



MONOLITH  
RESEARCH AND TRAINING LABS



# WHO ARE WE ?

**MONOLITH RESEARCH AND TRAINING LABS** is the training arm of Monolith Technologies Private Limited, India. Spread across eight countries in the Asia Pacific and United Kingdom region, Monolith aims to act as a platform that is open to everyone who are looking to upskill and reskill themselves in order to create an ecosystem of adaptive and perceptive manpower that can successively identify and develop products to satisfy the ever-growing demands of the future media communication industry. By creating such a platform for all kinds of learners, from students who are piqued with interest to tech-enthusiasts who are looking for a way to enter the blooming world of creativity and technology, Monolith identifies its diversity in the student demography.

The background of the page is a dark, grayscale image of a modern building's facade. The building features a prominent grid of windows and architectural lines. A large, stylized letter 'R' is visible on the right side of the building. The overall aesthetic is clean and professional.

In addition, Monolith's training courses are designed and are being updated based on the advancing technological developments. Students who can keep up with the advancements of the technology can only strategize to produce scalable and sustainable products that could withstand time and inspire others to do the same. Monolith acts as a stage built to value creativity and innovation to such kind of students. By pushing them to pursue their curiosity to manufacture solutions for problem statements of various domains, Monolith engineers the minds of the future.

# WE DIRECT YOUR DREAMS

## #RoadToFuture



**WE INSPIRE**



**WE MOTIVATE**



**WE EMPOWER**



**Genius hour &  
Learning in  
groups**

**Assistance on  
internship &  
Guest Lectures  
from Industry  
Experts**

**Brainstorming  
sessions & Soft  
skill training**

**Unreal &  
Toon Boom  
Authorized  
Instructors**

**1:2 ratio of  
theory and  
practical classes**

**Hands on  
experience with  
live projects.**

**State-Of-The-Art  
Lab Facilities.**

**ATC**

Toon Boom  
Authorized  
Training Centre



# PARTNERSHIP



Toon Boom  
Authorized  
Training Centre



MEDIA & ENTERTAINMENT  
SKILLS COUNCIL

**aixr.**



**IECD**  
BHARATHIDASAN  
UNIVERSITY



## EPIC GAMES

Unreal Engine is a very popular 3D Computer Graphics Game Engine developed by Epic Games. Known for its scalability, Unreal Engine can be used to produce a variety of content. With the help of Unreal Engine, several famous games have been produced including Fortnite. The Game Engine is versatile and has applications in Game Development, Advertising, Virtual Production, Virtual Testing, Automotive Product Design and Film Production.



Unreal Engine keeps updating itself to satiate its users which makes it a completely trust-worthy tool for its diverse applications. Unreal Engine proves to be extremely effective in terms of its sustainable solutions and could be the ultimate tool to design Next-gen products.



Monolith Research and Training Labs is an Unreal Authorised Training Centre accredited by Epic Games. The presence of Unreal Authorized Instructors in place at the Academy ensures the highest quality of training and teaching the students will be needing to continuously grow with the evolving Industry requirements.

## TOON BOOM

Toon Boom is an Animation production and Storyboarding Software which can be employed to develop films, web animation, games, training applications et cetera. Toon Boom's Harmony is a tool that has high application in the Animation industry. It's built with pencil lines with textures, deformation tools, inverse kinematics, 2D-3D integration and 3D camera. Monolith is an Authorised Training Centre for Toon Boom which is a recognition given to assure the quality of instructor-led training that will be provided by the Training Centre.



## MESC



Media & Entertainment Skills Council is an organization that is focused in producing a vibrant eco-system for quality vocational education and skill development. Monolith is recognised by MESC for the skill development workshops and courses that are provided by the academy.



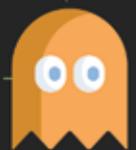
## AIXR

AIXR is one of the growing members of AR/VR community. They offer professional development, and connection in the industry. Monolith offers various courses that are verified and with excellent product delivery that can consequently be of great influence in the expanding AR/VR community.



## BHARATHIDASAN UNIVERSITY

Bharathidasan University promotes scholarly, scientific and critical inquiry among the learners to move forward in the frontiers of knowledge and enrich and elevate themselves. Courses provided in collaboration with Bharathidasan University will earn completion certificates that are valid across Commonwealth countries.



# CALL FOR ALL THE CURIOUS MINDS

The world has set a predestined path for everyone. There are conventions and guidelines to guide you through your life. We, on the other hand, urge you to defy them all. There are plenty of fish that swim around together as a school. But the one who swims against the tide lives an adventurous life. And when everyone tells you to pursue a solid career, there is one person who is focusing on what is moving their life, inch by inch, forward. That person is driven by curiosity, which by all means is the ultimate driving force for a man.

