

Website Content Text Sections (In Progress)

About

Black Box Academy emerged after eighteen years of experience working as Nepal's first educator of Animation, VFX and Game Development. Founded by a visionary team of both creators and entrepreneurs, it has filled the gap between existing institutions and studios; outfitting a burgeoning ecosystem of businesses that demand talent.

Starting in 2000 as a vocational diploma school, in 2017 Black Box partnered with Cardiff Metropolitan University to offer programmes developed and validated for delivery at the University to be delivered at Black Box Academy, resulting in certified UK degrees. The University throughout the 4-year degree programme acts as an external moderator, providing guided quality assurance while inserting a developmental role in Black Box Academy's advancement. Delivery of the programmes are by both staffs of Black Box and the University.

Under the supervision of Nepal's Ministry of Education and Cardiff Metropolitan University, Black Box Academy offers Bachelors Honours level degrees in both the arts and sciences; representing 360+ credits of study, a standard of higher education qualifications recognised across UK, Europe, and the US. Currently focusing within the areas of Animation and Computer Games Design and Development, Black Box is fulfilling its goals to remake regional studio environments where creativity is both unencouraged and deprived.

While maintaining its Diploma programme, Black Box Academy recognizes the need for skill development not only for the younger generation but for the senior artists looking for career advancement. In both Degree and Diploma programmes, Black Box offers the same quality of education that places the student at the forefront of new technology and innovations within and outside the industry.

Meta Tag: (5 words)

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Mission

To emerge as a Centre of Excellence for imparting high quality technical education in Art and Design in Nepal and prepare students to produce work of global standards in this ever changing industry.

Vision

Produce highly skilled practitioners in the industry through education training and continued research and development and to be the leaders of global industries in the world.

Meta Tag:

Meta Description:

Degree

BA (HONS) ANIMATION

Course Overview

Animators breathe life into stories, making even the simplest line drawing magically come alive, and engaging anyone in a language that is understood by all.

On this course you become familiar with the techniques, principles and skills that open up the world of animation. You learn to create the illusion of motion – using time, sound and form to bring images, ideas and stories to life. You take complex information and use both traditional mediums as well as new technologies to assemble meaningful narratives.

Build on your critical and analytical skills. Develop your individual voice as well as your expertise – and learn how to apply your skill set across the creative industries.

Emerge as an animator with the skills, confidence and critical thinking to dive into the growing world of professional animation.

Level 3

- Introduction to Art and Design – 60 credits
- English Proficiency and Writing – 60 credits

Level 4

- Animation Studio One – 40 credits
 - Subject: Movement Transformation & Life
 - Subject: Storytelling
- Field One: Collaborate – 40 credits
- Constellation One: Concept – 40 credits

Level 5

- Animation Studio Two – 40 credits
 - Subject: Production
- Field Two: Explore – 40 credits
- Constellation Two: Critique – 40 credits

Level 6

- Animation Studio Three – 40 credits
- Subject: Animation Major Project
- Field Three: Exposure – 40 credits
- Constellation Three: Contribution – 40 credits

Meta Tag:

Meta Description:

Degree

BSC (HONS) COMPUTER GAMES DESIGN AND DEVELOPMENT

Course Overview

The BSc Games Design and Development degree equips you with the skills needed to follow a career in games development or in the wider IT industry. The course covers the techniques used to create computer games, including the relevant theory and practice from Computer Science and Software Engineering. This provides you with an understanding of how games are designed and developed in addition to the transferable knowledge and skills you can take forward in your career as games technology advances.

You will be exposed to the latest tools and technologies used in industry as well as work on a number of game projects targeted at different hardware platforms. As you progress through the course you will learn the skills that will allow you to explore and develop your own game ideas as well as understand the business and employment opportunities that exist in the games industry. All students have the opportunity to participate in research, enterprise, public engagement, student exchange and internship programmes.

