WHISTLING WOODS INTERNATIONAL
INSTITUTE OF FILM, COMMUNICATION & CREATIVE ARTS

RECRUITER'S HANDBOOK 2027

Animation & Game Design

HOME OF CREATORS



www.whistlingwoods.net

VISION & MISSION



VISION

To create a state-of-the-art institution that sets new standards of world-class education in film, communication and creative arts.

MISSION

Benchmarking quality, inspiring innovation, encouraging creativity & moulding minds, by leading from the front in the field of film, media and entertainment education.

EXCELLENCE IN CREATIVE & PERFORMING ARTS

AT THE 6TH FICCI HIGHER EDUCATION EXCELLENCE AWARDS 2019

5.5
ACRE CAMPUS

1400+
STUDENTS

4
SCHOOLS

Degree, Post-graduate & Diploma programmes offered in association with **The Tata Institute of Social Sciences (TISS)**

4000+ Alumni in Film & Media industry

WHISTLING WOODS INTERNATIONAL EMERGING MEDIA LAB

SONY
3rd Global **Sony Media Technology Center**

RED EDUCATION CAMPUS

FILMMAKING I CREATIVE ARTS

MEDIA COMMUNICATION & MANAGEMENT

PERFORMING ARTS I WWI EXTENSION

SUBHASH GHAI



Founder & Chairman,
Whistling Woods International

Chairman, Mukta Arts Limited

Member, Executive Committee,
Film & Television Producers Guild of India

Member, United Producers Forum

Education Evangelist

Karmaveer Chakra Recipient

Chairman, MESC

MESSAGE FROM
THE FOUNDER & CHAIRMAN

I have always believed that being reasonable was the shortest path to mediocrity. At Whistling Woods International, we strive & endeavour to give our students more. And then we expect more from them. It is also our goal to continue to expand our horizons and those of our students. Our students spend more time on campus, handle the most cutting-edge technology possible, complete numerous assignments, interact with many more industry professionals, and undertake far more practical work, than what is typically expected.

The students in this handbook have spent their time here doing what your studios do every day: building worlds, characters and experiences under real constraints. They have storyboarded and rigged, modelled and lit, designed levels and debugged them late into the night. They have pitched ideas, watched some fall apart in playtests, and come back with better ones. That loop of making, testing and remaking is, I believe, the most valuable thing we teach.

I have spent much of my time in the past 5 decades watching how quickly our industry's tools change. Real-time engines now power film, virtual production has blurred the line between set and screen, and AI is reshaping pipelines faster than any curriculum can be

rewritten. So we have tried to give these graduates something more lasting than fluency in a single software package. They have strong fundamentals in drawing, motion, storytelling and systems thinking, and the habit of picking up new tools quickly and judging them critically.

They have also learned to work the way studios work. Alongside peers from film, music and media, they have collaborated on shared projects, met deadlines, taken notes and delivered. Many will be able to contribute from their first sprint.

In these pages you will find a wide range of talent: animators, modellers, technical artists, game designers, narrative designers and producers in the making. I encourage you to look past the showreel to the thinking behind it, and to ask them how they solved problems. That is where their potential shows most clearly.

We are proud of this class, and grateful to the studios and partners who keep opening their doors to our students. I look forward to seeing what they build with you.

MEGHNA GHAI PURI

President,
Whistling Woods International



MESSAGE FROM THE PRESIDENT

BEYOND LIMITS
A Legacy of No Compromises: Meet the Creative Leaders of Tomorrow

Growth stops where the comfort of familiarity begins. Whistling Woods International (WWI) chose a different path, breaking boundaries to become one of the world's top-ranked institutes for Film, Communication and Creative Arts.

This journey began as a dream: to build a world-class institution in India dedicated to film and the creative arts. That dream took shape in 2006, when WWI opened its doors, and came to life in 2008, when our pioneer batch graduated. Since then, every graduating class has carried it forward, shaping industries and telling stories that inspire and transform. Their achievements, impact and growth remain the true measure of our success.

We invest wholeheartedly in helping our students take the journey from passion to education to employment to thriving careers. Our dedicated Academics and Student Services teams, together with WWI's extensive alumni network, makes the transition from education to employment seamless. For those ready to seize opportunities, WWI has long

been a steadfast bridge to internships and careers across the industry.

Today, more than 4,000 WWI alumni are making their mark across the globe. They are leaders and innovators in film and OTT production, animation, game development, advertising, design and digital media. They have collaborated with iconic brands, fashion designers, production houses, television channels and some of the world's largest corporations.

Watching them shape the creative and media industries brings us immense joy. Their successes are more than professional milestones. They affirm our belief that a dream is only the beginning, and that it becomes reality when we refuse to compromise and commit fully to it.

Where our alumni work

Our Media & Communication alumni are working at renowned organisations including Dharma Productions, Dharma Cornerstone Agency, Yash Raj Films, Red Chillies Entertainment, Roy Kapur Films, Vinod Chopra Films, Nadiadwala Grandson Entertainment, Prime Video, ZEE5, Zee Entertainment, Star India, BBC Worldwide, Endemol Shine, Saregama, Shemaroo Entertainment, PVR, Mukta A2 Cinemas, DNEG, Dentsu Creative, Madison, McCann, FCB Ulka, RK Swamy BBDO, Schbang, Creativeland Asia, Social Panga, Jio Creative Labs, Button Creative, Foxymoron, Please See, One Hand Clap, Condé Nast India, MSL Group, Adfactors PR, Weber Shandwick, Radio City, Collective Artists Network, The Viral Fever, Hungama Digital, Zomato, Blinkit, Myntra, Matrix, Matter, Tulsea, Fanizm, Universal Communications, Rootanian, Seventy EMG, Exceed Entertainment, OML Sports, Aazol, Disrptv and The Salt Inc. And this list grows every semester.

What our alumni have worked on

Our alumni have contributed to some of the most celebrated films of recent years, including *Dhurandhar, Chhaava, War 2, Stree 2, Laapataa Ladies, Mrs, Maaran, Jigra, Pathaan, Dunki, Rocky Aur Rani Kii Prem Kahaani, Gully Boy, Raazi, Bison* and *Baahubali 2: The Conclusion*, as well as international productions such as B*lack Panther, Avengers: Infinity War* and *Fast X*.

