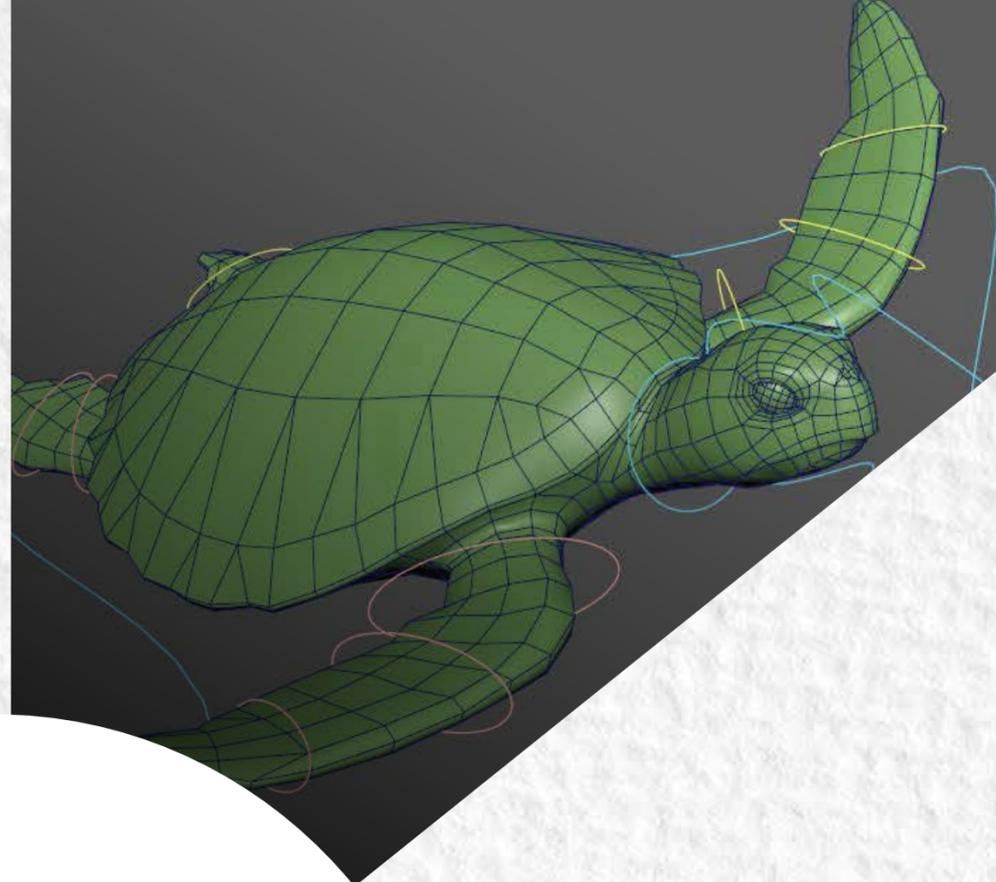
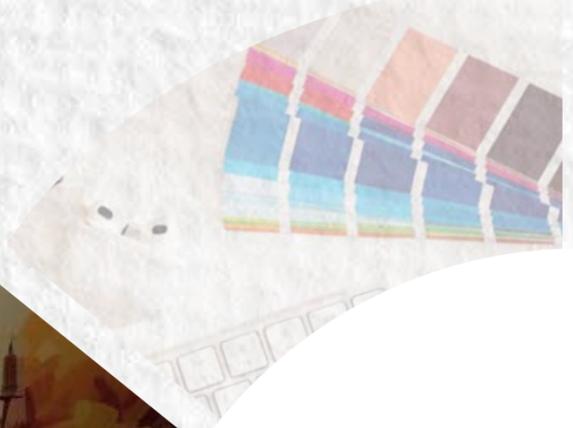


22

**YEARS OF
EXCELLENCE**



**MAKE A MARK IN
MEDIA & ENTERTAINMENT
INDUSTRY**



**LE
MARK**
SCHOOL OF ART



ABOUT US

At Le Mark School of Art, we're always growing & adapting to the needs of the creative world. We're excited to introduce our new courses in Animation & VFX/Film Making & Graphic Design, adding to our established courses in Fashion, Textile, Jewellery, Interior Design, Photography & Videography.