And the technology of tomorrow needs those people. The current tech industry is seeking ways to outsource freelancers over hiring them permanently and has this concept called "quiet hiring". They need people who know themselves and what they are strong at. And we will provide the figures that can change your view.

It has been predicted that 2023 will determine the way technology is going to flow in the upcoming decade. The very hyped-up Metaverse will add \$5 trillion to the global economy by the end of 2030. AR and VR aren't the only fields of science and technology that have the potential to give the world a new makeover.

Creative fields hold a constant position in the ever-growing tech-world. The animation industry, be it 2D or 3D, is rapidly growing and conveniently sustaining itself among the other creative technology fields. The global animation market was valued at \$391 billion in 2021 and is projected to grow to over \$587 billion by 2030, making it one of the most reliable yet constantly multiplying fields in the world.

The gaming industry is and has always been a billion-dollar industry: Esports, mobile gaming, and XR gaming are some of the leading revenue collectors. The mobile gaming industry raised around \$103.5 billion in the year 2022, whereas PC and console games received around \$90 billion. It has been observed that new game development startups and indie developers arise afresh in the gaming kingdom every two months. So, it is safe to say that job opportunities in all the creative technology fields will always see a growth curve.

The fuss is all about creativity because, after producing tonnes of technical minds who operate over digits, the products manufactured at the end of the day will need designing and, obviously, selling. To gather around and convince the audience that they need the product, it will require some pretty strong 4C skills: communication, collaboration, creativity, and critical thinking.

New phases of the technology keep getting released. It's no wonder that curiosity is the ultimate force of life, which will yield creativity that gives way to products that elevate the living standards of humans. That is why we urge you to defy reality to find a persistent spot in this varying world of technology.

# ADMISSION PROCESS



## GET YOUR PROSPECTUS

Go through the details provided and opt for the course of interest.



## ONE-ON-ONE COUNSELLING

Free counselling session to understand the current market demand and field of interest.



## ELIGIBILITY CHECK AND SCREENING

Check eligibility for the desired course. The screening process allows us to determine the student's eligibility.



## TECHNICAL DISCUSSION

Among the brains of the current leaders of the market, students will be guided through the specifications of selected course.



## SUBMISSION OF APPLICATION

Important certifications that convey the student's educational background must be submitted with the necessary details filled in.

## EVENTS

Monolith organises workshops, bootcamps, and industrial visits for Engineering Colleges and Arts & Science Colleges. Some of the notable colleges like Vels University, SRM, Saveetha University, Shasun College, St. Joseph College, Crescent University, Alpha College, DG Vaishnav, MOP Vaishnav have visited the academy's campus for Industrial Visit.