On the streaming front, they have worked on series such as *The Ba****ds of Bollywood, Panchayat, Heeramandi, Delhi Crime, Made in Heaven, Special Ops, Kota Factory, Gullak, The Night Manager, Rana Naidu, Four More Shots Please!* and *Sacred Games*, among many others.

From the studio to the runway: Fashion & Design

Our Fashion & Costume Design and Visual Communication Design students step into the industry well before they graduate. Through internships with leading designers and studios such as **House of Masaba; House of Anita Dongre; Manish Malhotra; Kunal Rawal; Abu Sandeep Pvt Ltd; Falguni Shane Peacock; Papa Don't Preach; House of Rohit Doshi; Gaurang Shah; Neeta Lulla; Torani** fashion and lifestyle brands such as **Westside; Zudio; Shoppers Stop; The Souled Store; Pernia's Pop Up; Aza Fashions; Aditya Birla Liva; Style Union; Freakins; Spykar; Levi's; Siyaram's; Raymond; Jade** and the costume departments of major film and OTT productions, they learn to translate creative vision into work that meets real-world standards of quality and timelines.

Our graduates have gone on to build careers as costume designers and stylists for film, television and advertising, as designers with fashion labels and retail brands, and as visual designers, brand identity specialists and UI/UX designers with agencies, studios and digital companies such as **Godrej Consumer Goods Pvt Ltd; Performics (Publicis Group Co); BC Webwise; Pallavi Nopany Company; Grey Space Studio; BookMyShow Live; GEP Worldwide**; Many have also launched labels and studios of their own, carrying WWI's spirit of no compromises into their own ventures.

Talent built for your teams

At WWI, we are deeply committed to a transformative approach to learning and teaching, one that cultivates talent and builds enduring relationships with industry leaders. Through active collaboration with leading Media & Entertainment companies across India, we ensure our students are ready to thrive in competitive fields, from film production to digital marketing.

Our graduates bring specialised skills in their chosen disciplines:

- **Filmmaking:** Cinematography, Direction, Editing, Producing, Production Design, Screenwriting, Sound Design, and VFX & Virtual Production
- **Creative Arts:** Animation, Game Design, Fashion & Costume Design, and Visual Communication Design
- **Performing Arts:** Acting, Music Production and Composition
- **Media Management:** PR, Advertising, Journalism, Event Management, and Sports & Esports Management

Beyond their specialisation, every WWI student receives a cross-disciplinary foundation, giving them a holistic understanding of the entire industry landscape. We also introduce

our students to emerging AI tools, not as a substitute for their own creativity, but so they can discern how best to use them, always upholding the highest ethical standards.

An invitation

I am exceptionally proud of our graduates, and I am confident you will find in them the same promise, skill, dedication and positive attitude that we see every day at WWI. Their journey reflects what professional, long-term training can do for creative potential. As you review this handbook, I hope you and your HR team will feel inspired to reach out, engage with our students and welcome them into your organisation. I am certain you will be as impressed with them as we are.

RAHUL PURI

Director - Academics,
Whistling Woods International



MESSAGE FROM
THE DIRECTOR - ACADEMICS

What makes the School of Animation & Game Design at Whistling Woods International different?

The answer goes beyond technical proficiency. Our goal is to develop **artists, designers, storytellers and problem-solvers who can thrive in the rapidly evolving animation and gaming industries**.

Our programmes combine a strong foundation in **animation principles, visual storytelling, character and world design, 2D and 3D animation, VFX, game art** and **game design** with extensive opportunities to apply that knowledge through projects, collaborations, internships and live industry engagements.

We believe students need to understand not simply how to use software and technology, but **why creative decisions are made and how ideas become compelling visual experiences**.

Animation and Game Design in a wider creative ecosystem

Animation and games increasingly sit at the intersection of film, OTT, advertising, gaming, immersive media, visual effects and emerging digital platforms. At WWI, students are immersed in this larger Media & Entertainment ecosystem and learn to see opportunities across disciplines and formats.

One of our greatest advantages is the opportunity to collaborate with students and faculty from **film, filmmaking, media and communication, music, acting, fashion, visual communication** and **design**. This creates an environment where students can experience the realities of professional creative production — where great work is rarely created in isolation.

Technology is transforming the industry at extraordinary speed. Alongside the fundamentals of animation and game design, our students engage with **AI, Virtual Production, VR, AR** and **other emerging technologies**, while developing the critical thinking needed to understand where these tools add value and where their own creative judgement matters most.

Learning by making

Our faculty brings together experienced industry practitioners and educators. Learning happens through studio practice, workshops, masterclasses, guest interactions, industry visits, screenings and collaborative projects.

Most importantly, students **make, receive feedback, refine** and make again. This iterative process is central to developing professionals who can work to industry standards while continuing to find their own creative voice.

We also place considerable emphasis on **portfolio development**. Students graduate with more than a qualification: they leave with work that demonstrates their artistic ability, technical skills, design thinking, problem-solving and capacity to collaborate in a professional environment.

The animation and game industries are changing rapidly. The professionals who succeed will be those who combine technical capability with **imagination, curiosity, communication, collaboration and the ability to continually learn**.

We have a particularly strong group of students this year. They bring together talent, technical ability, curiosity and a genuine desire to create. I encourage you and your organisation to look closely at their work and consider them for opportunities within your teams.

I am confident that our graduates have the **skills, imagination, discipline** and **adaptability** to make a meaningful contribution to the animation, gaming and wider creative industries — and to continue growing with them.

CHAITANYA CHINCHLIKAR

Vice President & CTO,
Whistling Woods International



MESSAGE FROM
THE VICE PRESIDENT & CTO

We empower our students with the art & craft, equip them with the skills needed to work on the latest technology in the field and enable them to never ignore the creative nor commercial aspects of the Film, Media, Creative & Performing Arts Industries.

We also ensure that they explore verticals of the M&E industry by being ahead of the curve. It was this philosophy which led us to start India's first long-form full-time animation program in 2006. That 2-year program that was blended with our filmmaking program back then has been the seed for our expanded 4-year Animation & Game Design program offered today, which includes specialisations in 2D Animation, 3D Animation, Stop Motion Animation, multi-disciplinary Animation, Game Design, Game Art & Game Mechanics.

