



OVOTOX INTERNATIONAL
**ANIMATION &
GAME DEVELOPMENT**
PROGRAM 2020

ABOUT US

OUR STORY

STATEMENT OF PURPOSE

Our mission is to power Creative Multimedia careers. We integrate artificial intelligence in this creative space to empower students with analytical and high demand skills that companies are looking to strengthen their workforce.

OUR MISSION

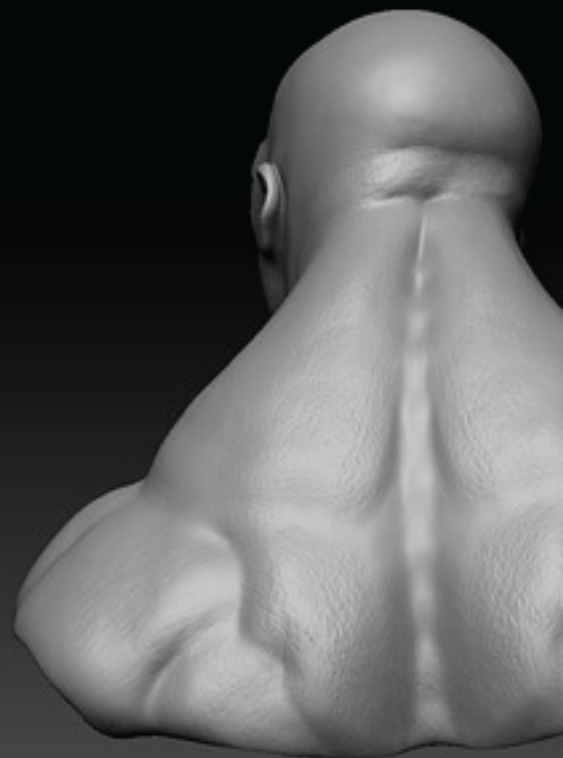
By cultivation both artistic and academic excellence in a diverse environment, Ovotox builds the confidence and e sm required for and accomplished creative future



Animation & Game Development Program



Animation & Game Development Program



ABOUT OUR MUSIC & SOUND TECHNOLOGY PROGRAM

Course Duration:

2 Years

Career Paths:

Animation Directors, VFX supervisor, 2D & 3D artists, Gaming professionals, Motion Graphics artist

CURRICULUM TOPICS

TERM 1

- Computer Fundamentals
- Introduction elements of Design
- English for Communication
- Drawing Fundamentals
- Design Fundamentals
- Introduction to 2D animation using Adobe After Effects
- Introduction to Game Development with Godot 3-I
- Introduction to Animation with 3DS Max
- Introduction to Maya-I

TERM 2

- Digital Photography
- Animation Production techniques
- Game Development with Godot 3-II
- Creative Animation script writing techniques
- Introduction to 3D animation using Blender
- 3D animation on Mud box
- 3D animation on Maya-II



TERM 3

- Visual Effects and Compositing
- Game Design Fundamentals
- Introduction to Game development with Unity
- Gaming Modelling & texturing
- Introduction to Game maker Studio 2-I
- Marketing fundamentals
- Intellectual property techniques



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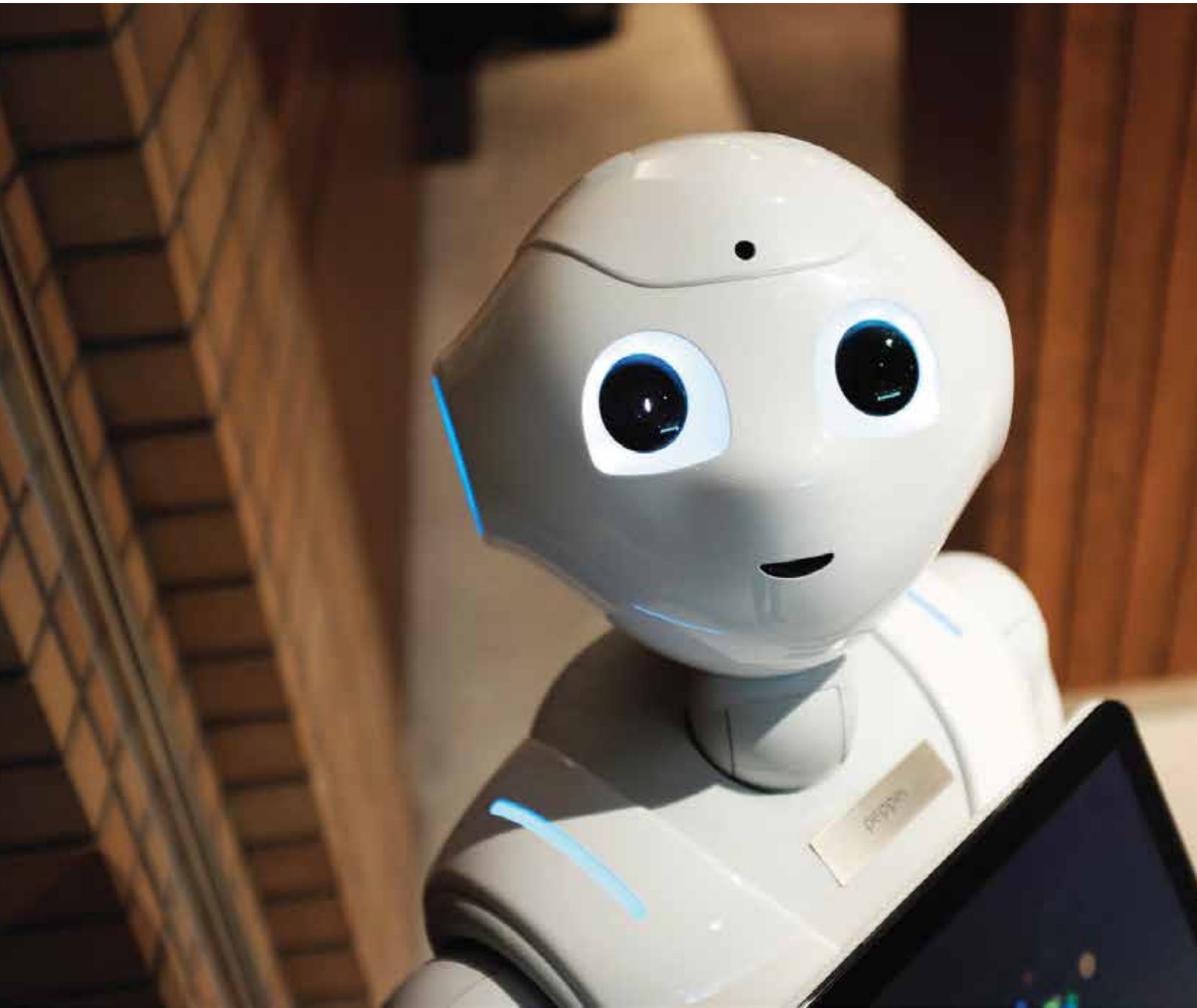


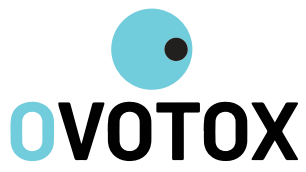
CURRICULUM

TOPICS

TERM 4

- Advanced Animation techniques with Maya
- Advanced Game Development techniques with Game maker studio 2
- Advanced Gaming techniques with Unity
- Introduction to Artificial Intelligence
- Artificial Intelligence II
- Artificial Intelligence III
- Animation and Gaming Final Project with Artificial Intelligence infusion





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