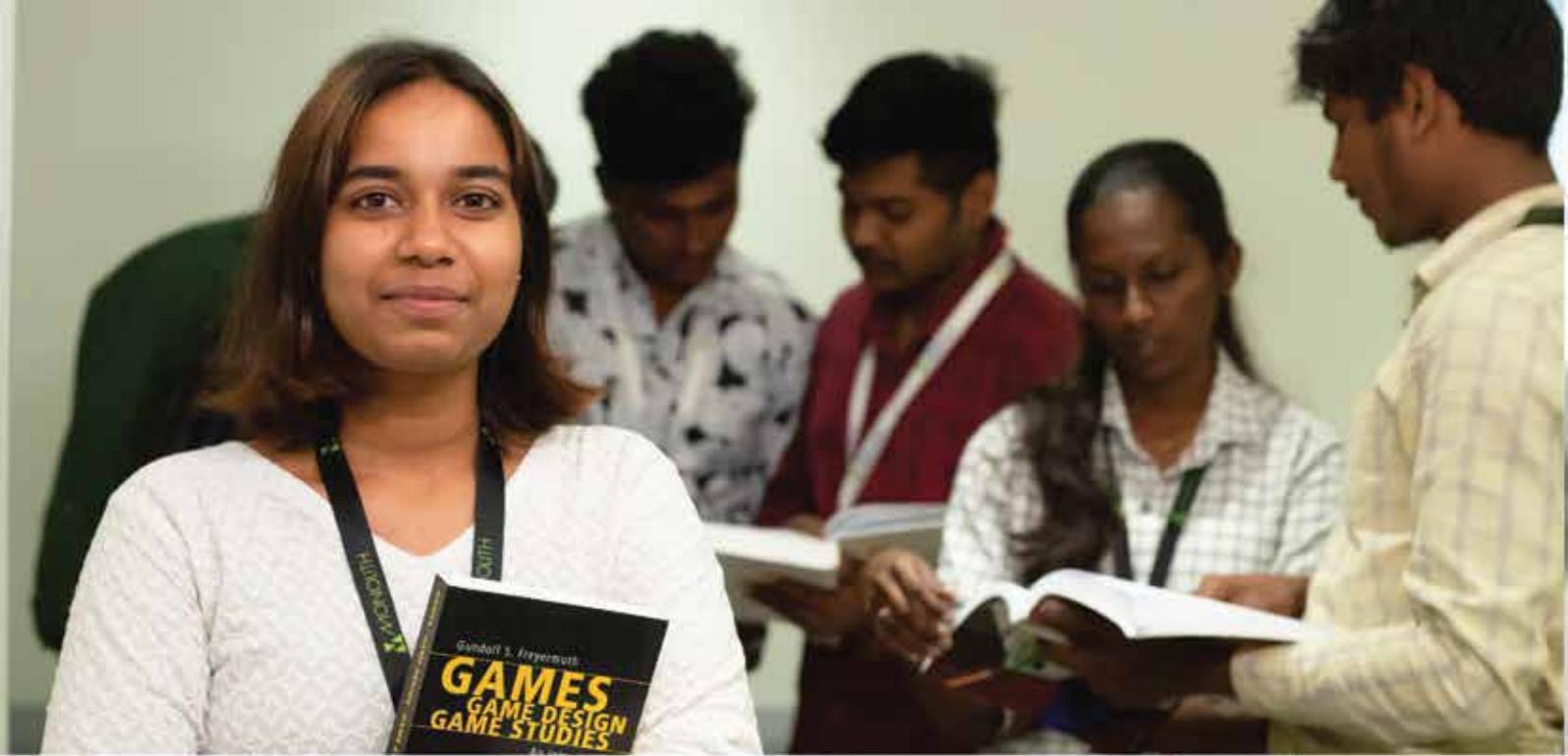
Free online events and workshops are held from time to time on stimulating topics that match the current Technological growth. And students from varying backgrounds attend these workshops to upskill and introduce themselves to contemporary technological trend.