This intensive approach leads to a situation, as many of our alumni have told us, where our students themselves do not know how much ahead they are of the curve when they start working in the industry. When presented with creative, technical or commercial challenges in their jobs, most often our alumni end up being able to tackle these problems in a manner way beyond their age, experience or job description. And this aspect creates a win-

win situation which while giving them rapid upward mobility in the industry, also enables their employers to deliver work that exceeds expectations, both qualitatively & quantitatively. The most commonly heard phrase from recent alumni when they meet me again during Alumni Day events is that "We ourselves didn't know that we knew so much more than what the industry expected us to know."

This impact has been achieved through the creation of a stellar faculty body – both knowledgeable & progressive, multiple technology-led development labs on campus, and a strong connect with the commercial M&E industry.

When highly successful animation & game design professionals interact with students on a weekly basis, sharing their decades of experience into the students eager-to-learn minds, it rounds off the students' education with real-world industry knowledge that truly opens up their minds on the professional & commercial aspects of the industry.

This Whistling Woods alumni cohort represents the next generation of Animation & Game Design professionals. I heartily welcome all of you to engage & interact with them.

FACULTY

DEPARTMENTAL HOD AND CORE FACULTY

Vivek Nag: HOD, Animation

Jaydev Dhakan: HOD, Game Design

Yogesh Gaikwad: Faculty, 3D

Tanay Vaibhav: Faculty, 3D

Jasbinder Singh: Faculty, 2D

Manish Kaushal: Faculty, 2D

Simran Tapadia: Faculty, Previsualization

Ahona Banerjee: Faculty, Game Design

Aniruddh Chavan: Faculty, Game Design

Kshitiz Sharma: HOD, VFX; Faculty, 3D

Aditya Thakkar: Faculty, Sound Design

Anuj Bhatt: Faculty, Cultural Studies

DEPARTMENTAL HODs

Abhijit Mazumdar: HOD, Direction

Anjum Rajabali: HOD, Screenwriting

Anuradha Bhatia: HOD, Student Productions

Ashwini Kaul: HOD, Cinematography

Jewellyn Alvares: HOD, Fashion & Costume Design

Kshitiz Sharma: HOD, VFX

Milindo Taid: HOD, Visual Communication & Design

Arvind Pandey: HOD, Actors Studio

Prashant Naik: HOD, Editing

Rabiya Nazki: HOD, Producing

Rakesh Ranjan: HOD, Sound Recording & Design

Sabyasachi Bose: HOD, Production Design

VISITING FACULTY

Abhijeet Kini: Faculty, Comic

Shantanu Mishra: Faculty - Handsurface, Modeling

Rohan Kanwar: Faculty, Acting for Animators

Bajro Dutta: Japanese Art Jury

Arpita Chikodikar: Faculty, Substance Painter

Anay Kharade: Faculty, Game Design

Prosenjit Ganguly: Faculty, 2D

Dhimant Vyas: Faculty, Stop Motion

Prasanna Gandre: Faculty, 2D FX

Mrityunjay Varun: Faculty, Anatomy

Shashank Dalvi: Faculty, Concept Art

Aman Gupta: Faculty, Stop Motion

ACADEMIC ADVISORY BOARD

A. R. Rahman
Grammy & Academy Award-winning Indian Musician & Composer

Ajimon Francis
Managing Director, Brand Finance India

Alka Nishar
Owner, Aza

Ambika Anand
Anchor & Fashion Consultant

Amit Doshi
Founder, IVM Podcasts

Anil Singh
Managing Director, Procam International

Anish Mulani
Co-Founder & CEO, Fractal Picture
Co-Founder, BabyG App

Anita Dongre
Fashion Designer & Founder,
House of Anita Dongre Private Ltd.

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Founder Director, Anjan Mitra & Associates

Anjana Sharma
Co- Founder, The Good Life Goa

Anna Bredmeyer
International Brands Consultant

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Himalaya Publishing House Pvt. Ltd.

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BW Businessworld Media Group

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Solutions Architect, Epic Games

Arvind Singhal
Chairman, Technopak Advisors

Ashish Kulkarni
Founder, Punnaryug Artvision Pvt. Ltd.

Ashutosh Gowariker
Filmmaker

Ashvini Yardi
Film Producer; Founder, Grazing Goat Pictures;
Founder, Viniyard Films

Atul Pande
Chairman, Sports and Live Media Entertainment

Brian Tellis
Director, Fountainhead Promotions & Events

Chiraag Paul
Founder & CEO, Proem Sports Analytics

Chris Bobotis
Director - Immersive, Adobe

Daniel Dubiecki
Academy Award Nominated Film Producer;
Founder & CEO, The Allegiance Theater

Deepa Gahlot
Journalist, Film Critic, Author

Deepak Jayaram
Co-Founder & Chief Marketing Officer, Frenzi

Derek Wyatt
Former Member of Parliament, UK

Dhiraj Malhotra
CEO, Washington Freedom

Dhunji S. Wadia
Founder, Shift Axis

Dilip Cherian
Principal Protagonist and Litigation Landscaper

Dr. Ela Dedhia
Head, Department of Textiles and Fashion Technology,
Nirmala Niketan College of Home Science

Dr. Jabbar Patel
Filmmaker

Dr. Raj Kanodia
Healthcare Professional

Farid Bawa
Head of Design, 180 Global

Farzana Dohadwala
Executive Chairperson, Crimson Schools

Feroza Dalal
Founder & Proprietor, Feroza Dalal Consultancy

Francis Joseph
Chief Executive Officer, Adani GEMS Education

Gaurav Bahal
Co-Founder, Sportzworkz

Gaurav Mehta
Co-Founder, Quidich Innovation Labs

Gautam Kalra
Fashion Stylist/Costume Designer

Geeta Castelino
Head CSR, Welingkar Institute of Management Research & Development;
Consultant - Design & Fashion Education

Graham Sack
Filmmaker & Actor; Founder, Chronotope Films

Gulzar
Poet

Harindra Singh
Chairman & Managing Director, Percept India

Hema Malini
Actor

Hemant Trivedi
Fashion Designer

Himanshu Raj
Vice President - Communications, Juniper Green Energy & Experion Developers

Hrishikesh Shende
SVP - Strategy, Acquisitions & Partnerships, JioHotstar

Javed Akhtar
Screenwriter & Lyricist

Jiggy George
Founder & CEO, Dream Theatre Pvt. Ltd.; Founding Partner, Mojostar

Joan Vogelesang
Management Consultant, Joan Vogelesang.

