, scouting and soundtrack.

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Stupidily Twisted

Keywords: Humor ride with short gags and illustrations

Stupidly Twisted is a fun comic illustration which encompasses a series of short gags and illustrations.

Humor is hidden in the little things from our daily life which might get unnoticed. I have tried to include as many possible different illustrations from dissimilar fields. I am sure that you too will relate to these gags. You might have experienced few of the things in your daily routine or seen some while surfing through Facebook. I have tried to present those short gags in simple yet engaging manner.

The inspiration mainly is to learn and work on something new. Through this project I want to enhance my cartooning and storyboarding skills and understand the technique of expressing your views in minimalistic way. As an entire novice to this medium of storytelling, Primarily, I would like to convey my sincere regards to Mr.Gaurav Choudhary for guiding me throughout. For this particular project, I am working panel by panel first, hand drawing each of my illustrations. The Character expression sheets were made. I have tried to keep my illustrations simple yet conveying. These illustrations are then scanned and then digitally worked upon in Adobe Photoshop for professional look.
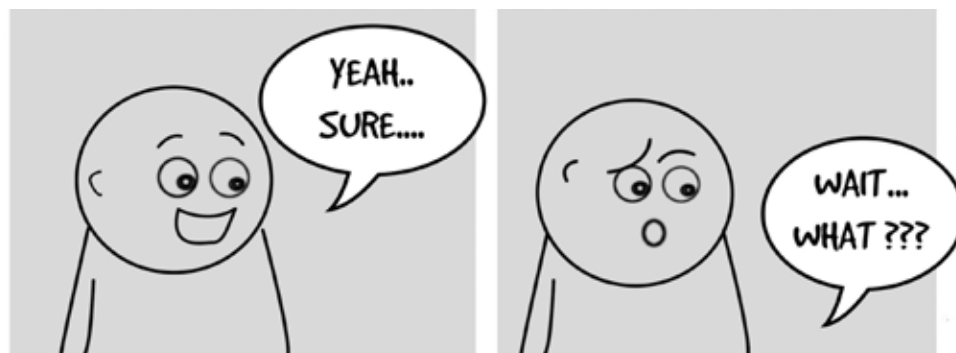
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Hold

Keywords: 2D Short Animation, Short Film, Flash Animation

The story is about the bond between a little girl and her father and is symbolic to the behaviour of the society as a whole during a child's life. A child's innocence and bravery, and a father's strong, supportive presence. The aim is to have a project with a much darker and important theme but being portrayed in a rather lighter and positive manner.

The process of storyboarding, character model sheets, BGs, layouts, roughsketches(pre production) has been done using traditional mediums as well as digital mediums. The animation will be done using Adobe Flash (now Adobe Animate) with initially working on a well organised and correctly timed animatics.