Our goal is to provide hands-on learning experiences that blend international standards with the latest technology. With guidance from our experienced faculty & real-world industry exposure, we help our students succeed in the ever-changing creative landscape.

22+

Years of Experience

500+

Industry Projects

3000+

Success Stories

3

Campuses

COURSE LIST



GRAPHIC DESIGN

- » Diploma in Graphic Design 1 year
- » Advance Diploma in Motion Graphics 2 years
- » Advance Program in Graphic Design & Audio Video Editing 15 Months
- » Bachelor's Degree in Graphic Design 3 years

ANIMATION & FILM MAKING

- » Diploma in Animation 1 year
- » Advance Diploma in Animation Film Making 2 years
- » Professional Diploma in Animation Film Making 3 years
- » Bachelor's Degree in Animation Film Making 3 years

VFX & FILM MAKING

- » Adv. Diploma in VFX Film Making 2 years
- » Professional Diploma in VFX Film Making 3 years



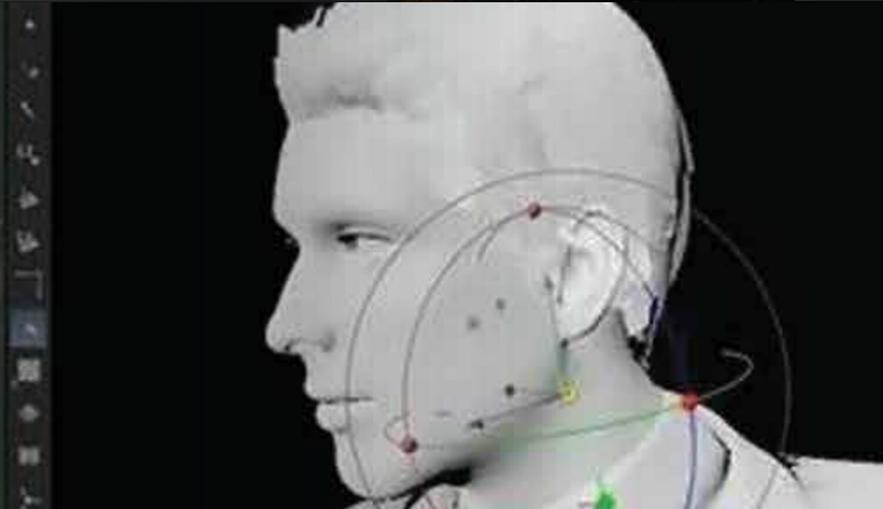
HANDS-ON SKILLSET

ADVANCED TEXTURING

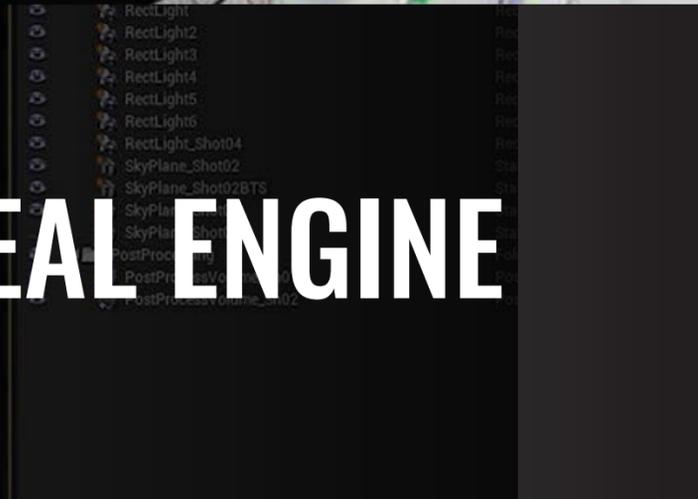


SCULPTING

MASS CGI



UNREAL ENGINE





DIPLOMA IN GRAPHIC DESIGN (1 Year)

OVERVIEW

Delve deeper into design principles, software proficiency, & creative problem-solving. The Diploma in Graphic Design course focuses on practical projects to build a robust portfolio, preparing for diverse opportunities in the design industry.

