



# ACHARYA SCHOOL OF DESIGN

Affiliated to BCU



- Programs aligned with global standards, led by industry-experienced faculty.
- Skill-building certifications in Autodesk and UI/UX Design with partners like Design Boat and Medhini.
- Studio-centered learning approach with hands-on, creativity-focused projects.
- Direct industry exposure through professional partnerships, workshops, and seminars.
- Access to LinkedIn courses and high-performance laptops for seamless learning.
- Real-world design projects and internships for practical experience.
- Advanced design labs equipped with the latest tools and software.

## BVA ANIMATION & GAME ART

Powered by



## About

Bachelor of Visual Arts is a four-year degree program that covers topics such as animation principles, character design, animation VFX, animation films, game design, digital animation, graphic design, animation and multimedia design, etc. Acharya's BVA in Animation and Game Art will teach you storytelling through the game and how to apply animation techniques to create and animate characters, textures, props, environments, and collision objects using 2D and 3D platforms. Our collaboration with Medini ensures comprehensive exposure to AutoDesk software, enhancing students' proficiency in industry-standard tools.

## Career Scope

The career scope for game artists is diverse and offers numerous exciting opportunities. Roles such as 3D Animator, Character Artist, and Concept Artist allow for creativity in bringing characters and environments to life. Additionally, positions like Art Director and Storyboard Artist enable professionals to shape the visual narrative of games, ensuring a cohesive and engaging player experience.

## Eligibility

Pass in Pre-University / Higher Secondary / 10+2 / 'A' Level / 3 years Diploma (Recognized by State Board of Technical Education) or equivalent of any recognized board or council in any discipline with English as one of the languages.

**Duration**  
**4** years



# COURSE CONTENT

## Semester 1

- Design Fundamentals- I
- Drawing Fundamentals- I
- Design Language-1

## Semester 2

- Design Fundamentals-2
- Drawing Fundamentals-2
- Design Language-2

## Semester 3

- Animation Foundation
- Art of Animation-I
- Computer Graphics Foundation

## Semester 4

- 3D CGI Foundation
- 2D-3D Digital Animation
- Art for Animation – II

## Semester 5

- Preproduction; Script to Animatic
- Character Animation
- BG Design and Development
- History of Animation

## Semester 6

- Postproduction
- Character Design and Development
- Game Art
- Story Design & Visual Narrative

## Semester 7

- Graduation Project-I
- Design Thesis

## Semester 8

- Graduation Project-II
- Internship



## Acharya Legacy

Founded in 1990, Acharya aims to revolutionize education. With over 12,000 students and 100+ academic programs annually, it stands among the global education elite. Located in India's technical hub, Bangalore, Acharya prioritizes innovation and knowledge. The institution fosters experiential and collaborative learning, shaping well-rounded individuals, evident in its diverse student population from 75+ countries.

**11** Institutions

**15** Research Centers

**100+** Programmes

**75+** Nationalities

**12000+** Students

**1000+** Eminent Faculties

**120** Acres State-of-the-Art Campus

**B Premnath Reddy**  
Founder Chairman  
Acharya Group

## Acharya Offerings - click on each to know more... >>

Academic Studio



Collaboration



Center of Excellence



Clubs



Digital Library



Laboratories



Research



Sports



Hostels



Habba



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