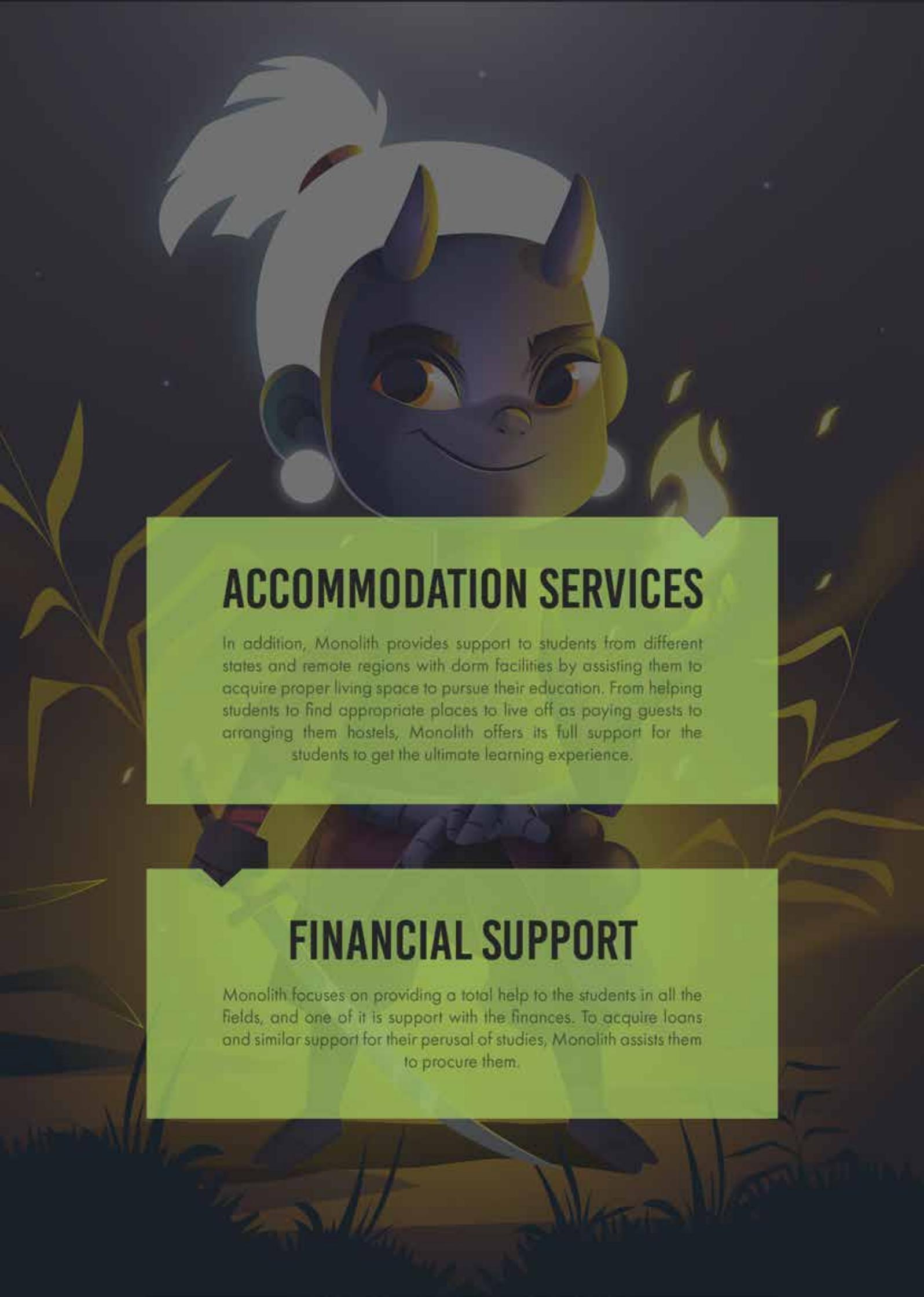
## INFRASTRUCTURE

Monolith Academy's campus has highly defined and distinguished workspace and lab area. The structurization is sleek, and contemporary. With state-of-the-art Immersive Lab, Monolith imparts wholistic wisdom through corresponding practical knowledge. An educational institution's organisation gives definition to the institution itself and aids in the process of teaching. Monolith, with its well-furnished study area endorses learning by being a stress-free environment with minimal interiors in the classrooms. Because of its aptly equipped lab and classroom area, Monolith encourages students to practice research and carry out their genius hours that's part of the teaching methodology during class hours. All this converges down together to the best transmission of knowledge to the students.



ROAD  
TO  
FUTURE





## ACCOMMODATION SERVICES

In addition, Monolith provides support to students from different states and remote regions with dorm facilities by assisting them to acquire proper living space to pursue their education. From helping students to find appropriate places to live off as paying guests to arranging them hostels, Monolith offers its full support for the students to get the ultimate learning experience.

## FINANCIAL SUPPORT

Monolith focuses on providing a total help to the students in all the fields, and one of it is support with the finances. To acquire loans and similar support for their perusal of studies, Monolith assists them to procure them.