CURRICULUM

- Design & Visualization Fundamentals
- Graphics & Illustration Fundamentals
- Typography
- Art of Illustrations
- Creating Artworks
- Image Fantasy
- Layout Design
- Colour Proofing
- Publication
- Ad Design
- Case Study
- Ad Campaign
- Graphic Portfolio

ELIGIBILITY

Class X

CAMPUSES

Andheri
Ghatkopar



ADV. DIPLOMA IN MOTION GRAPHICS (2 Years)

OVERVIEW

Advance Diploma in Motion Graphics introduces the exciting world of motion graphics. Learn all about animation basics and how to tell compelling stories visually. By practicing these skills hands-on, you'll be able to create captivating motion visuals that will add a new dimension to your design skills and open up doors for multimedia projects.

ELIGIBILITY

Class X

CAMPUSES

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Ghatkopar

ADV. DIPLOMA IN MOTION GRAPHICS (2 Years)

CURRICULUM

1st Year

- Design & Visualization Fundamentals
- Graphics & Illustration Fundamentals
- Typography
- Art of Illustrations
- Creating Artworks
- Image Fantasy
- Layout Design
- Colour Proofing
- Publication
- Ad Design
- Case Study
- Ad Campaign
- Graphic Portfolio

2nd Year

- Audio-Video Editing
- Storyboarding Animatics
- Color Grading
- Motion Graphics with AFX
- 2D Motion Graphic Reel
- Concepts of 3D Elements
- 3D Prop Modeling
- Texturing
- Lighting
- Rigging & Animation
- Compositing
- Rendering
- 3D Motion Graphic & Compositing Reel



ADVANCE PROGRAM IN GRAPHIC DESIGN & AUDIO VIDEO EDITING

15 MONTHS



OVERVIEW

Achieve proficiency in graphic design alongside audio video editing skills. Advanced Program in Graphic Design & Audio Video Editing offers a multidisciplinary approach, equipping for versatile roles in multimedia production and creative industries

CURRICULUM

- Design & visualization Fundamentals
- Graphics & Illustration Fundamentals
- Typography
- Art of Illustrations
- Creating Artworks
- Photoshop Fantasy
- Layout Design
- Colour Proofing
- Publication
- Ad Design
- Case study
- Ad Campaign
- Graphic Portfolio
- Story & Screenplay
- Camera Moments
- Audio Video Editing
- Keying
- Effects
- Storyboarding Animatics
- Colour CC
- Colour Grading
- Short Film

ELIGIBILITY

Class X

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BACHELOR'S DEGREE IN GRAPHIC DESIGN (3 Years)

OVERVIEW

Our Bachelor's Degree in Graphic Design empowers you to craft visual stories through a blend of theory & hands-on practice. Explore typography, layout, branding, & more to build a versatile portfolio & master the art of creating impactful designs.

ELIGIBILITY

Class XII

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BACHELOR'S DEGREE IN GRAPHIC DESIGN (3 Years)