HOLD
a 2D short animation
by Aishwarya Tandon

"Kallu"
the crow

"Papa"
the father

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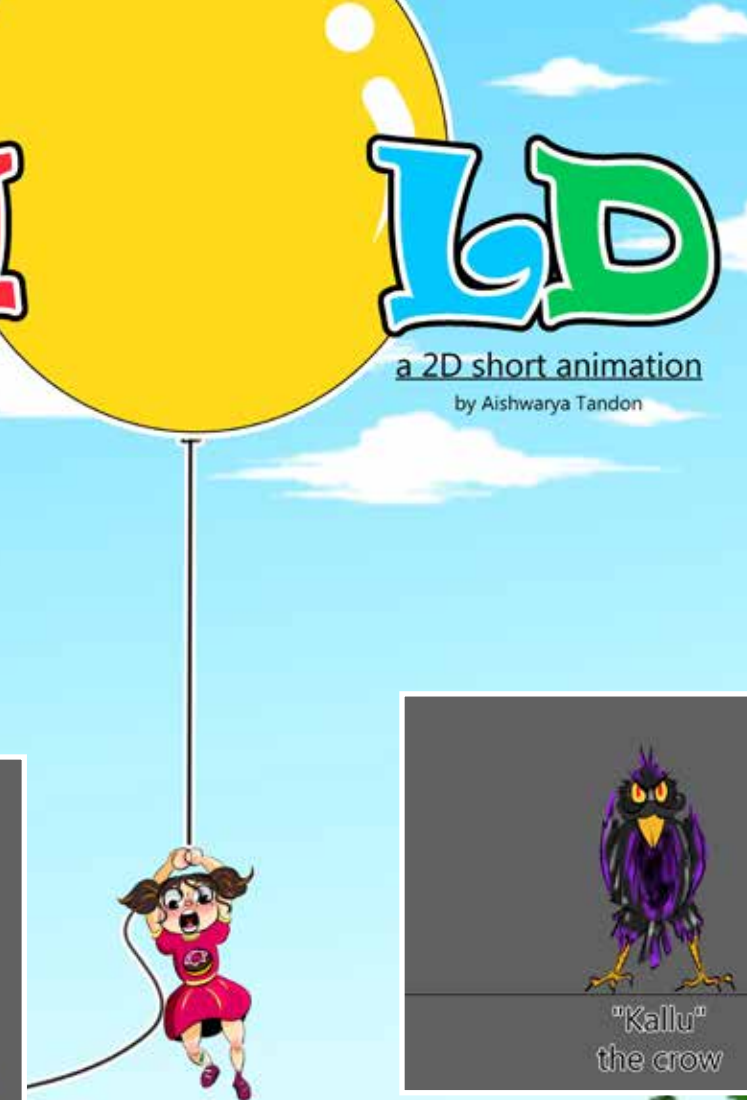
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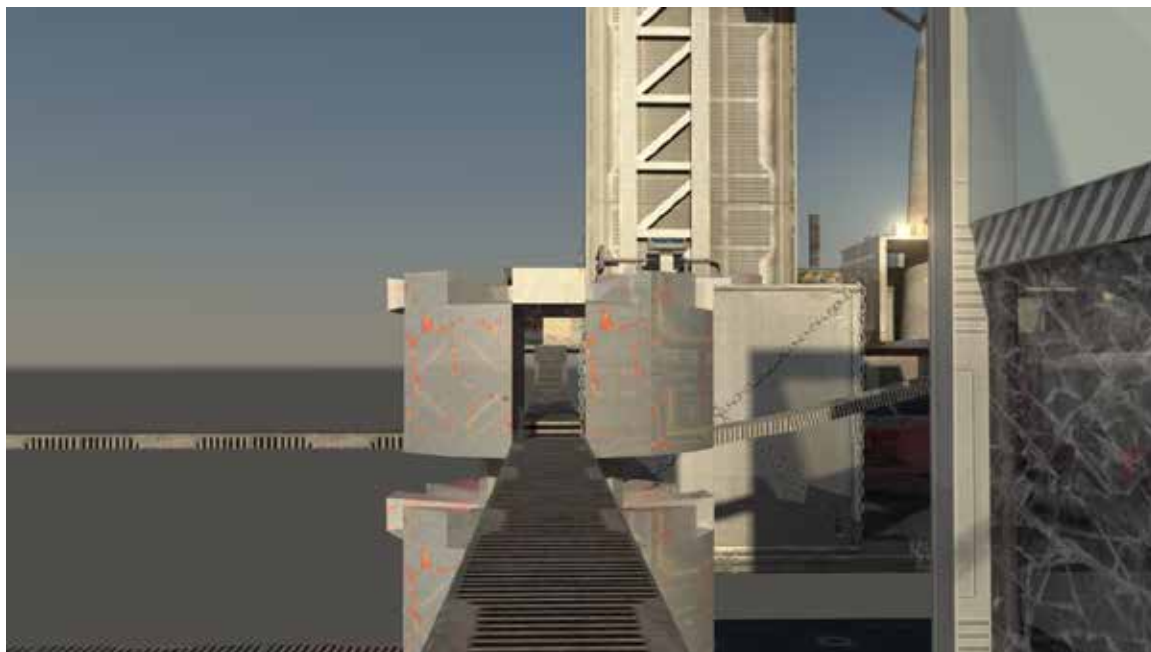Animation & Multimedia Department

Future Rescue

Keywords: 3D Sci-Fi Environment in Virtual Reality

This game is with two forces, Terrorist (T) and Counter Terrorist (CT) head to toe against each other. The objective is to take side either with the CT in order to take prompt and vigorous action to rescue the hostages or with the T in order to prevent the same (in virtual reality).

I was inspired by playing many sci-fi games like Mass Effect, Resident Evil, Prototype, COD AW , Counter Strike etc.

I have also taken a reference of Chittorgarh fort tunnel and the architecture design which I modified in my game environment.

It's a story about how the neighbouring nation at war has taken hostage of all the big minds of our country. The gameplay involves trying to secure all the scientists involved in the research to end the war scene.

