

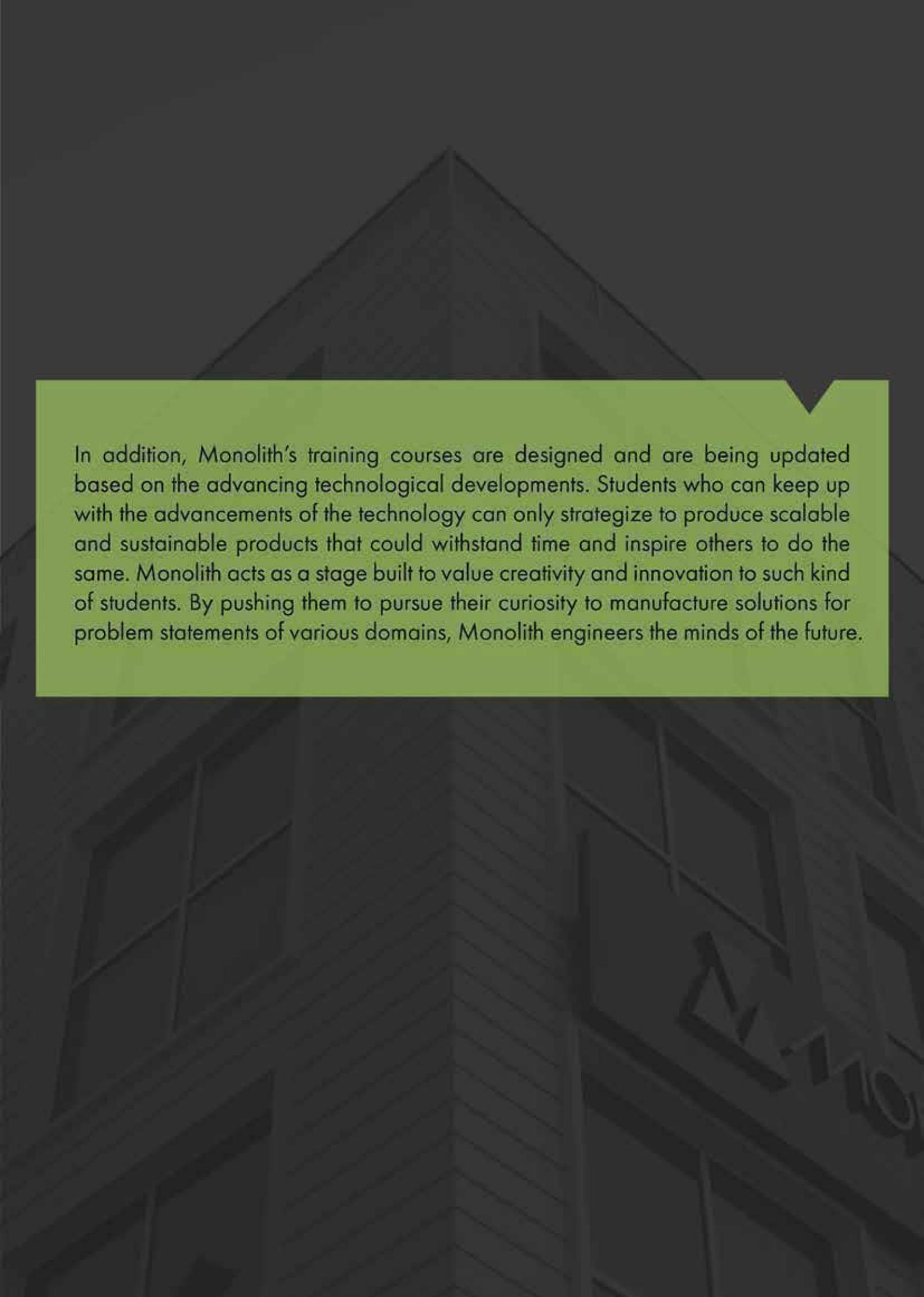


 **MONOLITH**
RESEARCH AND TRAINING LABS



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.



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.



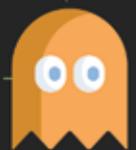
AIXR

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.

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.