CURRICULUM

1st Year

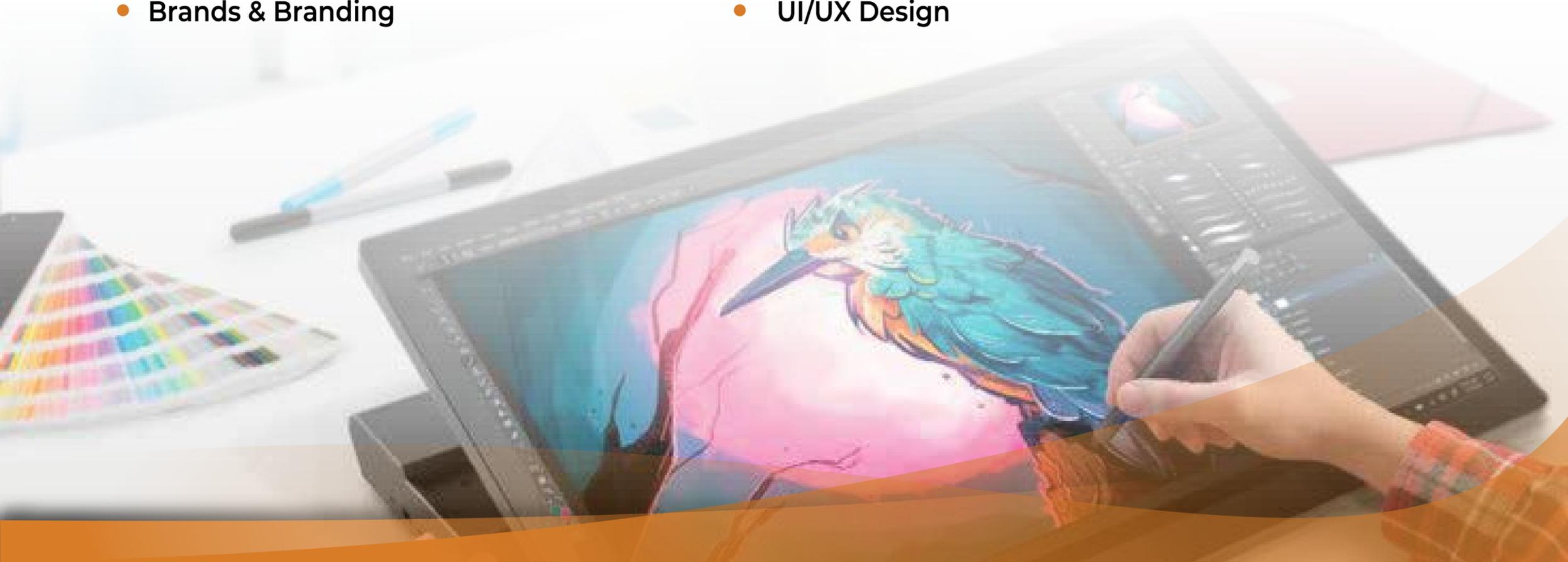
- English for Business Communication
- Colour Theory
- Elements of Art & Principles of Design
- History of Graphic Design
- Business Communication II
- Colour Theory - Part II
- Typography (Part I)
- Two Point Perspective

2nd Year

- Fundamentals of Financial Accounting - I
- Advertising Art (Part I)
- Calligraphy
- Printing Technology (Part I)
- Business Communication II
- Advertising Art (Part II)
- Packaging
- Printing Technology (Part II)

3rd Year

- Advertising Art (Part - III)
- Logo Designing
- Photography
- Brands & Branding
- Symbol & Icon Design
- Visual Communication & Information Graphics
- Public Signage Graphics
- UI/UX Design





DIPLOMA IN ANIMATION (1 Year)

OVERVIEW

Explore the art & science of animation in our comprehensive Diploma in Animation by gaining proficiency in key areas such as understanding animation principles, mastering character & background creation, honing storyboard skills, & integrating audiovisual elements. Build a standout portfolio showcasing your expertise in animation film making.

ELIGIBILITY

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DIPLOMA IN ANIMATION (1 Year)

CURRICULUM

- Concepts of Animation
- Shapes & Forms
- Design & Visual Fundamentals
- Graphics
- Anatomy
- Perspective
- Light Colours
- Story & Screenplay
- Creating Characters
- Creating Background
- Art of Storyboard
- Animation Principles
- Audio & Video
- Creating Animatics
- 12 Principles of Animation
- Creating 2D Animation Short Film
(Group Project)



ADV. DIPLOMA IN ANIMATION FILM MAKING

(2 Years)



OVERVIEW

Advance Diploma in Animation Film Making offers a comprehensive journey through foundational concepts leading into specialized training in 3D animation. With a focus on storytelling, visual design, and technical proficiency, this course culminates in crafting professional-grade animation films & a robust portfolio showcasing diverse skills in the realm of Animation/VFX film making.



ELIGIBILITY

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ADV. DIPLOMA IN ANIMATION FILM MAKING (2 Years)

CURRICULUM

1st Year

- Concepts of Animation
- Shapes & Forms
- Design & Visual Fundamentals
- Graphics
- Anatomy
- Perspective
- Light Colours
- Story & Screenplay
- Creating Characters
- Creating Background
- Art of Storyboard
- Animation Principles
- Audio & Video
- Creating Animatics
- 12 Principles of Animation
- Creating 2D Animation Short Film (Group Project)

2nd Year

- 3D Animation & Pipeline
- 3D Space & 3D Shapes
- Modeling Character & Props
- Texturing
- Lighting
- Principles of Animation
- Rigging
- Acting for Animation
- Animation
- Dynamics & FX
- Rendering
- Showreel (Modeling / Texturing / Lighting / Rigging / Animation / FX)
- Creating 3D Animation Short Film





PROF. DIPLOMA IN ANIMATION FILM MAKING (3 YEARS)

OVERVIEW

Our Professional Diploma in Animation Film Making provides a comprehensive platform for acquiring the expertise necessary to bring narratives to fruition through visually engaging mediums. This course delves deeply into the intricacies of storytelling, character evolution, & advanced animation methodologies.