ANCHAL KEDIA
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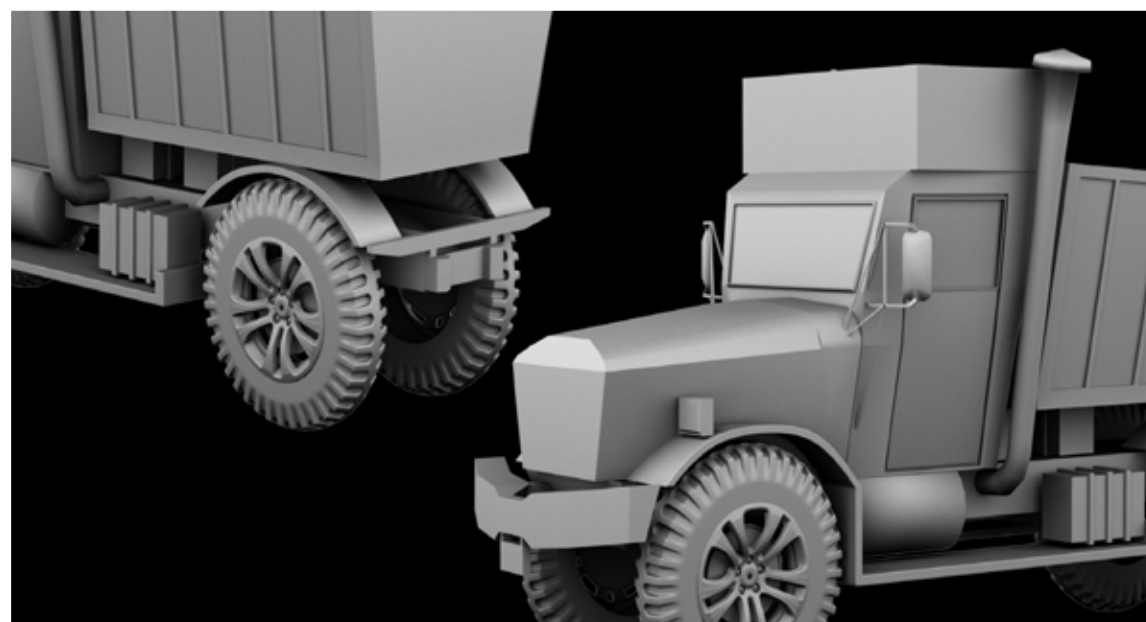Degree Showcase Project
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Animation & Multimedia Department

Autoature

Keywords: Auto mobile caricature

As the name suggest this is a project on automobile caricature , I have made vehicle caricatures , the medium is 3d .
I got the inspiration to do it as I am fond of cars also I wanted to learn the pipeline used in the industry for game assets modeling.
So to give it some creativity I decided to make caricature of vehicle.

It's a 3d project , the softwares that I have used are :
For modeling – autodesk maya
For texturing – maya and photoshop

My approach for the project is :
First I have created the models in maya and then as per the models i did texturing in photoshop , the technique that i have used is procedural texturing.

Artwork by Mr. Shyam Singh

Artwork by Mr. Shyam Singh

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Scifi Station

Keywords: 3D environment

The environment based on the story—

• The protagonist is a revived war hero who is back in future to save humanity once again.
• Science had gone way ahead what man asked for when they started the research for harassing the power of the other world. Future was bleak so they started experimenting on the humans in space where none but vacuum exists. Head of the team Hadley used the energy surge in a controlled way but Oliver his assistant had other plans. He was willing to put the immense energy to his own will of power and so he did.
• But all went wrong turning every human on Mars into a Mutant thirsty for blood and chaos. Opening a portal connecting demon world to human world.
• It is protagonist's job to kill all and close the portal.

I Used modular modeling in this project, modeled with Autodesk Maya, textured with Substance Painter, & level designed in Unreal Engine.

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Underground Maintenance Project

Keywords: : Division Fan Project, UE4, 3D, Game Art

I had just bought the game The division, I was mesmerized with the level of detail in all the aspects of environment design. Also the Degree projects were about to start so I decided to do a Fan Art of a few Environments of this game.
I chose 5 Best looking Environments from THE UNDERGROUND DLC of this game and started working on them keeping in mind that I need to learn the current pipeline of the level design and environment art.
I chose to learn Unreal engine 4 and use it as my base rendering and compositing software.
The main aim for this project was to learn UE4, substance suite, a bit of Zbrush, and how one can use different software to cheat and get the output required in the game industry.

As stated my medium is 3D Game design in UE4. Basic workflow and methodology goes from blocking out the level in UE4, Modeling keeping the block out as a reference for scale, UVing, Texturing, and then compositing the scene in the engine. Then goes the lighting and the post processing work, material creation, Particles integration and final rendering and Cinematic Generation. I kept following artists in the Game industry discovering their workflow and how the stuff is actually done in the current industry and trying to imitate the way these artists work and learn.
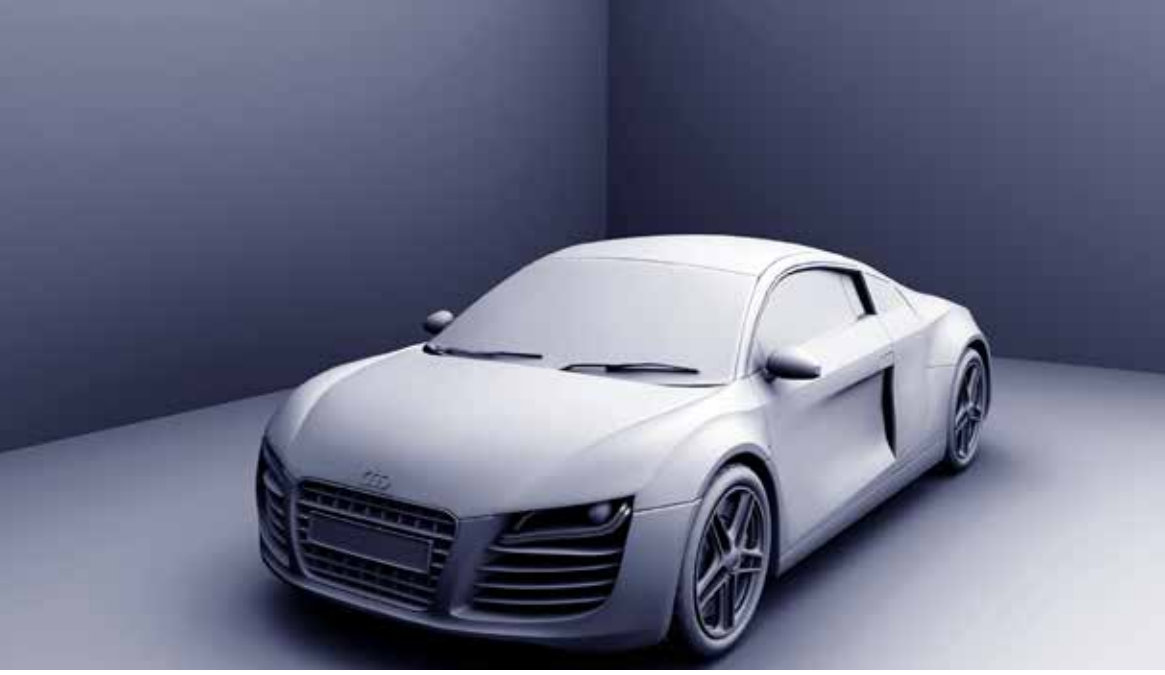
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Daastaan-E-Kahaani