Josy Paul
Chairman & Chief Creative Officer, BBDO India

K. V. Sridhar
Co-Founder, Nativepur

Kamlesh Pandey
Screenwriter

Kanwal Rekhi
Managing Director, Inventus Capital Partners

Karan Johar
Filmmaker

Keitan Yadav
Chief Operation Officer & VFX Producer, Red Chillies VFX

Kishore Taid
Co-Founder & CEO, enJogo

Krishna Mehta
Creative Director, Krishna Mehta (Fashion Brand)

Kushal Das
General Secretary, All India Football Federation (AIFF)

Lajwanti D'Souza
Founder & Director, Eshtory Mediaworks

Lewis Smithingham
Director of Creative Solutions, Media.Monks

Lord David Puttnam
Academy Award Winning Producer

Mahesh Bhatt
Filmmaker

Mahesh Shetty
Head - Network Sales, Viacom 18

Manish Agarwal
Elder Council Member, Kratos Gaming Network (KGeN)

Manish Mandhana
CEO, Mandhana Retail Ventures Limited & Being Human

Manmohan Shetty
Founder, Adlabs Films Ltd.; Board of Directors, WWI, Filmmaker

Martin Da Costa
CEO & Founder, SEVENTY Event Media Group

Meher Castelino
Fashion Journalist & Consultant

Melroy D'souza
COO, Professional Management Group

Merzin Tavaria
Co-Founder & President - Global Production & Operations, DNEG

Naseeruddin Shah
Actor

Neeraj Roy
Founder & CEO, Hungama Digital Media Entertainment Pvt. Ltd.

Neeta Lulla
Chief Mentor, WWI Fashion Design; Costume Designer & Fashion Couturière, House of Neeta Lulla; Award-winning Fashion Designer

Neha Kandalgaonkar
Head - Media & Public Relations, Procam International

Nelson Jaffery
Design Head, Birla Cellulose

Nikhil Bhardwaj
Co-Owner, Kerala Blasters Football Club

Nina Sabnani
Consultant, Centre of Excellence,
Srishti Manipal Institute of Art, Design and Technology,
Adjunct Professor, UPES School of Design

Omung Kumar
Filmmaker & Production Designer

Padma Shri Kumar Ketkar
Veteran Journalist & Writer; Chief Editor, Dainik Divya Marathi

Padma Shri Lord Bhikhu Parekh
Political Theorist & Labour Member of the House of Lords, UK

Pallavi Jaikishan
Founder, Paraphernalia

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Co- Founder, Support4AfricaSMEs;
Co-Founder & Board Director, TheAfricanFund;
Board of Directors, Track Your Build Holdings Limited

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Founder, Genesis Film Production Pvt. Ltd.;
Founder & Chairman, Prahlad Kakkar School of Branding & Entrepreneurship;
Film Director

Prof. Sudhakar Nadkarni
Dean - Business Design, Welingkar Institute of Management Development & Research

Quentin Staes-Polet
Chief Executive Officer, FRVR Limited

R. K. Chand
Executive Director - Creative Production & Services, The Mill

Rahul Mehta
President, Clothing Manufacturing Association of India & Managing Director, Creative Garments Pvt. Ltd.

Rahul Nanda
Film Publicity Designer

Rajeev Jain
Founder & Director, Rashi Entertainment

Rajesh Kejriwal
Founder & CEO, Kyoorius Group

Rakesh Rajendran
Co-Founder, GainAccess Sports & Entertainment

Rakeysh Omprakash Mehra
Filmmaker

Ramesh Sippy
Filmmaker

Ranjit Barot
Music Director

Ravi Deshpande
Founder & Chairman, Whyness

Ravindra Velhal
Global Content Technology & Policy Strategist, Intel VR

Remus D'cruz
Global Head Marketing - Sports & Community Engagement, APOLLO TYRES

Roland Landers
CEO, All India Gaming Federation

Ronnie Screwvala
Co-Founder & Chairman, upGrad.com;
Founder, Swades Foundation & Unilazer Ventures

Roshan Abbas
Founder, Kommune India

Rouble Nagi
Founder, Rouble Nagi Design Studio & Rouble Nagi Art Foundation

Sai Srinivas Kiran G
Co-founder, Mobile Premier League (MPL)

Sairam Saigaraju
Co-founder, Meraki VR

Saket Dhankar
Founder, Haus & Kinder

Salim Arif
Director, Writer & Theatre Personality;
HOD - Culture Studies, Whistling Woods International

Sambit Bal
Editor-in-chief, ESPNcricinfo

Sameer Mutreja
Director & Co-Founder, STCH Integrated Marketing Solution Pvt. Ltd.

Sameer Tobaccowala
CEO, Shobiz Experiential Communications Pvt. Ltd.

Samit Garg
Owner, E Factor Experiences Limited,
Member at World Experience Council

Sandeep Bamzai
Editor-in-chief, Indo-Asian News Service

Sandy Climan
American Film Producer;
Founder & CEO, Entertainment Media Ventures, Inc.;
Co-Founder The Hacking Games

Sangeeta Shankar
Independent Music Professional,
Founder & Director, Sharangadev School of Music & Culture

Sanjeev Sharma
Wanderer - Seeker - Learner

Sanjoy Roy
Managing Director, Teamwork Films

Sathya Saran
Author, Consulting Editor, Journalist

Sethunath Padmanabhan
Director, Aliagroup

Shabana Azmi
Actor

Shelley Page
Key Talent & Artist Liaison, Locksmith Animation

Shiamak Dawar
Choreographer

Shilpa Chavan
Founder, Little Shilpa

Shiv Burman
Founder, Burman Sports LLP

Shivank Kapoor
Fashion & Costume Designer

Shubh Malhotra
Co-founder, Mobile Premier League (MPL)

Sir Martin Sorrell
Co-Founder, S4S Ventures

Smita Thackeray
Producer

Sohaya Mishra
Founder, Chola

Sowmya Iyer
Founder & CEO, DViO Digital

Subhash Awchat
Indian Artist & Author

Sukant Panigrahy
Production Designer & Art Director

Sukanti Ghosh
President - Global Policy and Communications,
Chairman's office, Vedanta Resources Plc

Sunil Lulla
Executive Vice Chairman & MD
(Eros International Media Ltd.)