ELIGIBILITY

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PROF. DIPLOMA IN ANIMATION FILM MAKING (3 YEARS)

CURRICULUM

1st Year

- Concepts of Animation
- Shapes & Forms
- Design & Visual Fundamentals
- Graphics
- Anatomy
- Perspective
- Light Colours
- Story & Screenplay
- Creating Characters
- Creating Background
- Art of Storyboard
- Animation Principles
- Audio & Video
- Creating Animatics
- 12 Principles of Animation
- Creating 2D Animation Short Film (Group Project)

2nd Year

- 3D Animation & Pipeline
- 3D Space & 3D Shapes
- Modeling Character & Props
- Texturing
- Lighting
- Showreel (Modeling / Texturing / Lighting)
- Principles of Animation
- Rigging
- Acting for Animation
- Animation
- Dynamics & FX
- Showreel (Rigging / Animation / FX)

3rd Year

- Advance modeling (Sculpting)
- Re topology
- Ready Made Animation Presets
- Fine tuning Animation
- Showreel (Modeling / Texturing / Lighting) SOLO
- Short Film (Group Project)





BACHELOR'S DEGREE IN ANIMATION FILM MAKING (3 Years)

OVERVIEW

Our Bachelor's Degree in Animation Film Making blends creativity with technology, equipping you with the skills to bring imagination to life. Dive into storytelling, character design, & animation techniques, alongside industry insights & project experience. Explore the art of visual storytelling, from concept to final production, under expert guidance.



ELIGIBILITY

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BACHELOR'S DEGREE IN ANIMATION FILM MAKING (3 Years)

CURRICULUM

1st Year

- Foundation of Art - I
- Digital Composition - I
- History of Animation
- English for Business Communication - I
- Foundation of Art - II
- Fundamentals of Classical Animation
- Digital Composition - II
- English for Business Communication - II