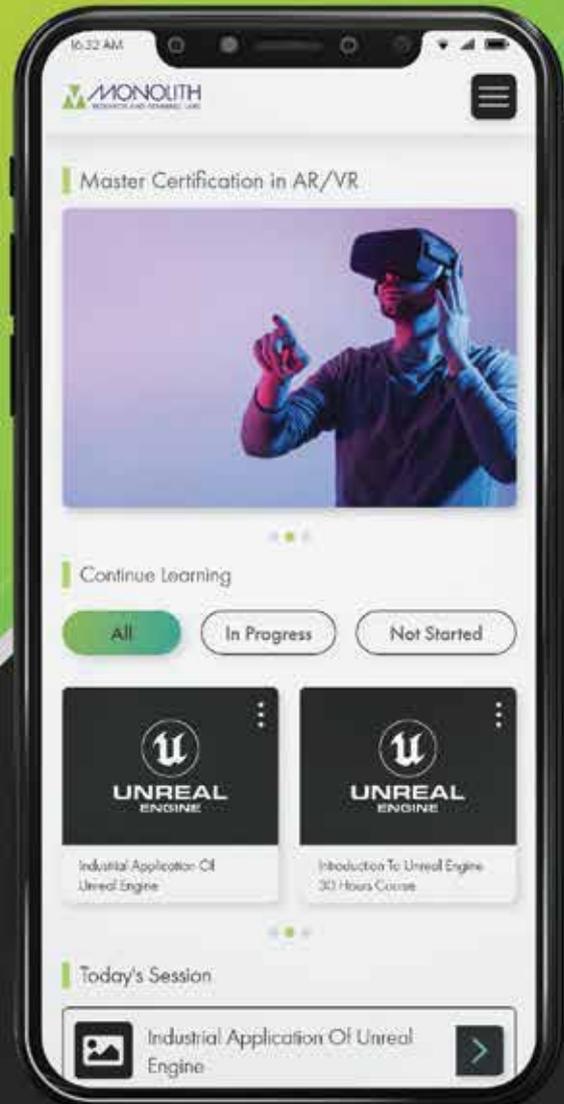
## PLACEMENT SUPPORT

Students' judgement is green when they are young. Helping them understand and determine their desired area of interest is the first step in building a solid foundation for their career. Monolith assists them throughout the process and helps students in obtaining positions in the best companies. Students will gain industry experience through internships during the program. These beneficial internships enable them to gain a direct and accurate view of the industry, allowing them to progress to greater heights. With Monolith's huge list of clients, associates, and partners, one hundred per cent placement support is provided.

# LEARNING MANAGEMENT SYSTEM

Learning Management Systems are getting highly popular nowadays.

Companies develop their own platforms to promote "Corporate training".



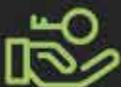
## WHY LMS?

LMS plays a huge role in remote education for students who can't get access to conventional learning methods. They have positive retention effects and engagement among the audience as they're gamified and added with interactive elements, quizzes, scenario-based questions to elevate the learning experience.



## IT IS EFFICIENT.

LMS is an efficient way to incorporate flexible and consistent learning to the students. Monolith provides Free Access for Lifetime through LMS.



## IT IS ACCESSIBLE.

As Virtual Learning is gaining popularity because of its efficiency and accessibility, crowds are shifting towards that direction because of the ease of use.



## AN ALL-INCLUSIVE SOLUTION.

LMS provides a solution to explore, learn and acquire knowledge on various discipline at the comfort of one's availability and desired location.

Monolith keeps updating the learning portal by continuously uploading educative articles and informative videos to encourage consistent learning as new phases of technology unfolds.

## FLIPPED CLASSROOM

What if students did the “classroom” portion of their learning at home and their “homework” in the classroom? That is an simplified description of the flipped classroom approach, where students watch or read their lessons on computers at home and then complete assignments and do problem-solving exercises in class.