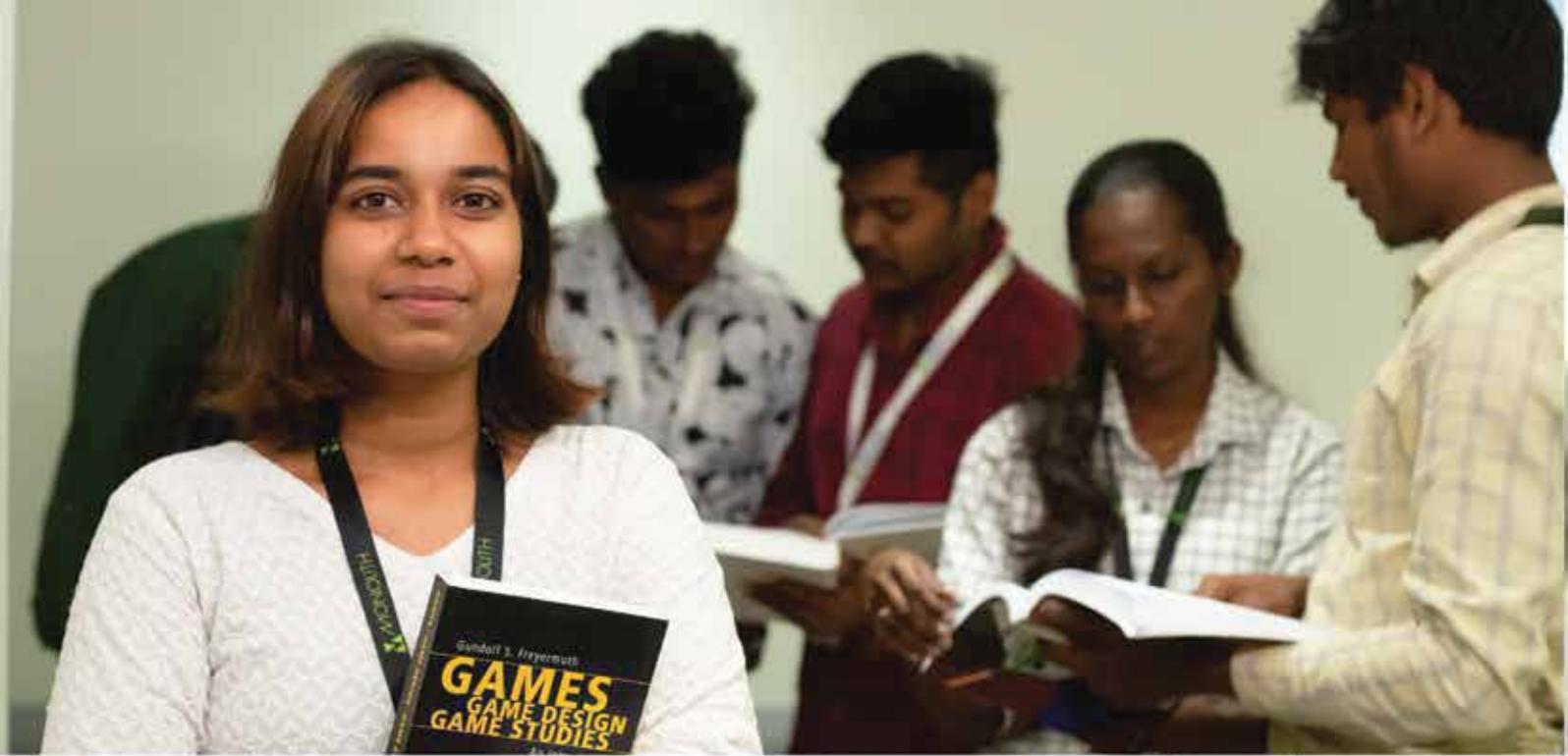
INFRASTRUCTURE

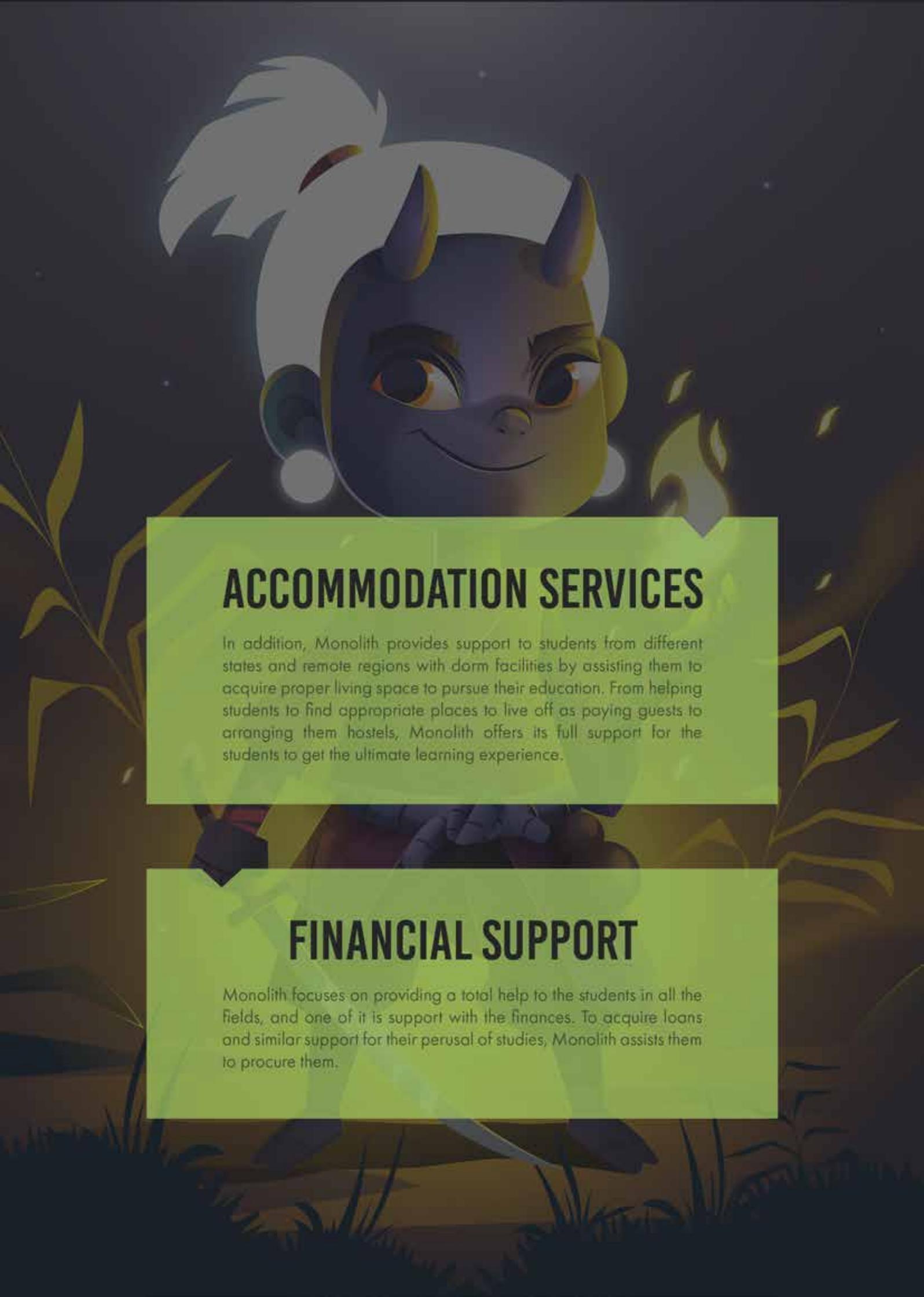
Monolith Academy's campus has highly defined and distinguished workspace and lab area. The structurization is sleek, and contemporary.

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.