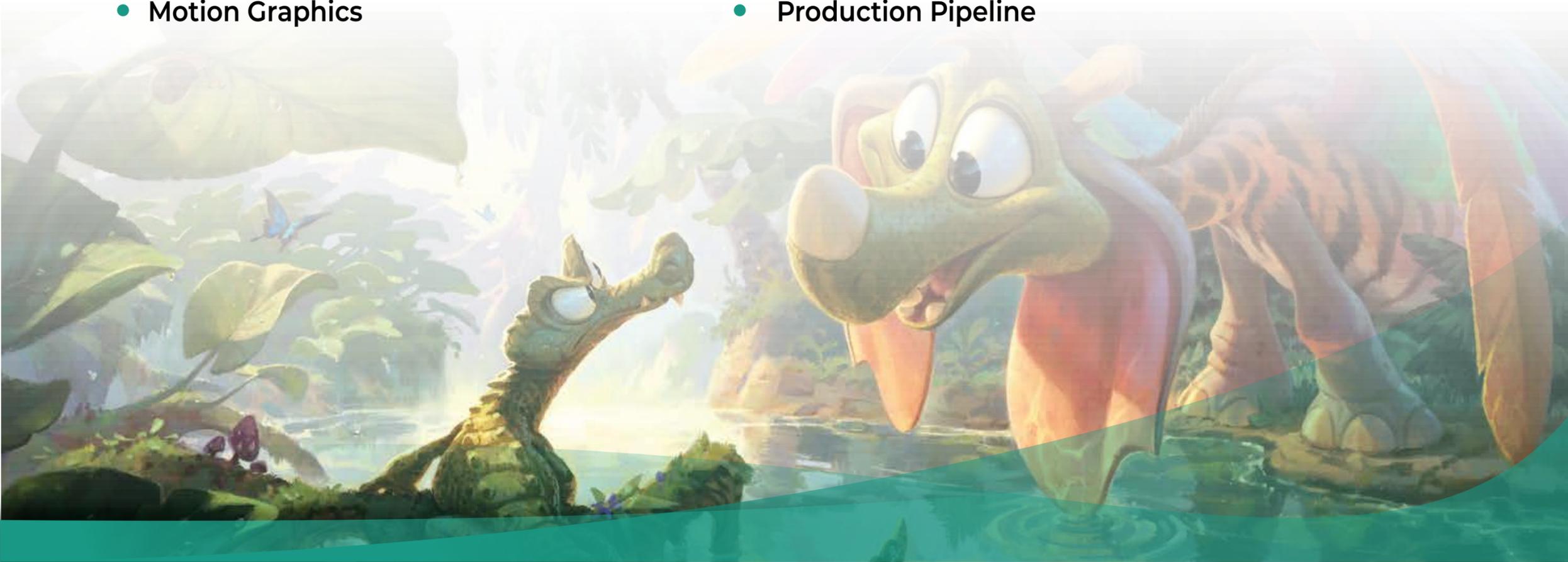
3rd Year

- Advanced VFX
- 3D Rigging Advanced
- 3D Dynamics
- Motion Graphics

2nd Year

- Character Design & Props
- Script Writing & Story Boarding
- E-Learning & Social Media
- Fundamentals of Financial Accounting - I
- Digital Animation
- 3D Lighting
- 3D Modelling & Texturing
- Fundamentals of Financial Accounting - II
- Environmental Studies

- Advanced Compositing
- 2D Animation
- 3D Animation
- Production Pipeline





ADV. DIPLOMA IN VFX FILM MAKING (2 YEARS)



OVERVIEW

Dive deep into storytelling, concept development, & industry standard practices to bring your creative visions to life on the big screen. Advance Diploma in VFX Film Making course focuses on hands-on experience in digital compositing, CGI integration, & post-production workflows, guided by industry experts.

ELIGIBILITY

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ADV. DIPLOMA IN VFX FILM MAKING (2 YEARS)