Sunil Thankamushy
Game Director, Magical I Am

Swaroop Sampat
Actor

Thomas Abraham
Co-founder & Editorial Director,
Sportz Network

Tony D'Silva
Managing Partner & Business Consulting,
Azendor Consulting Pvt. Ltd.

Tuhin Mishra
Managing Director & Co-founder,
Baseline Ventures

Vaibhav Kumaresh
Animation Filmmaker;
Founder & Creative Director, Vaibhav Studios

Vinit Karnik
Managing Director GroupM Media India Pvt. Ltd.

Vipin Nambiar
Founder, EMURGE

Vivek Bahl
Former Chief Creative Director,
Sony Entertainment Television

Vivek Bhargava
Co-founder, Profitwheel

Vivek Singh
Joint Managing Director,
Procam International Private Limited

Zain Memon
Co-Founder, Memesys Culture Lab;
Founder Memesys Games

Zubin Driver
CEO, Pundalik

GOVERNING COUNCIL

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Chairman, Mahindra Group

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Partner, DM Harish & Co.

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President, IIT Alumni Centre, Bengaluru

Kiran Karnik
Former President, NASSCOM

Pradip Shah
Chairman, IndAsia Fund Advisors Pvt. Ltd.

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Founder & Chairman,
The Chatterjee Group (TCG)

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Academy Award Nominated Film Producer;
Founder & CEO, The Allegiance Theater

Derek Wyatt
Former Member of Parliament, UK

Dr. Deepak Chopra
Founder, The Chopra Foundation

Dr. Raj Kanodia
Healthcare Professional

Graham Sack
Screenwriter, Director & Actor; Founder,
Chronotope Films

Joan Vogelesang
Managing Consultant & Former President
& CEO, Toon Boom Animation Inc.

Kanwal Rekhi
Managing Director,
Inventus Capital Partners

Lord David Puttnam
Academy Award Winning Producer

Padma Shri Lord Bhiku Parekh
Political Theorist & Labour Member
of the House of Lords, UK

Parminder Vir (OBE)
Co- Founder, Support4AfricaSMEs;
Film Producer & Former CEO,
Tony Elumelu Foundation (TEF)

Sandy Climan
American Film Producer;
Founder & President,
Entertainment Media Ventures, Inc.;
Senior Advisor, Lazard Global
Communications, Media & Tech. Group

Shelley Page
Head of International Outreach,
DreamWorks Animation

Sir Martin Sorrell
Executive Chairman, S4 Capital Group;
Senior Monk, MediaMonks

Sunil Thankamushy
Game Director, Magical I Am

Trevor Griffiths
Dramatist & Photographer,
UK & Director, Trevor Griffiths

EXPERIENCE EXCELLENCE WITH OUR STATE-OF-THE-ART FACILITIES & RESOURCES

Experience Excellence with Our State-of-the-Art Facilities and Resources

Our campus serves as an ideal learning environment for students. Equipped with top-of-the-line equipment, each area is well-maintained to make sure students soak up every bit of academic and tactical knowledge in the curriculum.











- Auditorium - 250 seater theatre with 4K DCP projector & Dolby DS sound
- Shooting Studio - 40' x 60' Studio, 30' height, with motorised lighting grid
- Shooting Studio - 40' x 60' Studio, 30' height, with catwalks
- Shooting Studio - 33' x 64' multi-purpose studio, with catwalks
- SONY Cameras – Sony VENICE & Burano Cameras
- SONY Cameras – Sony FX9, FX6, FX3, Fx30
- SONY Cameras – FS7, FS5, A7S, A7SII, A7SIII
- RED Cameras – Red Weapon Helium 8k
- RED Cameras – Red Epic W Helium 8k
- Cooke Prime Lenses
- Zeiss CP3 Lenses
- Sony G-Master Lenses
- iPhones for mobile filmmaking
- VFX Lab - with Maya, Nuke, PF Track, Particle Illusion, Boujou, Silhouette, Real Flow, PT Gui, Mocha Pro & the full Adobe suite of apps.
- Editing - 3 specialised Edit Labs
- Editing - 12 HD Edit Suites
- 3 Music Recording Studios
- Dolby Digital Surround Mix Studio
- 5 DAW Suites

- 1 ADR Suite
- Location sound recording equipment
- Audio - Pro Tools lab
- On Set Virtual Production Studio – green box studio with camera tracking, dynamic lighting control, unreal integration, ultimate keyer and object-camera-motion tracking
- Qualisys Motion Capture Sensors
- Indigenously created marker-less motion-capture workflow
- Photogrammetry Capture Hardware & Software workflow
- Insta360Pro2 6K 360 VR camera system
- Sennheiser Ambeo 360 Ambisonic Recording Mic
- Zoom 360 Ambisonic Recording Mic
- 360 Spatial Sound mixing with Sennheiser Dear VR
- 6 Multipurpose Computer Labs – for Film, Design, Media & Fashion Students
- 2D Animation - with light tables, Photoshop, ToonBoom and Flash
- 3D Animation - with Maya, Z-Brush
- Fashion – Apparel Construction room with multi-varied sewing machines
- Fashion – Pattern Making and Cutting Room
- Fashion – Grooming and Draping Room
- Music Production & Composition rooms - 3 rooms with digital pianos, MIDI Controllers & music instruments
- 40 Classrooms - acoustically panelled with projection & audio systems
- 3 Foundation lecture halls
- 9 Workshop rooms
- 5 Acting & Dance/Yoga studios
- Theatrical make-up & costume rooms
- Prop & Costume storage
- Film, Text & Periodical library
- Gymnasium
- Cafeteria

POWERING THE MEDIA INDUSTRY WITH INNOVATION & TECHNOLOGY

2006

- Producing - Introduced India's first program for Producers
- Animation - Started India's first long-term full-time program in Animation