Level 3

- Introduction to Art and Design – 60 credits
- English Proficiency and Writing – 60 credits

Level 4

- Introduction to Games Industry Practice – 20 credits
- Game Systems Fundamentals – 20 credits
- Principles of Programming – 20 credits
- Computational Thinking – 20 credits
- Developing Quality Software and Systems I – 20 credits
- Architectures and Operating Systems – 20 credits

Level 5

- Designing and Implementing Game Mechanics – 20 credits
- Introduction to Level Design and Game Asset Creation – 20 credits
- Real-Time Computer Graphics – 20 credits
- Game Engine Development – 20 credits
- Networks and Communications – 20 credits
- Research Methods for Computing and Information Systems (10 Credits)
- Work Experience (10 Credits)

Level 6

Core modules:

- Creating Virtual Worlds Using the GPU – 20 credits
- Advanced Game Mechanics – 20 credits
- Game Development Dissertation Project - 40 Credits

Optional modules:

Students choose two of the following modules:

- Multiplayer Game Development – 20 credits
- Mobile Game Development – 20 credits
- Computational Intelligence – 20 credits
- Parallel and Distributed Systems – 20 credits
- Gamification and Developing for Non-Game Contexts – 20 credits

Industrial Work Experience – 20 credits

Meta Tag:

Meta Description:

Diploma

Advanced Integrated Animation 2 years

To master the art and technique of 3D animation, you need to start with solid foundation. Our course at Black Box Academy of Art and Technology commences by providing an introduction to 2D animation principles through our widely acclaimed Black Box Academy foundation programme. Students' progress to advanced computer based animation and 3D digital art using Autodesk Maya: Industry leading 3D software tool. Advance Animation Course will train you in the art of discipline of animation principles and 3D design.

The course has been structured to reflect the variety of areas within the industry and blends creativity using cutting edge technology and is taught in an environment that closely reflects industrial practices with a professional set up.

After learning foundational art and computer animation skills and exploring a variety of 3D disciplines, the students proceed to specialize in 3D Animation. This includes the study of disciplines such as Storyboarding, Art Direction, Character Design, 3D Lighting & Texturing and 3D Animation. You will then, with the guidance of instructors and industry mentors, develop a complete animated film, from concept development through the process of animation, lighting, texturing, rendering and sound. Animated showreel is the final stepping stone to your career as an Artist.

Course Module

1. Sketch and Creative development

- Introduction of line
- Line Study (Perspective)
- Geometric Shape Study
- Still life study
- Life Part and Anatomy Study
- Animal Study
- Bird Study

2. Pre-Production

- Character Development
- Landscape Study
- Concept Art and Design
- Camera Shot study
- Storyboarding
- Animatic Study

3. Production

- Modeling
- Z Brush
- Rigging
- Animation
- Lighting & Texturing

Meta Tag:

Meta Description:

Diploma

Computer Animation and Visual Effects 2 years

This course has an emphasis on the production and technical implementation of digital assets and software relevant to animation and film effects production. The Diploma will produce graduates able to work in a range of environments including film, television, computer games, advertising and product visualization. Career opportunities for a Computer Animation and Visual Effects graduate include 3D modeler, 2D/3D animator, 3D visualiser, VFX technician and compositor as well as individual entrepreneurship.

The course allows students to build a sound base of conceptual & technical core set of skills in the creation of digital assets in 2D and 3D environments for output of computer-generated imaging across different platforms. Course proceeds with profound base line art of sketching and pre-production. The progressive training develops the idea of digital painting, matte painting, chroma removal, camera maneuver. 3D workflow development also break down a 3D asset for 2D texture application including sophisticated 3D lighting technique and Shading, digitally painting a UV map for application and implementing dynamic system with a bottom idea of particle collisions and 3d crowd simulation, 3D fluid effects setup using Industry standard plug-in and latest software's.

Compositing the rendered computer generated imagery and matchmoving with a 3d camera generated by 3d track points from tracking application which incorporates Film Footage and live action footage shot by students. The shooting includes use of professional level equipments with a camera techniques explored in both the real and virtual environment.