Keywords: Illustrative kids story book, adventures, kindness, friendship, daily life sitcom

I am preparing an illustrations base story book titled "Daastaan-E-Kahaani". I am working on 5 to 7 stories of my own. Ideas and Illustrations are mine. I am going to create illustrations of each story in a different style. I am focusing on each possible emotion through which my childhood feelings are attached. It will be trying to provide new innovative story based on my imaginations. So that children of all ages will get to experience some adventurous journies and situations. This will be a small step to spread my imagination in form of illustrations. My inspiration is my childhood story book that I got as gift from my grandfather.

Characters, environments, clothing, props are designed both manually for idea and then digitally for final output. There will be variations in illustrations so that I am not going to be bored working on it and by this its going to hold reader's interest. For coloring the illustrations I used Adobe Photoshop software as working digitally. Digital edition would be cheaper being shared easily. Illustrations offer a whole new and colorful fantasy world.
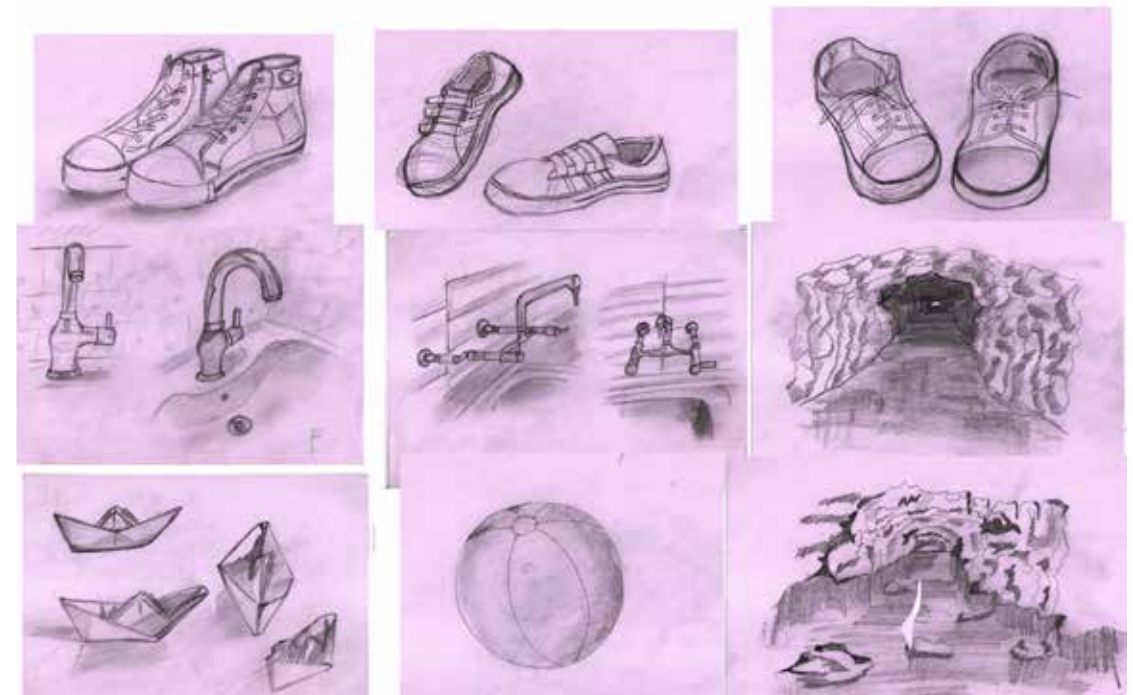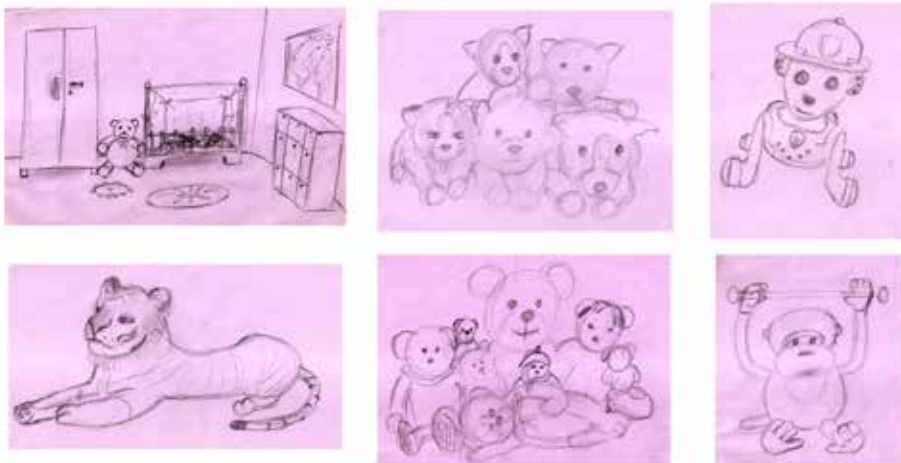
UTKARSH RAJORA
utkarshrojara16091991@gmail.com
Degree Showcase Project
MAD
Animation & Multimedia Department