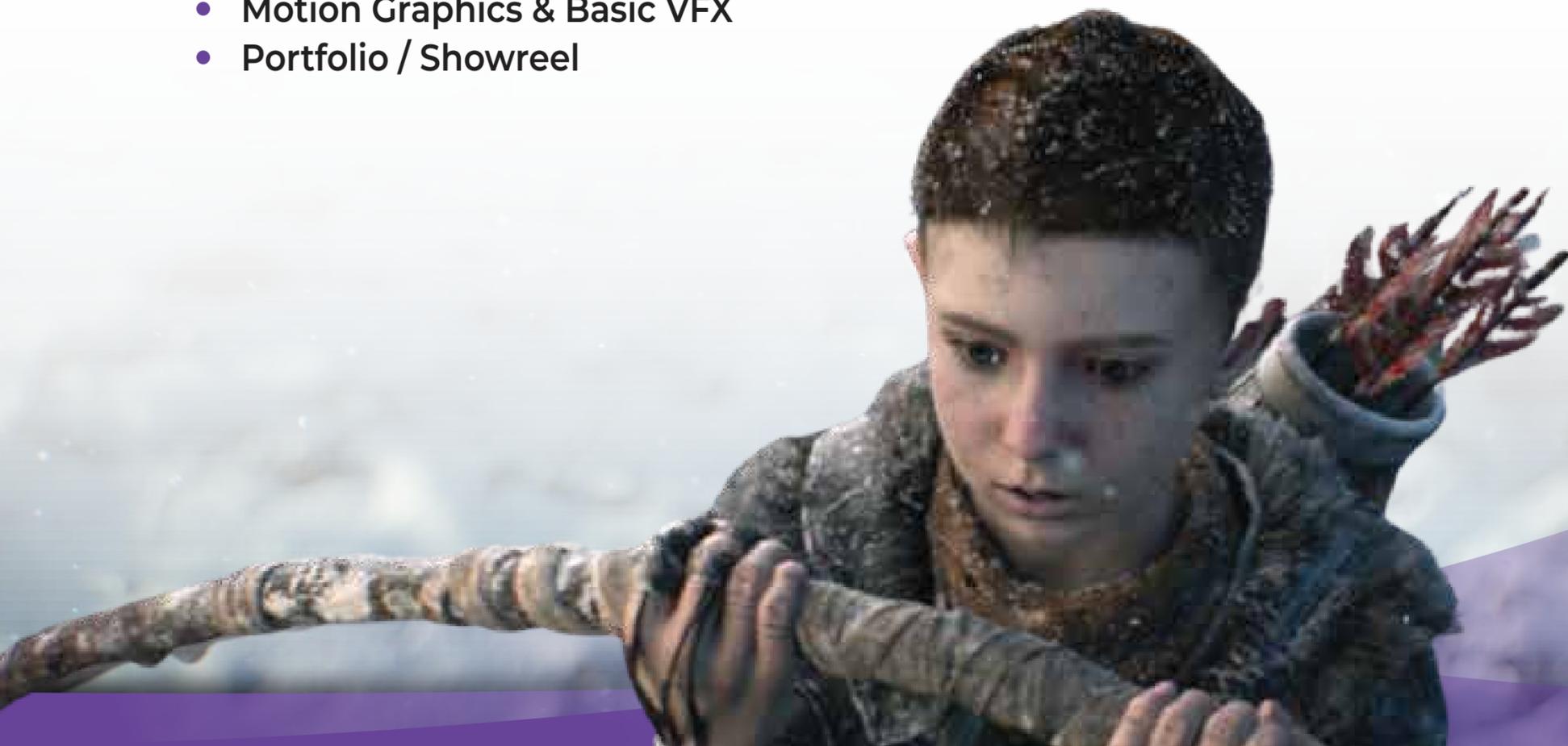
CURRICULUM

1st Year

- Animation & VFX
- Shapes & Forms
- Anatomy
- Perspective
- Light Colours
- Story & Screenplay
- Creating Characters
- Creating Background
- Art of Storyboard
- Design & Visual Fundamentals
- Type of Animation & Graphics
- Rendering Assets
- Audio & Video
- Creating Animatics
- 12 Principles of Animation
- Motion Graphics & Basic VFX
- Portfolio / Showreel

2nd Year

- 3D Animation & VFX Pipeline
- 3D Space & 3D Shapes / CGI
- Modeling Character & Props
- Texturing
- Lighting
- Showreel (Modeling / Texturing / Lighting)
- Rigging & Prop Animation
- Intro to Composition
- Creating Compositions
- Match Moving / Rotomation
- Advance Tracking
- Advance ROTO
- Showreel (Compositing / Lighting / Texturing / FX)
- Creating VFX Showreel





PRO. DIPLOMA IN VFX FILM MAKING (3 YEARS)

OVERVIEW

The Professional Diploma in VFX Film Making is a comprehensive course covering essential principles of animation, VFX, design, & storytelling. Students progress from foundational knowledge to advanced techniques in 3D animation using Maya, compositing with Nuke, & mastering VFX skills. This 3-year diploma culminates in creating a professional-grade VFX film, equips you with a robust portfolio & expertise for a career in the industry.

ELIGIBILITY

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PRO. DIPLOMA IN VFX FILM MAKING (3 YEARS)

CURRICULUM

1st Year

- Animation & VFX
- Shapes & Forms
- Anatomy
- Perspective
- Light Colours
- Story & Screenplay
- Creating Characters
- Creating Background
- Art of Storyboard
- Design & Visual Fundamentals
- Type of Animation & Graphics
- Rendering Assets
- Audio & Video
- Creating Animatics
- 12 Principles of Animation
- Motion Graphics & Basic VFX
- Portfolio / Showreel

3rd Year

- 3D Mass Assets Creation
- Introduction to Environment
- Creating Scene Assets (FX)
- Introduction to Unreal Engine

2nd Year

- 3D Animation & VFX Pipeline
- 3D Space & 3D Shapes / CGI
- Modeling Character & Props
- Texturing
- Lighting
- Showreel (Modeling / Texturing / Lighting)
- Rigging & Prop Animation
- Intro to Composition
- Creating Compositions
- Match Moving / Rotomation
- Advance Tracking
- Advance ROTO
- Showreel (Compositing / Lighting / Texturing / FX)
- Creating VFX Showreel

- Setting Up Scene For Final Output (Lighting & Texturing & Composition)
- Showreel (Compositing / Lighting / Texturing / FX)
- Creating VFX Film (Group Project)