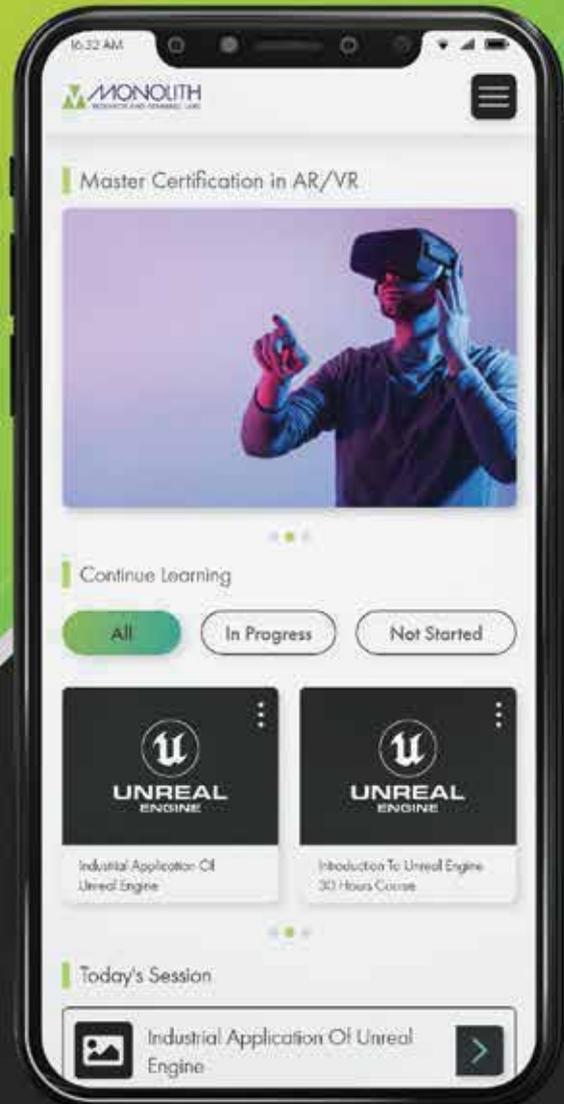
PLACEMENT SUPPORT

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.