Completion of Diploma course with an Interest of academy, students may be introduced with a motion capture technologies which includes calibration and operation of motion capture equipment for capture of human motion, retargeting and manipulation of motion capture data. With the accomplishment of course you will embark upon a self-directed project bringing your knowledge and skills together. The full-time two year program provides the opportunity to step into the industry through an internship program. The academy offers help with finding suitable placements and experience has shown that taking a placement year can lead to improved performance to move ahead in your career after graduation.

Course Module

Year 1

- | | | |
|-----------------------|---|-------------|
| 1. Pre-Production | - | 2.5 credits |
| 2. Photoshop | - | 4 credits |
| 3. After Effects | - | 6 credits |
| 4. Adobe Premiere Pro | - | 1.3 credits |
| 5. Adobe Soundbooth | - | 0.4 credits |

Year 2

- | | | |
|----------------------------|---|--------------|
| 6. 3D Software Integration | | |
| • Modeling | - | 12 credits |
| • Texturing & Lighting | - | 14 credits |
| • Autodesk Matchmover | - | 1.06 credits |
| 7. Foundry Nuke | - | 3.3 credits |
| 8. Rigging | - | 6 credits |

9. Animation	-	8 credits
10. Dynamics	-	16 credits
11. Nuke	-	8 credits

Student Services

Student Services is the central point to the students where you can get all the information and advice regarding your academic welfare. We ensure all the students are supported throughout your time at Black Box Academy of Art and Technology. Hence, we offer many services to enhance student life and encourage you to fulfill your aspiration. The Student Services guides you throughout the programme from enrolment to graduation. Therefore, we build the excellent relationships with the students.

We look forward to welcoming you at our College and providing you with all the support you required. We ensure that you will have the valuable and pleasant time at Black Box academy of Art and Technology.

Enrolment

Entry Requirement

In order to meet the general entry requirements for undergraduate programmes, all students must:

- have successfully completed their Higher Secondary Level (10+2 from HSEB Board, Nepal) with minimum of 50% marks or equivalent.
- be able to demonstrate proficiency in English. A good standard in spoken and written English is also expected at the time of interview. (If English is not your first language, it is essential that your English language skills are good enough for you to undertake an intensive and challenging academic course that is taught and examined in English.)

Documents Required for Application

- Complete Cardiff Met application form
- Clear copy of passport information page or other official national ID document (Citizenship)
- Academic transcripts of entry qualifications
- Proof of English Language proficiency at CEFR B2 level or equivalent* (not mandatory)
- Educational or employer reference
- Statement of Purpose (A personal statement on why you wish to join this programme)

Application Form

The applicants should be required to fill up the Cardiff Met application form. Online form is available at ([Click here](#)). The applicants should submit their application form along with other documents at studentservices@blackboxacademy.edu.np at least three weeks prior to the class commencement date.

Complaints

Black Box Academy of Art and Technology, as part of its commitment to a quality student experience, has policies structured for students who wish to apply for a review of a decision affecting them that concerns their academic or non academic experience. The major motive of the policy is to ensure rigorous quality standards of the academic as well as non academic decision-making processes by providing students with a just and transparent formal process which makes sure that decisions have fully taken into account all required procedures and processes.

This complaints procedure may only be used by an individual who is, or has been, registered as a student of the College and who is not recorded as being a leaver (or, if they are a leaver, is complaining about events that occurred before they were a leaver, within the permitted timescales). A group of students may use this procedure to make a collective complaint provided that one student identifies him/herself as the main contact for purposes of communication.

Anyone wishing to make a complaint is encouraged to do so personally. Where a third party (such as a parent or guardian) makes a complaint on behalf of a student, the student's express written consent that the third party is acting on their behalf will be required. All correspondence will be copied to the student as well as to their representative unless otherwise agreed.