A Drunken Man

Keywords: 2D Animation Short, Pre Production, Drunken Man

Its a project about pre-production. A project for character design, story-board, background & layout design, some rough cell animation & digital animation. Its a funny animation short on a mans life, he drinks too much, goes to work daily but can not control his drinking problems. In this we'll see him getting into funny situations all the time.

The medium is mostly traditional. I made drawings for character designs, expressions, backgrounds, props and layouts. And then I did some re-toughing digitally using Adobe Photoshop.

HARSH JAIN
gd.harshjain@gmail.com
Degree Showcase Project
MAD
Animation & Multimedia Department

Cafe Panchayati

Keywords: Cafe Identity Design, 3D Space design, Walkthrough

My project is on a Cafe called "Cafe Panchayati." I designed a logo and visiting card for its identity. I also visualised the entire space of the cafe and created a 3D model for it. The concept of the cafe would be shown by simple 3D animation walkthrough, with a customer entering the cafe and ordering Tea/Coffee.

I collected references to design the space according to cafe. The main element here was a kettle, which is in the logo as well as in the structure of the cafe. I used Adobe Photoshop and Autodesk Maya for the designs.
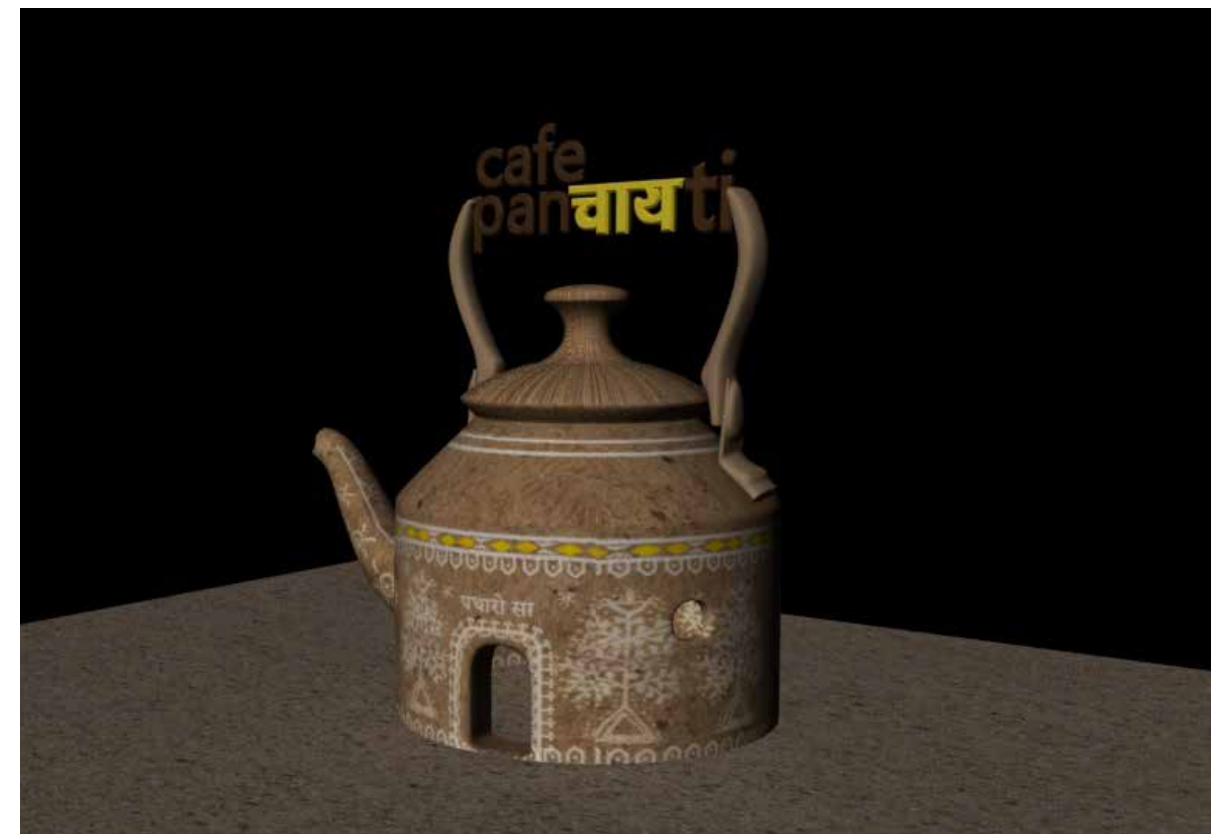
ANKIT GUPTA
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Degree Showcase Project
MAD
Animation & Multimedia Department