2007

- Started India's first steps towards Digital Cinematography through a partnership with Sony and by including Digital Cinematography into our curriculum

2008

- WWI launches India's 1st MBA in Media & Entertainment, in partnership with Manipal University

2010

- Rated amongst the Ten Best Film schools in the world by The Hollywood Reporter
- Wrote India's 1st High School curriculum in Media Studies for Grade XI & XII, created for the CBSE Board
- WWI was accepted (in just its 4th year) as a full member of CILECT (Centre International de Liaison des Ecoles de Cinéma et de Télévision) – an elite premium global association of film schools

2011

- Sony extends its partnership with WWI to set up the Sony Media Technology Centre – with 4k Cinematography & 3D Stereoscopic Filmmaking for the first time in India

2015

- WWI signs agreement with TISS to announce BA/BSc/BBA degrees. Launches India's first Under Graduate applied-arts degrees in Filmmaking, Acting & Music
- WWI & FoxConn partner to set up the FoxConn Media Lab
- Google partners with WWI to set up the YouTube Space & YouTube Educator Lab on the WWI Mumbai campus
- WWI starts teaching "Content Creation, Audience Development & Monetisation for Digital Platforms", with a curriculum developed by Google (YouTube)

2016

- January - WWI becomes a REDEducation Partner

2017

- August - The WWI VR Lab is setup to pursue Cinematic VR as the 4th content platform

2018

- February - Reliance Jio partners with WWI to set up the Whistling Woods Jio VR Lab to create India's first generation of Cinematic VR filmmakers
- WWI undertakes its first full-4K-pipeline student film production
- Introduced 8k Cinematography in association with RED
- November - WWI hosts the CILECT World Congress, first time it has ever happened in India

2019

- WWI VR Lab shoots the Kumbh Mela 2019 in VR
- April - Vice President of Whistling Woods presents at NAB on the Indian M&E Industry
- September - Vice President of Whistling Woods speaks at IBC on Indian M&E industry as well as the VR Lab
- November - WWI VR Lab conducts a detailed workshop on Cinematic VR at IFFI 2019
- WWI & Apple team up to introduce 'Shot on iPhone' workflow

2020

- March - WWI hosts the SMPTE Standards meet, first time it has ever happened in India
- Starts teaching India's 1st course in Cinematic VR – fiction & non-fiction content creation in 360
- August - WWI invited to join the global VRARA – Virtual Reality / Augmented Reality Association. WWI VP & CTO becomes co-leader of Cinematic VR Community of Practice for APAC
- December - WWI signs affiliation agreement with Rajiv Gandhi National Institute for Youth Development – a central university and India's first Institute of National Importance. Offers India's first Masters programmes in Filmmaking with several specialisations

2021

- January - WWI VP invited to join Global board of Governors of the SMPTE
- June - SMPTE's OSVP RIS launches with WWI as Co-leader for Education

2022

- April – Whistling Woods Vice President invited to join the National AVGC Task Force
- July – WWI incorporates Virtual Production as an academic elective in the Filmmaking UG Program. First Indian institute to do so
- July – WWI BBA & MBA programmes are India's first UG/PG degree programs to include Sports & E Sports Operations & Management in them
- July – Started teaching classes for the Delhi Schools of Specialised Education in 4 schools for the Film, Media & Acting vertical

2023

- April - WWI joins Adobe's Beta program rollouts for Frame IO Camera-to-Cloud and Text-based Editing
- April - Intel increases its participation in the WWI Emerging Media Lab, by seeding a prototype workstation uniquely structured for 8K streaming
- October - A Metadata Transfer Protocol developed by WWI Emerging Media senior faculty is presented at SMPTE MTS2023. First new product technical paper to be presented from India ever at SMPTE MTS. Currently at pre-patent. Peer review process underway
- December - SMTC gets its 2nd big upgrade with the full Sony Cinema Line of cameras and India's first IP-based network for broadcasting

2024

- July – Whistling Woods becomes 1 out of only 12 locations across the world to live-stream the 2024 Paris Olympics in 8k, through its partnership with Intel and through the deployment of a revolutionary pioneering new codec (H.266 / VVC Coding)
- September - Meghna Ghai Puri, President of Whistling Woods International, is accepted as a member of the esteemed International Academy of Television Arts & Sciences (EMMY)
- October - Chaitanya Chinchlikar, Vice President & CTO at WWI, awarded SMPTE Excellence in Education Medal 2024

2025

- January - Whistling Woods starts including AI for M&E courses into its curriculum
- June - Chaitanya Chinchlikar, Whistling Woods' Vice President & CTO, was invited to become a member of the Academy of Motion Picture Arts & Sciences in the Production & Technology branch
- September - IIM Mumbai & Whistling Woods partner to launch India's first IIM MBA in M&E programme

2026

- June - WWI & Invideo partner to set up the Whistling Woods – Invideo AI Lab
- September - WWI wins Best Global Alliance Partner Award at the IAMT Impact Awards 2026 (Broadcast Asia) — for partnerships and impact.

MASTERCLASSES

Whistling Woods International believes in giving hands-on knowledge to its students. Besides having faculty with profound industry experience, the institute organises masterclasses and invites industry experts from the Animation and Game Design industry regularly.

These industry experts have expertise in areas of Animation and Game Design.

Eminent personalities like, **Vaibhav Chavan; Kailash Parmar; Vaibhav Kumaresh; Tony Singh; Shivangi Ranawat; Mehul Hirani; Sanket Nerlikar** and many more have come and interacted with the students and answered their questions about the respective subjects. Besides interaction with students, they also shared interesting snippets of their experience in the industry and in a way have given out tips on how they can make a career in the creative industry and the key qualities needed to excel in the industry and see themselves as an accomplished professionals in the approaching years.

As an institute of international standards, we ensure that our curriculum combines theoretical, practical and industry interface for the students. Through the masterclasses, students gain immensely from the practical exposure extended by the industry stalwarts. With every masterclass, students leave with a richer experience and important insights of what is needed to excel in a particular job or role.