CAREER OPPORTUNITIES

- Character Animation
- Digital Production Artist
- Multimedia Artist
- 3D Compositor
- Creative Ad Designer
- Graphic Designer
- 3D Visualizer
- Visualizer
- 2D Animator
- 3D Designer
- Digital Artist
- Animatic Artist
- 3D Max Artist
- Creative Ad Artist
- Pre-Production Artist
- Texture Artist
- Layout Artist
- 3D Rendering Artist
- Modeling Artist
- Storyboard Artist
- 3D Modeler
- 2D Background Artist
- Lighting Artist
- 3D Visual Effects Artist
- Audio Editor
- 3D Artist
- Motion Graphic Artist
- Video Editor
- UI Designer
- Flash Designer
- 3D Animator
- Web Developer
- 2D Flash Animator
- CG Artist
- Comics Artist
- Interior Designer
- Rigging Artist
- Game Pre-Production Artist
- Game Modeler
- Game Animator
- Game Character Designer



BECOME INDUSTRY READY BY THE END OF THE COURSE

WHAT YOU'LL LEARN

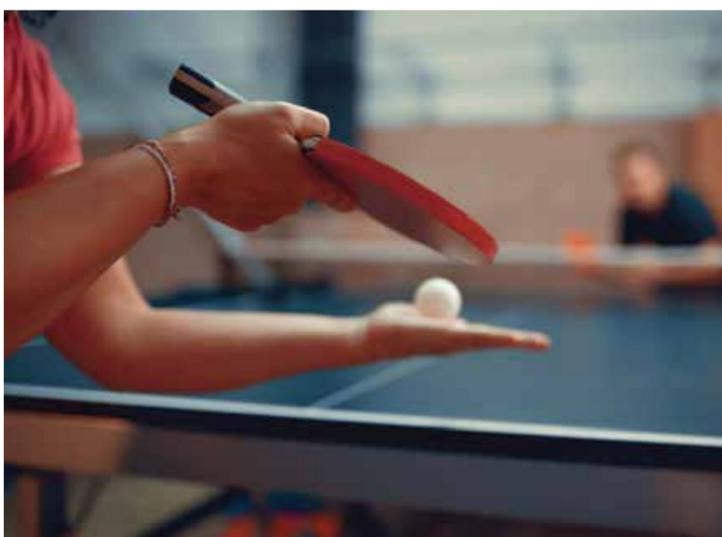
- » Latest tools & Technologies
- » Technical Proficiency
- » Skill Development
- » Real-World Projects
- » Network Opportunities
- » Portfolio Development

JOB OPPORTUNITIES ARE WAITING FOR YOU

LIFE AT LE MARK

At Le Mark School of Art, we blend rigorous academics with practical experiences to prepare you for a successful career in the creative industry. Our education includes study trips, global opportunities, and hands-on training through masterclasses & workshops led by industry experts in graphic design & animation. With seasoned, certified faculty & regular industry visits, we ensure you gain real-world insights & the skills needed to excel in an ever-evolving field.





FOSTERING CREATIVE EXCELLENCE

Le Mark School of Art boasts a proud history of nurturing top talent across various creative fields, demonstrated by the success of our graduates. Over 10,000 students have excelled in fashion design, interior design, & photography & videography, making significant industry contributions and setting high standards of excellence.

SUPPORT SERVICES



100% PLACEMENT ASSISTANCE

Our Placement Cell ensures every Diploma and Degree program student gets Placement assistance by our regular updates on Job Openings and Interviews.



HOSTEL ACCOMMODATION

We provide Hostel and Paying Guest Accommodation assistance to outstation students.



CAMPUS FACILITIES

Our Campuses are equipped with latest Technology including Professional Grade Photo Studio, Mac Labs, WiFi, Cafeteria, Smart Classroom, Library & Sports Area.



STUDENT WELFARE

To make sure that our students have a good time learning, We have various cells that take care of their Placement, Cultural, Programs, Events, Portfolios etc.



EDUCATION LOAN

We have Education Loan facilities for our enthusiastic students who wish to learn and grow in the Creative Fields.



SCHOLARSHIPS

We provide Part and Full Scholarships to selected students based on certain criteria.

JOIN OUR THRIVING ART & DESIGN COMMUNITY

100% Placements & Internships offered

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+91 9870668899

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