# Holiday Car Race

Keywords: 2D Game, Car Race

The Project is based on the designing of a 2D Game of "Car Racing". The 2D Game is designed with good quality environment designs, textures, and with every important details for someone to play the game easily. It is designed in the walkthrough form and in horizontal movement.

The name of this 2D Game is: "Holiday Car Race" as the visuals and graphics resembles of some kind of holiday place. The object of the game is to survive as long as possible and get to the finish in the shortest possible time avoiding the obstacles and competitor on the tracks. The game will be featured with various elements like high speed and background designs with all the required details. It will be designed for the android versions platforms.

The Cars of the game are designed with various options. Various Cars of different styles have been placed and a player may choose any kind of car of his or her's choice of his or her's style. In each game their will be only two participants on one particular track. The tracks are quite long and not are small one.

The game has also been developed in various Levels viz., Easy Level, Medium Level and Hard Level. Also, their will be three types of Laps for any kind of level such as 3 Laps, 5 Laps and 9 Laps. All these Laps can be played at any level of player's choice.
The controls of the game are very easy to handle without much effort required.
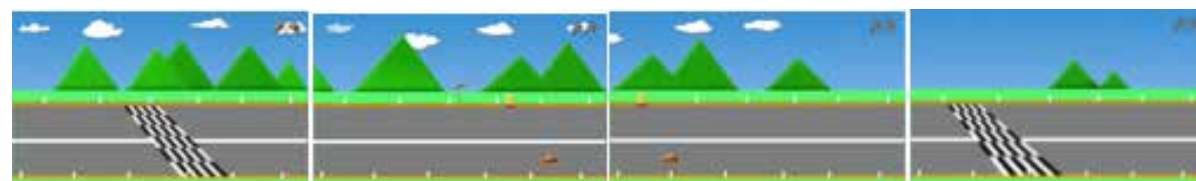
Lecture Presentation and workshop on "Role of Performing Art in Personality and Career Development"
by *Prof. Cara Hagan,* Internationally acclaimed contemporary performing artist and an art academician from State University USA

Workshop on Visual Development
by *Prof. Prosenjit Ganguli,* a well known Animation Film Designer and academician from National Institute of Design, Ahmadabad

Visit to Vinay Sharma's Studio
A printmaker, graphic artist and painter, he has hosted several international artists' camps in Jaipur and his work has been exhibited in solo and group shows in different Indian cities and abroad from where it has been picked up by private and corporate collectors.

Workshops & Studio Visits

The department organises frequent workshops and outdoor visits to studios and art galleries to enhance the knowledge of students and encourage them.

Workshop on Film Making
by *Mr. Jiwan Kalia* who is an eminent film maker, designer, and art director.

Workshop on Terracotta Sculpting & Visit to Mr. Vipul Kumar's Studio in Bhainslana, Rajasthan.

A terracotta sculpting workshop was held in the department where students learnt the art of making creative sculptures and tiles with terracotta. The tiles and sculptures were also fired in a small furnace created in the institute premises.

To further explore the art of sculpture in Ceremic and Stone mediums, the students were also taken for a visit to the well known Studio of *Mr. Vipul Kumar*, in Bhainslana, near Paota, Rajasthan.

Mr. Vipul Kumar is an eminent artist, a well known sculptor, and a national award winner in this art form.

Illustration by Dr. Vibhuti Pandya
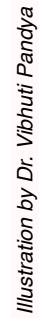
Industrial Projects

The Classroom assignments and the Degree Showcase projects play a very important role in catalysing the creative growth of the students. Apart from these, the students often also get an oppurtunity to learn while working on live Industrial Projects in the department in collaboration with other professional companies.