Dhimant Vyas
IDC IIT

Kailash Parmar
Ubisoft India

Mehul Hirani
Studio Vsync

Sanket Nerlikar
Industrial Light and Magic

Shivangi Ranawat
Ekabhuya Studios

Srinivasan Veeraraghavan
Dot9 Games

Vaibhav Chavan
Underdog games

Vaibhav Kumaresh, Tony Singh
Vaibhav Studios

TRAINEE PARTICIPATIONS & INITIATIVES

ANIMELA: INTERNATIONAL ANIMATION, VFX, GAMING, COMICS & XR FESTIVAL

AniMela is a one-of-a-kind AVGC-XR festival in India, supported by the prestigious Annecy International Animation Film Festival, France, and spearheaded by leading Indian and French animation and media professionals. Having successfully completed three editions, AniMela has established itself as a platform that brings international animation cinema to Indian audiences while creating opportunities for Indian animators to connect with the global industry. Since its inception, students from the School of Animation and Game Design at Whistling Woods International have been actively involved as volunteers, taking on key responsibilities in the planning and on-ground execution of the festival. This association offers students invaluable exposure to international filmmakers, industry leaders and creative professionals, alongside firsthand experience in festival operations and management. The third edition of AniMela was hosted entirely on the Whistling Woods International campus, further enriching this immersive learning experience. The School looks forward to strengthening this association in the years ahead, continuing to bridge academic learning with meaningful industry engagement.

COMIC CON MUMBAI

Since 2017, the School of Animation and Game Design at Whistling Woods International has regularly participated in Comic Con Mumbai, providing students with a unique platform to showcase their original comic books and graphic novels to a wider audience. Through dedicated exhibition stalls, students showcase works that they have developed entirely from scratch, taking complete ownership of the creative and production process, from conceptualisation, storytelling and illustration to layout, formatting and printing. By engaging directly with printing professionals, students gain practical insights into the technical intricacies of publishing comics and graphic novels. Their involvement extends beyond creation and production, as they also manage the stall, interact with visitors, present their work to prospective readers and receive immediate feedback from their audience. This end-to-end experience offers students an invaluable understanding of the creative, technical and commercial dimensions of comic book publishing, bridging the gap between developing an original idea and bringing a finished product to the market.

DESIGN CONCLAVE

Design Conclave is the flagship annual exhibition of the School of Creative Arts at Whistling Woods International, bringing together the School of Animation and Game Design, School of Visual Communication Design and School of Fashion Design to celebrate student creativity, innovation and artistic excellence. Held over two days on the Whistling Woods International campus, the Conclave serves as a platform for students to showcase their work developed throughout the academic year to industry professionals, creative practitioners and invited guests. Beyond the exhibition, the event features masterclasses, workshops and interactive sessions, offering students opportunities to receive direct feedback on their work, gain industry insights and explore future professional possibilities. What makes Design Conclave particularly significant is its student-led approach, with students taking ownership of the event's creative identity, spatial planning, guest engagement and overall execution. The exhibition itself is thoughtfully curated through collaboration between students and faculty members, ensuring that the diversity and quality of student work are effectively represented. Each successive edition challenges students to raise the bar, making Design Conclave not just a celebration of their creative achievements, but also an invaluable exercise in collaboration, leadership, exhibition design and professional engagement.

GAMING CON AND IGDC

At Whistling Woods International's Game Design Department, we believe the best way to learn how to make games is by making games. This philosophy extends beyond the classroom, encouraging students to take their creations out into the world and experience what it means to develop games for real players.

Showcasing student games at prestigious events such as **GamingCon and the India Game Developer Conference (IGDC)** is an important part of this approach. These platforms offer students the opportunity to put their work in front of players, connect with fellow developers, and engage with the wider game development community.

Presenting a game to an audience goes beyond demonstrating a finished project. Students get to observe how people interact with their games, gather feedback, discover what works and what doesn't, and learn to communicate their creative decisions. They also gain valuable exposure to the realities of game development outside an academic environment.

At the heart of the department's pedagogy is the belief that game designers must learn by doing. Students are encouraged to experiment, collaborate, build playable prototypes, and take ownership of their ideas throughout the development process. Opportunities like GamingCon and IGDC bring this learning full circle, connecting classroom experiences with the people and communities that make up the industry.

By putting student-developed games in front of real audiences, Whistling Woods International aims to nurture not just graduates who understand game development, but aspiring developers who have already experienced the excitement, challenges, and rewards of making games.

ALUMNI SPEAK - RECENT GRADUATES

"

ABHISHEK BANERJEE - PROXI VIRTUAL PRODUCTION ON RANVEER SINGH'S FILM - PRALAY AS UNREAL CINEMATIC LEAD, MUMBAI

Whistling Woods International has been such an amazing experience for me both academically and professionally. Being able to learn and collaborate with people from different fields helped me in getting prepared for the industry. Also, the hands-on experience with cutting edge technology is something only WWI can provide for students which has helped me immensely to grow and be confident with what the industry demands. Despite the pandemic, the faculty was very co-operative in helping me learn and are very friendly and supportive in nature. Also, the placement cell has been very active in looking for opportunities for students to get a better start.

"

"

AKSHAT SINHA - CO-FOUNDER & GAME DIRECTOR, KALP
& VISITING FACULTY, NATIONAL INSTITUTE OF DESIGN, AHMEDABAD

I am currently working as an educator and a freelance game developer in Norwich, UK. My bachelor's degree from Whistling Woods gave me a platform to experiment with my craft quite a bit. The project-based semesters helped me explore some very unique and innovative game development techniques.

Having worked in multiple studios in the UK, Netherlands, and India, I got to use my experience in creating games and other media at WWI very effectively. I was not limited to just development, but I got to explore different facets of games like design, art, and sound as well.

Having a holistic approach towards education in Animation and Games at WWI prepared me for multiple types of media outside of what I specialized in, such as filmmaking, editing, graphic design, and motion graphics as well. I am always very thankful to WWI for giving me a platform where I was able to become the multifaceted game developer, I am today.

"

APOORVA ARUN - ANIMATOR, SAFFRONIC (TECH MAHINDRA), BANGALORE

I am grateful for my time at Whistling Woods International (WWI).

It helped me to lead a fulfilling career in a multinational corporation (MNC). I am delighted to be a part of an MNC, where I am thriving and finding fulfilment in my work. This achievement would not have been possible without the support of WWI and its dedicated faculty members. I am truly grateful for the opportunities provided by WWI, which have paved the way for my professional success and happiness.

