



**Universal  
University**

— The future is here —

**Rubika<sup>∞</sup>**

# 3D ANIMATION MOVIE MAKING

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MAKE YOUR ANIMATED FILMS  
FROM SCRIPT TO PRODUCTION

**B.Des**

**BACHELOR OF DESIGN**  
SPECIALIZATION IN ANIMATION  
DEGREE AWARDED BY  
UNIVERSAL AI UNIVERSITY

**M.Des**

**5 YEARS INTEGRATED  
MASTER OF DESIGN**  
SPECIALIZATION IN ANIMATION  
DEGREE AWARDED BY  
UNIVERSAL AI UNIVERSITY

CREDITS - DISPARUS (2020)

[WWW.UNIVERSALAI.IN/RUBIKA-EDU/](http://WWW.UNIVERSALAI.IN/RUBIKA-EDU/)





CRÉDITS PHOTO : PIERRE JEAN MOREAU



# ABOUT UAIU

Nestled in the breath-taking location of Karjat, surrounded by mountains **Universal AI University (UAIU)** isn't just a place of learning, it is a gateway to the future of technology.

Universal AI University is India's first University in Mumbai for AI and technology focused education. It offers a unique blend of cutting-edge curriculum, industry-renowned faculty, and state-of-the-art facilities, preparing the students to thrive in the ever-evolving world of artificial intelligence, machine learning, and other emerging technologies.

With a focus on practical learning and industry collaborations, Universal AI University aims to equip its graduates with the skills and knowledge needed to thrive in the ever-evolving world of technology.

With focus on hands-on experiential and immersive learning, industry partnerships backed by 60 global CEOs, and real-world CMAPS (Collaborative Multidisciplinary Approach towards Problem Solving) projects is one of it's kind.

With UAIU the students are at the forefront of shaping the future with AI technology to make themselves fully equipped to be future ready. *Become a part of the AI revolution!*

# THE CURRICULUM



## CYCLE **BACHELOR**

ADMISSION BASED ON WRITTEN TEST + INTERVIEW + PORTFOLIO

**1<sup>ST</sup>**  
**YEAR**

**2<sup>ND</sup>**  
**YEAR**

**3<sup>RD</sup>**  
**YEAR**

FOUNDATION

DEVELOPMENT

IMPLEMENTATION

+ 850 HOURS  
OF LESSONS

+ 850 HOURS  
OF LESSONS

+ 850 HOURS  
OF LESSONS

INTERNSHIP  
OPTIONAL

INTERNSHIP  
OPTIONAL

INTERNSHIP  
2 MONTHS

PROJECT ★  
PRODUCTION OF  
A COMIC STRIP

PROJECT ★  
PRODUCTION OF  
A 2D ANIMATION  
SHORT FILM

PROJECT ★  
PRODUCTION OF  
A 3D ANIMATION  
SHORT FILM

★ Projects may vary

# ABOUT RUBIKA



**+4000**  
ALUMNI NETWORK  
AROUND THE WORLD

**RUBIKA** was founded in Valenciennes, France in 1988 with an objective to offer world class training in the fields of Animation, Film Making, Video Game Design and Industrial Design. The school has set a global benchmark in these fields by offering an industry-oriented project based pedagogy, collaborating with industrial partners and leveraging the alumni network.

The training programs at RUBIKA are designed keeping in mind the present and emerging industrial needs, enhancing global employment prospects and opportunities in well-known design studios and companies.

# ↓ INTEGRATED MASTERS

4<sup>TH</sup>  
YEAR

5<sup>TH</sup>  
YEAR



+ 850 HOURS  
OF LESSONS

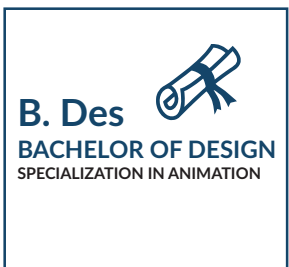
+ 850 HOURS  
OF LESSONS

INTERNSHIP  
2 - 3 MONTHS

PROJECT ★  
INTENSIVE  
PRODUCTION OF  
A 3D ANIMATION  
SHORT FILM +  
PRESENTATION  
IN FRONT OF A  
JURY

PROJECT ★  
REPRODUCTION  
OF 3D ANIMATED  
SEQUENCES

- 🚩 **JOBS & CAREER**
- 3D Animator
  - Layout Artist
  - Character Artist
  - Storyboard Artist
  - Character Designer
  - Setup Artist
  - Concept Artist
  - Artistic Director
  - 3D Graphic Designer
  - and many others...



CRÉDITS : LE BONHEUR DES UNS

## AT THE END OF THE PROGRAM, I AM ABLE TO:

- **OBSERVE AND REPRODUCE** the surrounding world
- **DESIGN**, develop, produce, create and animate characters
- **CREATE** realistic textures & lighting for 3D renderings
- **PRODUCE** high quality cinematographic animated short films
- **CONTRIBUTE** in an existing production pipeline with my expertise and skills
- **DEMONSTRATE ORIGINALITY & CREATIVITY** in various projects
- **JOIN** a professional studio
- **MANAGE AND LEAD** a production team

# UNLEASH YOUR IMAGINATION!

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## + JOB DESCRIPTION

The **3D Animators** work on animated films or advertisements using computer-generated images. Endowed with a particularly keen artistic sense and observation, they create digital expressions and movements for the characters, creatures and objects that come alive in the film.

## + KEY SKILLS

Artistic and creative skills, pronounced taste for drawing, rigor, patience, methods, collaborative communication, team management, project management.

## + ELIGIBILITY CRITERIA

Minimum 50 % marks in Higher or Senior Secondary Level (Equivalent to Class 12) in any stream from a recognized board.

Candidates appearing for the final exams can also apply, however it will be subject to passing board exam and producing the results prior to the commencement of the academic session.

# OUR PAST RECRUITERS

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# CONTACT US

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## CAMPUS ADDRESS

UNIVERSAL AI UNIVERSITY  
KUSHIWALI, P.O. - GAURKAMATH  
VADAP, KARJAT - 410201  
MAHARASHTRA

 70260 23000

 [info@universalai.in](mailto:info@universalai.in)

 [www.universalai.in](http://www.universalai.in)