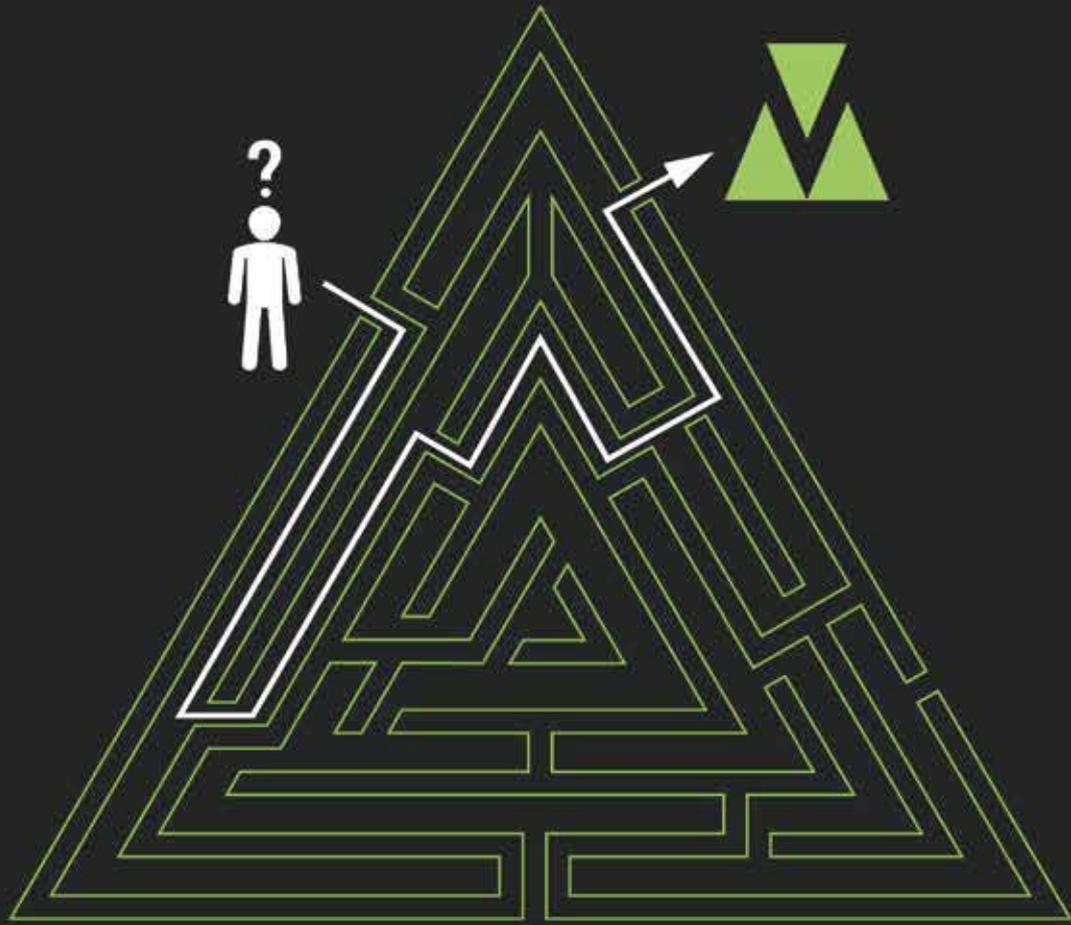
## KINAESTHETIC LEARNING

In the kinaesthetic learning model, students perform hands-on physical activities rather than listening to lectures or watching demonstrations. Kinaesthetic learning values movement and creativity over technological skills and is most commonly used to augment traditional types of instruction.