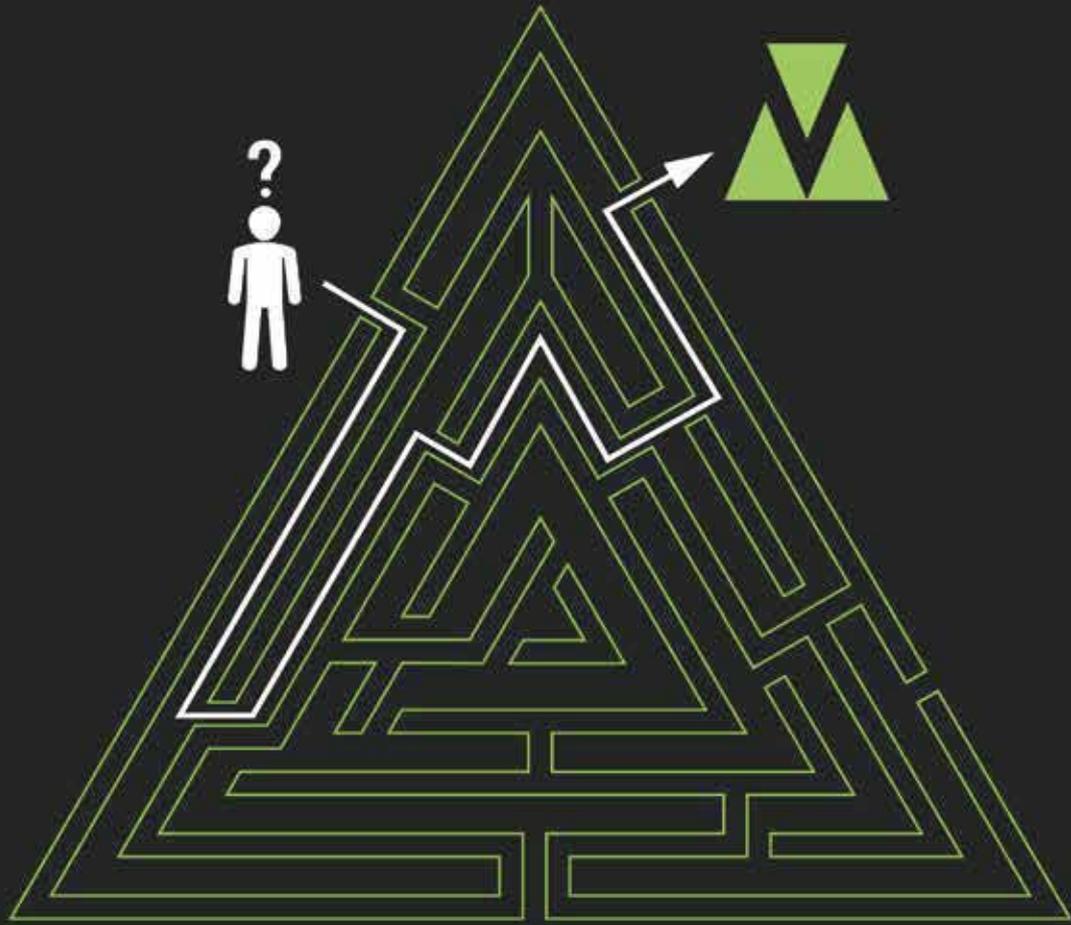
KINAESTHETIC LEARNING

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.