TV Cartoon series "Titlee in Jugmugland"
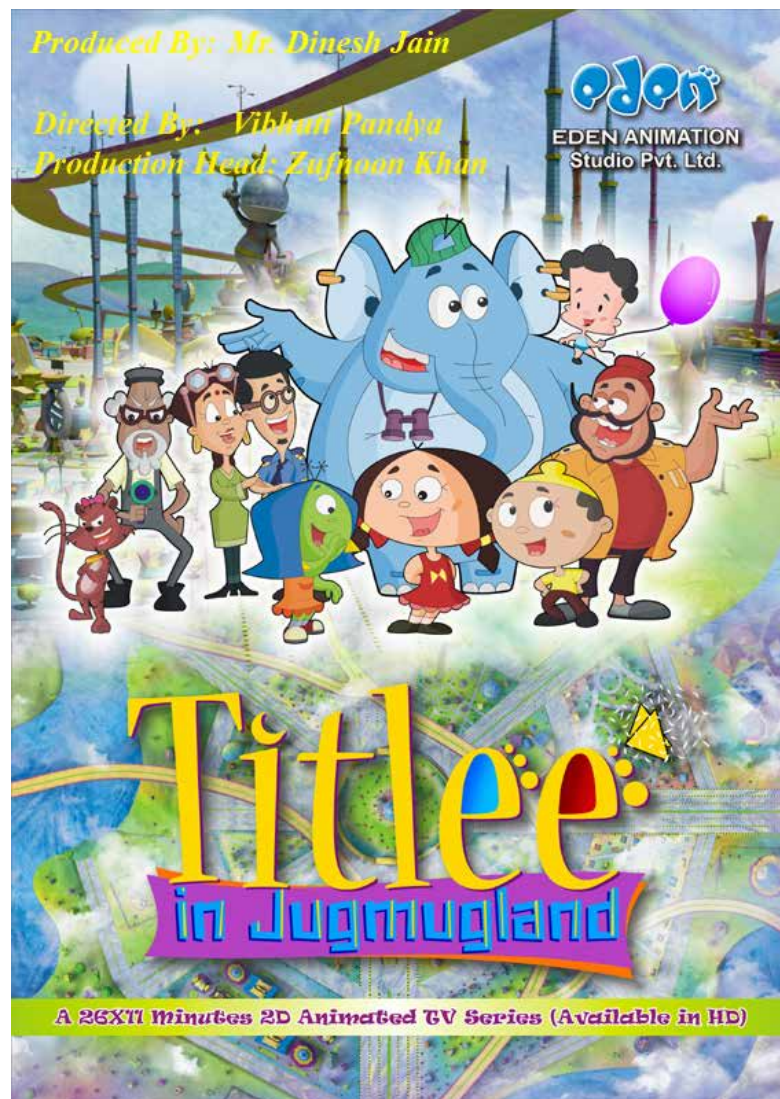
Credits:

Produced By:
Mr. Dinesh Jain, Chairman of Eden Group and Eden Animation Studios

Business Development Head: Mr. Anirban Nag

Directed By:
Vibhuti Pandya

Production Head:
Zufnoon Khan

Story & Script By:
Dr. Arun Mittal

Concept Design & Content Development By: Geetika Goyal

Senior Background Designer and Compositor: Tejeshwar Prasad

Pre-Production Artists:
Subhajit Nandi & Subhankar Ghosh

Senior Animators:
Abhishek Sahay, Kaushik Lohani, Ramesh Chandra Saini, Deepak Prasad Gupta,

Spot Films for Rajasthan Health Systems Development Project, Health Ministry, Govt of Rajasthan.

Animation & Multimedia Dept. BIT Jaipur Campus successfully completed three Animated Spot Films for **Rajasthan Health systems Development Project, Health Ministry, Govt of Rajasthan.**

- Animated Spot Film on BPL Card
- Animated Spot Film on Health Care Waste Management " **Hamara Aspataal-Surak shit Aspataal**"
- Animated Spot Film on Patient Counselor " **Rogi Mitra-Schha Mitra**"

Impressive Careers

Based on their talent and skillsets, the students get good
oppurtunities to start and grow in their careers at various recognized Animation
Studios & Entertainment Companies. The Trainning & Placement cell at the institute
plays an important role here.

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The Team of Animation & Multimedia Department

Dr. Vibhuti Pandya Head &
Sr. Asst. Professor
A&M Dept.

2D Classical Animation, Production Design, Caricature, Cartooning,Direction

Dr. Vibhuti holds a Ph.D. in Visual Art. He completed his Masters in Drawing & Painting from MLS University, Udaipur and Diploma in Classical animation in year 1999 from Heart Animation Academy, Hyderabad. There he was trained in classical animation under the experts from Startoons Animation Studios Pvt. Ltd. Chicago, USA.

He has extensive experience in animation field with several international and domestic projects with various animation studios including Software Frontiers Ltd. Gandhinagar, Dataquest Entertainment Ltd. Hyderabad, Danlow Technologies (AMM Studios) Pvt. Ltd. Hyderabad, Animatics Studios Pvt. Ltd. Hyderabad and Escotoonz India Ltd. Delhi.

Gautam Goswami
Asst. Professor
A&M Dept.

3D character modeling in Maya, 3D Max and Zbrush, Clay modeling for animatronics and stop-motion.

Mr. Goswami did his BFA in Sculpture from Gauhati University and MFA from Banaras Hindu University.