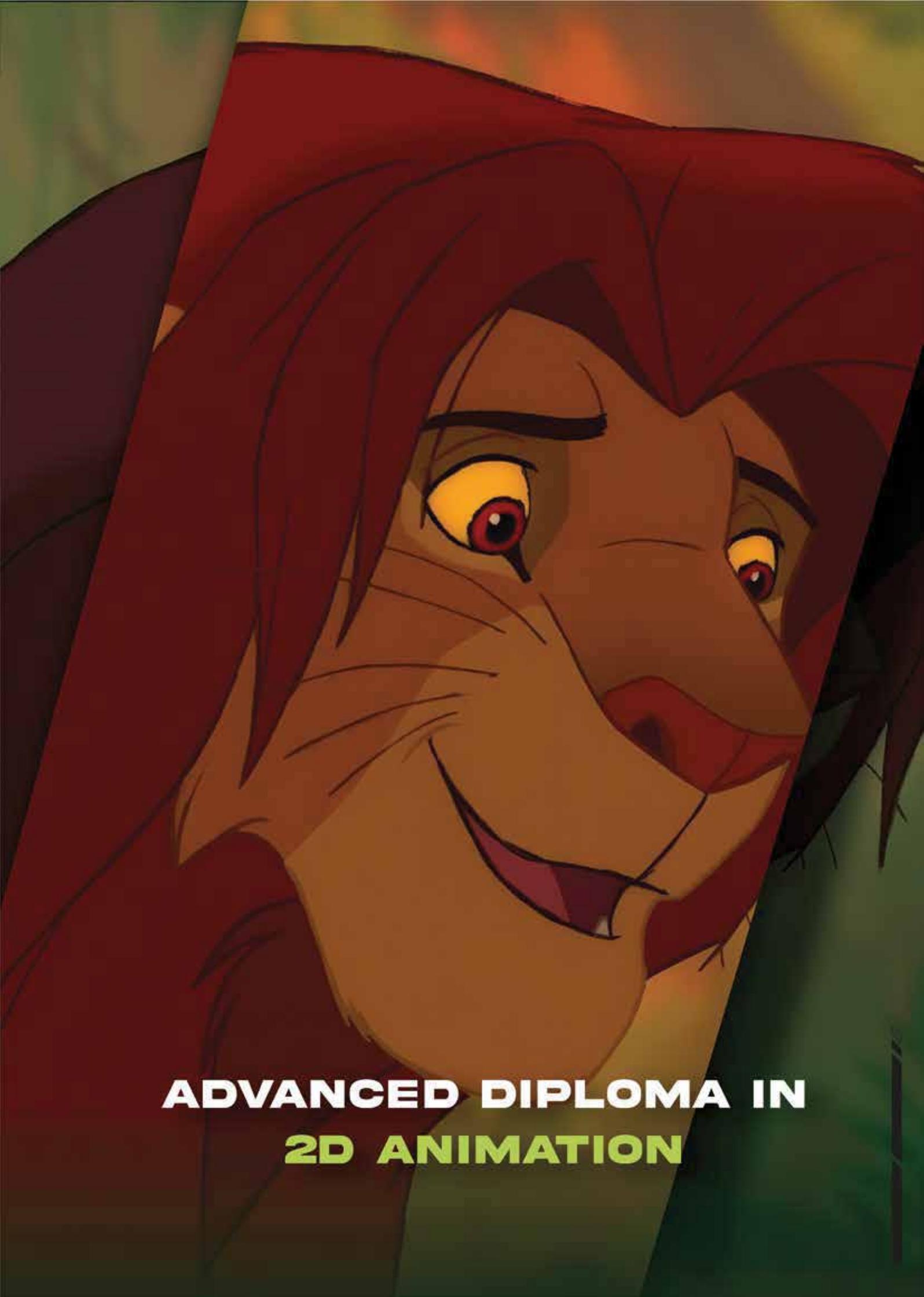
## GAMIFICATION

The basic objective development of gamification is to engage the target audience, create an interactive learning environment, and deliver training in any subject matter. In non-game environments like classroom, Monolith incorporates gaming features to enhance the learning experience. And also, it has been observed that game-based learning promotes greater retention of knowledge.





**BUILDING GREATER PATHS FOR THE CURIOUS MINDS.**



**ADVANCED DIPLOMA IN  
2D ANIMATION**

# COURSE OVERVIEW

2D Animation is everywhere. We are interacting with its products on a daily basis. One might wonder why 2D Animation of all, although the answer is simple. 2D content is engaging and it divulges by stimulating one's visual and auditory senses. So, it is safe to say that the market for 2D animation is exploding with opportunities, from animated movies to advertisements, it is a quite a lucrative field to be associated with. Eager to make a career in 2D Animation? Say no more! We present you with a PG Diploma course in 2D Animation that undoubtedly can change your life. The course module helps you learn about animation software especially Harmony by Toon Boom and of course, that paired up with our expert faculties can only accelerate your life towards success. With all the first-hand experience you'll be gaining through practical experience, you're one step away from beginning your journey. Enrol now and start exploring your way to master 2D Animation.

## JOB OPPORTUNITIES

- Background Artist
- Storyboard Artist
- Paperless Animator
- Character Design Artist
- 2D Digital Animator
- 2D Animation Artist
- 2D Game Artist
- 2D Animation Developer

## SCOPE

The 2D Animation industry has seen a hike since Explainer Videos came into existence, where these Animated videos are being held onto to support branding and creativity of a business. This year is seeing an increase in the demand of 2D Animation in the Media industry. They're simple and efficient. 2D Animation gave a very successful comeback this year and the future for it will be even more demanding. Toon Boom's Harmony has this peculiar tool called grease pencil that has been predicted to open up new branches for 2D Animation to grow upon.

## FUNDAMENTALS OF ART

### OBJECTIVE

Develop students to visualize concepts through the information and practical expertise of observation drawing. To explore the mediums of Art and Develop concept arts - design diagrams which will effectively communicate the design ideas.

### INDICATIVE CONTENT

- Building Blocks for Drawing
- Drawing 2D Shapes
- Introduction to Anatomy
- Force Anatomy
- Framework of the Figure
- One Point Perspective
- Two Point Perspective
- Three Point Perspective
- Drawing 3D Shapes
- Plein Air Drawing

## VISUAL ART I

### OBJECTIVE

Students will apply all the art techniques into practice through the set of assignments.

### INDICATIVE CONTENT

- Drawing Basic Shapes
- Drawing Expressions
- Shading
- Introduction to Anatomy
- Perspective Drawing
- Still Life Composition
- Environment Design
- Environment Composition
- Color Theory
- Bird's View

## FILM STUDIES

### OBJECTIVE

Develop students to gain knowledge and skills for in-depth examination of cinematic texts as well as exposure to a variety of topics and theoretical frameworks common to the field of film production.

### INDICATIVE CONTENT

- Introduction to Film Making

- Storytelling
- Screenwriting
- Role of Camera in Storytelling
- Camera Grammar
- Storyboarding
- Sequence
- Animatics
- Editing
- Principles of Animation
- Types of Animation

## PER – VISUALIZATION

### OBJECTIVE

Develop Students to learn more about the design process. The storyboard makes it easier to convey concepts and to ensure that the process is accurate.

### INDICATIVE CONTENT

- Scripting
- Storyboarding
- Scene Breakdown
- Shot Breakdown
- Basics of Camera
- Composition
- Animatics
- Sequence

## ADVANCED ART

### OBJECTIVE

Providing a thorough understanding of the concepts, procedures and equipment used in the pre-production approach for design and creating.

Develop an understanding of the fundamental anatomical relationships necessary for drawing the human body.

### INDICATIVE CONTENT

- Force Drawing
- On Location - Reportage
- Introduction to Digital Art
- Color Profiles
- Design for 2D Animation
- BG for 2D Animation
- Character Design

## VISUAL ART II

### OBJECTIVE

Students will apply all the art techniques

into practice through the set of assignments.