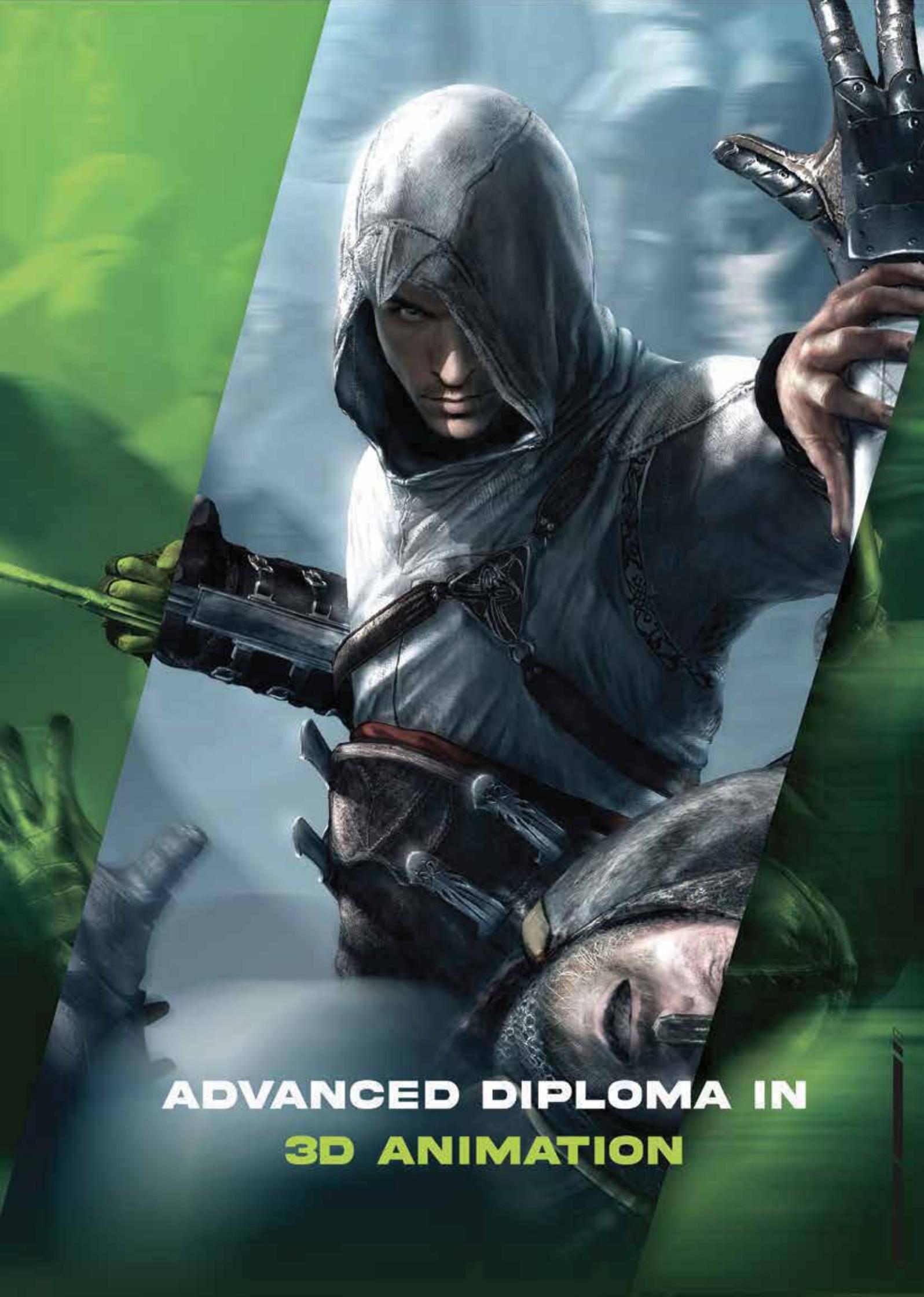
GAMIFICATION

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
3D ANIMATION**

COURSE OVERVIEW

3D Animation characteristically brings life to a figure and makes it move across the three dimensions in an effortless way like you would. Ever wondered about making the characters in your head alive and moving? Then, you have reached the right place. Be it a single character, short storyline or a whole movie, we will teach how to develop them from square one. With the use of software like Maya, Blender, and our quite accomplished industry specialists, you can get the competitive edge over other creators at Monolith. The future for 3D animation is bright and growing in all respects, become a part of it and harness the wind according to your directions. Enrol now to begin your sparkling career with us.

JOB OPPORTUNITIES

- Modeling Artist
- Texturing Artist
- Lighting Artist
- Rigging Artist
- Animator
- Technical Artist
- Environment Artist
- Technical Director
- Concept Artist
- Asset Modeler

SCOPE

3D Animation Industry is rapidly growing with the increase in the application of 3D Animation in production of Animation in the cinema and multi-media industry. 3D Animation will and is seeing a growing demand in such industries because of the growing population that finds it attractive. The market statistics anticipate a 20% increase in the gross market value in India and so, the opportunities in this industry are blooming, to be precise.

FILM STUDIES

OBJECTIVE

To make students understand the basics of film theory and to get an idea of how productions are made in industry and how pre-production helps in production planning. Also - students will get an insight into basic postproduction techniques along with design theory.

INDICATIVE CONTENT

- Design Theory
- Graphic Elements
- Pre-Production Techniques
- Script Writing
- Screen Play
- Shot Breakdown
- Storyboarding
- Cinematography
- Editing
- Compositing
- Evolution of Film
- Stages of Film Production
- Elements of Film Making

MODELLING AND TEXTURING

OBJECTIVE

To make students practice different types of modeling techniques and get experience in different hard surface models - practice character modeling using lidar data to create a model sculpting and re-topology techniques. students practice on UV separation and texturing techniques.

INDICATIVE CONTENT

- Production Pipeline
- Human Anatomy
- Retopology
- Quad Anatomy
- UV Mapping
- PBR Textures
- Layered Texture
- Mapping Techniques

CG LIGHTING AND RENDERING

OBJECTIVE

To make students understand and practice different types of lighting a scene and to create desired output. Also, to get insights on rendering settings and render passes.

INDICATIVE CONTENT

- Lighting Fundamentals
- Photons & Caustics
- Adaptive Sampling
- Global Illumination
- Ray Tracing
- Lighting Passes
- Multipass Rendering

ANIMATION TECHNIQUES

OBJECTIVE

To make students get a strong foundation behind the animation process. Also, students will know advanced animation techniques currently used in industry. Insights on project management and team management also will be given in this paper to get equipped to the industry.

INDICATIVE CONTENT

- Principles of Animation
- Timeline
- IK & FK Techniques
- Facial Animation
- Pre & Post Cycle Biped Animation
- Pre & Post Cycle Quad Animation
- Trax Editor
- Motion Path Techniques

RIGGING AND ANIMATION

OBJECTIVE

To make students practice various methods of rigging characters and hard surface objects and animate them. To introduce the advanced techniques in animation production in the industry.