Anonymous complaints will not be considered unless there are exceptional and evidence-based reasons to do so. In many circumstances, raising a concern anonymously could impede investigation and communication of the outcome.

Procedural advice is available from the Students Service Officer who can be contacted on email at studentservices@blackboxacademy.edu.np and independent support and advice on submitting a complaint is also available to students from Black Box Student Services Centre. Online complaint form is available at ([click here](#)).

Counselling

Counselling is the professional guidance and support to the individual to help them in resolving problems and make important decisions. It provides a safe, encouraging and confidential environment, where you can discuss any difficult issues in your life. Thus, Student Services has recognized to be the solution for your career pathway and free counselling is available to all the students of Black Box Academy of Art and Technology. Also, Student Services helps to resolve your queries and ensure the privacy of information. This can help you to enhanced the self assurance and lead you to proceed towards your ambition.

E-counselling and telephone counselling is also available at Black Box Academy of Art and Technology. Please email us at studentservices@blackboxacademy.edu.np or can be contacted on +977-1-5541320, 5541321.

Contact Us

Email:

studentservices@blackboxacademy.edu.np

Telephone:

+977-1-5541320, +977-1-5541321

Opening Hours:

Sunday to Friday

10:00 am till 05:00 pm

Fees

As an undergraduate course, the fee structure of both BA (Hons) Animation and BSc (Hons) Computer Games Design and Development are the same. The Student Services coordinates with Finance department regarding the fees and finance. Click on the ([link here](#)) to find fee structure for the local students and ([click here](#)) for the international students, or email us at studentservices@blackboxacademy.edu.np if you have any queries.

Student Handbook

Click on the ([link here](#)) for Student Handbook for undergraduate courses, BA (Hons) Animation and BSc (Hons) Computer Games Design and Development.

For further assistance email us at studentservices@blackboxacademy.edu.np

Contact Us

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info@blackboxacademy.edu.np

Telephone:

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Resources Center Detail

Alumni

The purpose of our alumni association is to foster a spirit of loyalty and to promote the general welfare of Black Box Academy. It exists to support Black Box's goals, and to strengthen the ties between alumni, the community and Black Box Academy.

We have created a community of alumni, students and friends with a commitment to invest in the future of BlackBox and to cultivate strong relationships between us in order to support history, traditions, accomplishments and initiatives.

Partner/Partnership

Placements/Placement Cells

The animation industry is multi-faceted and requires various kinds of artists to suit in any full-fledged 2D /3D animated productions – such as pre-production artists, storyboarders, layout artists, scanner operators, modelers, texturers, light rendering professionals, riggers, character animators, matte painters, roto artists, compositors, and SFX artists which is just to name a few in a ever growing environment. The gaming industry has absorbed these animators for their creations, where they work side by side with game developers to achieve their visions. The game industry is now a multi-billion dollar marketplace that is searching for talent, trying to rival their competitors in new innovations.

Animation and Game Development has become a viable and mainstream career option today. For somebody looking to choose a suitable field, both offer a bright future. Today it is not also a great option to update one's skill-set if already employed in an alternate area but also for the professionals already working within the industry to add more knowledge about the latest technology, tools and techniques. Black Box Academy of Art and Technology ensures that students find a foothold into the industry through various internship programmes within the studios in Nepal and abroad.

E- Library

E-Library is a convenient and affordable online resource giving us easy access to a wide range of quality books. Our library will nurture a life-long love of reading for children and families. When we subscribe to e-Library, we open up a world of adventure, giving our children access to age-appropriate and fun-filled books including read-along books, audio books and e-books.

All parents want their children to learn, grow and thrive. E-Library aims to support families by putting a wide range of quality books within easy reach. We want to nurture a love of reading and a hunger for learning. Buying books in bookstores can be prohibitively expensive and access to public libraries is sometimes difficult, with public facilities often lacking stock of new and popular books. When it comes to books related to Animation it will be difficult to get the one. Thus, E-Library closes this gap and puts a world of top-quality books within easy and affordable reach online.