### INDICATIVE CONTENT

- Force Pointers
- Staging
- Design for 2D Animation
- Color Concepts
- Composition
- Character Design
- Character turn-around
- Expression Sheet

## INTRODUCTION TO 2D ANIMATION

### OBJECTIVE

Introducing 2D Animation and Develop ability for Interactive Animation Designs & for the formal aspects of various animation techniques.

### INDICATIVE CONTENT

- Node Based 2D Animation
- Interface
- Keyframe Animation
- Mathematics Behind Animation
- Timing Chart
- Pointing Arm Animation
- Walk Cycle Animation
- Types of Walk Cycle

## DIGITAL ANIMATION

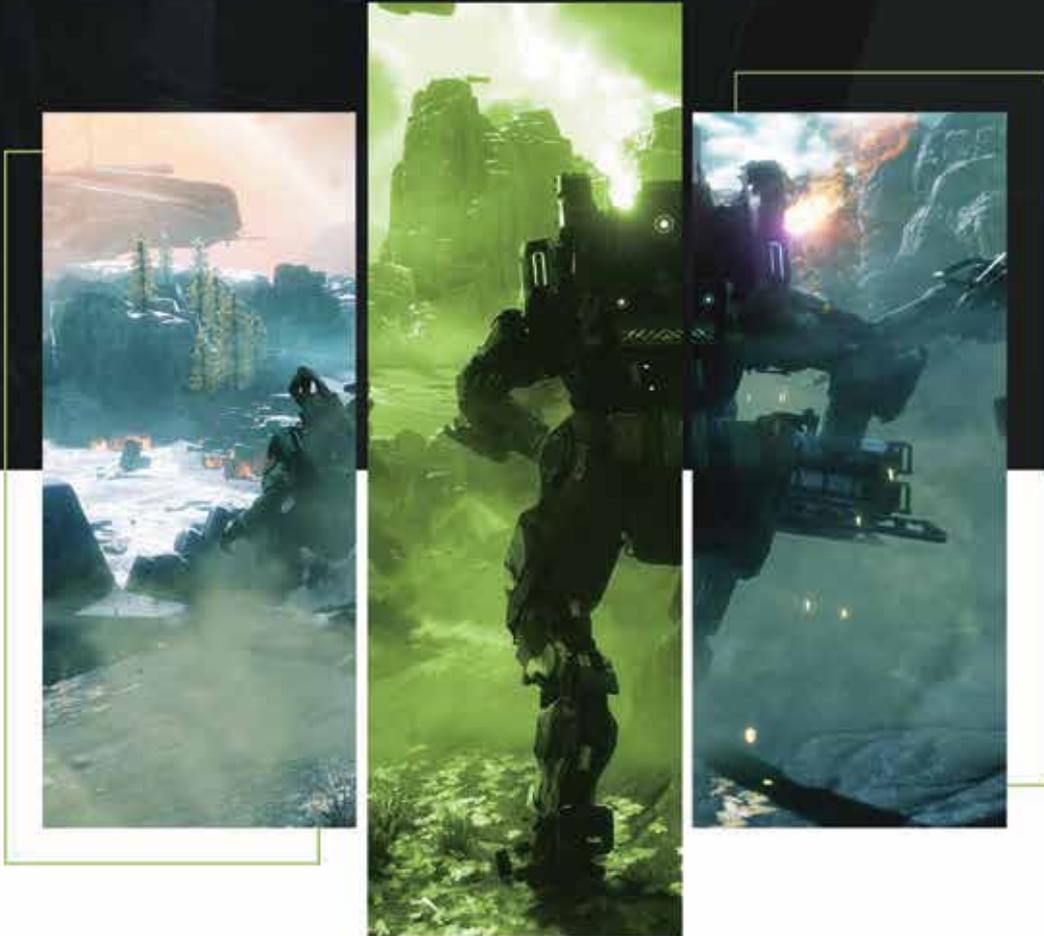
### OBJECTIVE

Students to acquire the knowledge and abilities required to become a proficient animator and give students the tools they need to oversee animation projects from the conceptual stage to the finished product.

### INDICATIVE CONTENT

- Sketching & Animation
- Drawing Tools
- Body Mechanics
- Dynamic Walk Cycle
- Timing for Animation
- Lip Sync Animation
- Scene with Dialogue
- Special Effects using Animation





**NEED FOR **CURIOUS** MINDS  
IN THE CREATIVE TECHNOLOGY TREND.**

**Contact Us**



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