He was awarded from AIFACS in 1997 and awarded National Scholarship from HRD India, in 2000. He did several solo and group exhibitions in different places of India. Participated in several national exhibitions as well. He participated in different International, national and state level workshops organized by different organization including Lalit Kala Academy. Mr. Goswami had been serving as joint secretary of Assam Fine Art and Craft Society, Guwahati for three years.

Gaurav Choudhary
Asst. Professor
A&M Dept.

*Storyboarding, Concept Art, Digital Painting, Character Design,
Compositing and Motion
Graphics*

Currently Pursuing Ph.D. (Animation & Multimedia), he did his Masters in Animation Design, and Bachelors in Animation & Multimedia from BIT, Mesra, Jaipur Campus.

He has worked in areas like Illustration, Comics, Creative Design, and Motion Graphics, on projects including those for renowned TV channels like Mtv and Epic. As for his inclination towards academic research and development, he joined BIT as an Asst. Professor.

Manish Kumar
Assistant Professor
A&M Dept.

3D Modeling, Texturing and Rigging.

Masters in Animation Design from Birla Institute of Technology, Mesra, BA in Fine Arts from Bikaner University.

Mr. Manish Kumar was associated with 3D Upside Down Pvt. Ltd. (France), he completed several international projects for this organization. Mr. Manish Kumar has worked for two Animated Spot Films for RHSDP (Rajasthan Health Systems Development Project). He worked for Familial Forestry Environmental Drive which was acknowledged in Limca Book of World Records 2010 Edition. This project also received President's Award. He has got expertise for 3D work.

Neerja Sharma
Scientific Officer
A&M Dept.

Communication, Story writing, Character design, Presentation

She has Masters Degree in Animation & Multimedia, BIT, Mesra and two PG degrees Master Degree: M.Sc. (Tech) Year 1986, BITS, Pilani , Masters in Animation and Design from BIT Mesra. Pursuing Ph.D. in Animation & Multimedia From Birla Institute of Technology-Mesra, Jaipur Center.

Dr. Rishika Sharma
Faculty
A&M Dept.

Drawing, Digital Painting, Graphic Design, and Multimedia

PhD, Post Graduate in Drawing & Painting, Diploma in Commercial Arts.
Dr. Rishika's paintings are exhibited in several exhibitions. As a freelance artist she has worked as a Visualizer for UNICEF projects, As an Art coordinator for Seedling Group and worked as a Graphic Designer for private sectors. She has got expertise in Sketching and Digital & Matte painting. In painting she excels in Oil on canvas and mixed media. Murals, Spray work, Craft making are other areas of her interest. Her work is available at Art galleries and online as well.

Rishi Pandey
Research Scholar & T.A.
A&M Dept.

Gaming, Web Designing, and Interactive Multimedia

Mr. Rishi Pandey has experience in Designing as well as programming. He has three PG degrees, Masters in Animation and Design from BIT, Mesra, Ranchi 2010-2012, MBA(IT), Symbiosis Pune, & M.Sc. (IT) Year 2010, Global University. Currently Pursuing Ph.D. (Animation & Multimedia), he has worked on various projects related to programming and development. He takes care of the technical support in the Department.

Shyam Singh
Artist

Sculpting, Drawing and Painting, Craft

Mr. Shyam has been involved in various scientific and creative installations at prestigious venues like Birla Auditorium and Science Museum. He supports in all the creative workshops in the Animation & Multimedia department, as well as in the designing and implementation of the installations during cultural events in the institute.

Other Experts Associated with the Department

The department is well associated with various National and International acclaimed artists and academicians, who occassionaly visit us for workshops and interaction programmes.

Vivek Sharma
Well Known Animation Film Maker

Bidyot Jyoti Baruah
Well Known Animation Film Maker

Prof. I.U. Khan
Associate Professor Dept. of Drawing & Painting, Rajasthan University

Prof. Vidhya Sagar Upadhyay
Former Prof. Rajasthan School Of Art & Renowned Painter

Vaibhav Kumaresh
Director - Vaibhav Studios, Renowned Animation Film Maker

Prof. Chinmoy Mehta
Former Dean, Faculty Of Fine Arts, Rajasthan University. Well known Designer, Painter, Academician

Prof. Subroto Mondol
Professor, Visual Art Dept. Rajasthan University

Rajat Ojha
CEO - The Awesome Game Studio, San Francisco,U.S.A., and Hyderabad

Nisha Trivedi
Alumni - NSD, New Delhi, Well Known Performing Artist

Prof. Prosenjit Ganguli
Alumni - NID Animation Film Maker

Jiwan Kalia
Well Known Educationist, Painter, Designer & Film Maker

Ranjan De
Well Known Designer-Illustrator

Prof. Cara Hagan
Internationally acclaimed Contemporary Artist & Academician at State University, U.S.A.

Vinay Sharma
Exhibition Officer - Rajasthan Lalit Kala Academy, Jaipur. Renowned Painter

Vipul Kumar
Sculptor