INDICATIVE CONTENT

- Fundamentals of Joints
- Biped Character
- Quad Character
- Machine Rigging
- Muscle System
- RFC Control
- Blend Shapes
- Facial Rigging
- Tail Animation
- Graph Editor

DYNAMICS

OBJECTIVE

To make students practice the different particle emitters and to achieve results like smoke - fire - water and ocean. Also - they will learn the basics of creating hair and fur and simulating them.

INDICATIVE CONTENT

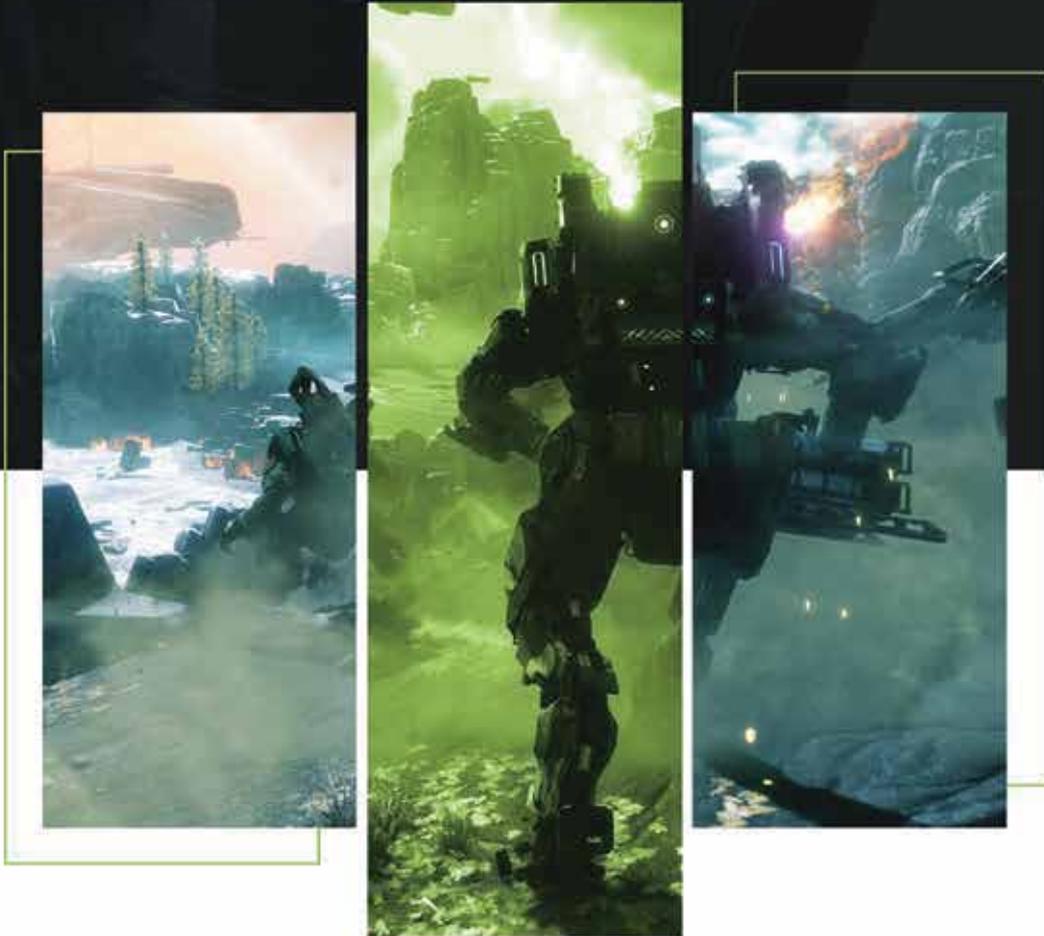
- Particle System
- Plant, Tree Effects
- Paint Effects
- Exhaust Effects
- Fluid Simulation
- Hair & Fur
- RBD Simulation

PROJECT

OBJECTIVE

Understand the fundamental and disciplinary concepts and methods in ways appropriate to the specialized area of study. Demonstrate knowledge and skills of techniques and tools specific to the professional field of study.





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

Contact Us

 No.12, 10th Avenue, Ashok Nagar
chennai - 600 083

 **+91-8124 -195 -195**

 044-69 195 195

 www.monolith.academy

 contact@monolith.academy



Scan to follow