Additionally, the Placement Cell at WWI played a crucial role in preparing me for the professional world, a great start in the industry.

BAJRO DUTTA - PRODUCER, RUSK MEDIA, MUMBAI

Whistling Woods International has been the cornerstone of my journey in the Art Industry. The guidance and mentorship provided by the faculty were instrumental in honing my skills and nurturing my creative vision. The hands-on approach to learning equipped me with practical knowledge that seamlessly transitioned into real-world success.

BHUVNESH KALE - CONCEPT ARTIST & PRODUCTION ASSISTANT, DNEG

I express profound gratitude to Whistling Woods International and its outstanding faculty for the transformative education I received. Their invaluable support and guidance were essential in navigating the job market. The assignments were pivotal in ensuring preparedness for the industry. The Discord server and active alumni community provided additional industry connections and opportunities. Thank you, WWI, for moulding me into a capable professional.

PRANESH SUVVARI - JR DIRECTOR ASSISTANT FOR RAMAYANA, DNEG, MUMBAI

I express my sincere gratitude to the esteemed faculty members of WWI, Vivek Nag and Jasbinder Singh, for their invaluable guidance, unwavering support, and insightful feedback, which have greatly contributed to my personal and professional growth. Additionally, I am immensely thankful for the enriching work environment and the encouragement from my peers, which have continuously motivated me to strive for excellence. Special appreciation goes to our HOD Vivek sir for providing me with the opportunity to work on an entire feature film during the semester, an experience that not only enhanced my skills but also provided me with invaluable insights into the real-world industry dynamics.

This pivotal decision not only accelerated my growth but also helped me uncover my true passion. I am profoundly grateful to WWI for equipping me with a strong network and a prestigious degree, empowering me to advance swiftly in the industry.

SHANTANIK BAPAT - DOING HIS MASTERS FROM SHEFFIELD HALLAM UNIVERSITY

I am glad to express my satisfaction of being an alumni of Whistling Woods International. WWI is the place to be if you want to pursue your career in any creative field. I learned so much here during my 3 years at WWI, the institute has provided me with some of the nice memories with which I would want to reminiscence.

The course is very well designed and planned. The students have the option of choosing their specialisations. The institution fosters a welcoming and supportive environment where students feel comfortable approaching instructors, expressing their concerns and seeking guidance to resolve any difficulties. I'd also like to express my gratitude to all the faculties and heads of departments for helping students achieve their goals and dreams. Special thanks to Mr. Subhash Ghai for giving us such a great academic and life experience through WWI. Being a part of it has brought me great pleasure.

RISHABH RAJ - CO FOUNDER, KALP

My only regret is not spending more time on the Whistling Woods campus due to COVID. This institution excels in nurturing creative thinking, instilling a deep understanding of design fundamentals, storytelling, and crafting engaging experiences.

At Whistling Woods, the emphasis is not on mere tool proficiency but on cultivating artists and thinkers who can innovate and create memorable experiences. It offers students the opportunity to learn valuable industry lessons beyond textbooks, through practical, hands-on experience in an environment that mirrors the real world. Here, students gain the confidence to voice their creative ideas boldly.

Echoing the words of Dumbledore, "Help will always be given at ~_Hogwarts_~ *Whistling Woods* to those who deserve it." Maintain a relentless pursuit of knowledge and the realization of your dreams. Whistling Woods will be your ally, supporting you at every step of your journey.

YASH MEHROTRA - FOUNDER & GAME DESIGNER, DEEPRASSH STUDIOS, MUMBAI

Whistling Woods International has been instrumental in shaping my career as a Video Game Designer. I extend my heartfelt gratitude to the dedicated faculty members whose guidance and mentorship honed my skills.

The Career Development Cell played a pivotal role, offering invaluable support and connecting me with industry opportunities. Thanks to their efforts, I've not only acquired the necessary knowledge but also gained practical insights that have propelled me into the Video Game industry. Whistling Woods International provided an environment that fostered creativity and innovation, allowing me to thrive in this competitive field. I am immensely grateful for the unwavering support and encouragement I received throughout my journey. Thank you for equipping me with the tools to pursue my passion and fulfil my dreams.

YUVRAJ MODI - 2D ANIMATOR

I am immensely grateful to Whistling Woods International (WWI) and its dedicated faculty for providing me with the skills and guidance necessary to thrive in the entertainment industry. The comprehensive curriculum and hands-on training at WWI equipped me with the knowledge and confidence to excel in my field.

Moreover, the support from the placement cell was invaluable in helping me secure opportunities and transition smoothly into the industry. Their assistance in resume building, interview preparation, and connecting me with industry professionals played a pivotal role in my career journey.

Thanks to WWI and its placement cell, I feel fully prepared and industry-ready to pursue my passion and make meaningful contributions in the entertainment sector. I cannot recommend WWI highly enough to anyone seeking a dynamic and enriching education in the field of media and entertainment.

DHVANI PATEL - TEXTURE ARITST, LIGHT AND LIGHT VFX STUDIOS

Enrolling in Whistling Woods has proven to be an immensely rewarding decision, one that has reignited my passion for storytelling and filmmaking. The program has provided me with a platform to explore visual storytelling and digital artistry, fuelling my creativity and allowing me to delve deep into the world of cinema.

The hands-on experience offered at Whistling Woods, coupled with collaborative projects and guidance from industry professionals during Masterclasses, has been instrumental in sharpening my skills and enhancing my understanding of the art and craft of filmmaking. From scriptwriting to directing, from character design to 3D modeling, every aspect of the filmmaking process has been meticulously taught, empowering me to express my creativity and bring my visions to life with confidence.

I am grateful for the valuable experiences and lasting connections at Whistling Woods that have helped shape me into the artist and storyteller I aspire to be.

YOHAAN SUTERWALLA

I am deeply grateful to the faculty members at Whistling Woods International for their invaluable support and guidance throughout my academic journey and beyond. Their dedication not only helped me secure a promising job placement after graduation but has also continued to be a significant source of assistance years down the line.

The education I received at Whistling Woods was truly industry-focused, equipping me with practical skills, knowledge, and a strong foundation that made me industry-ready from day one. The professors' expertise, real-world insights, and personalized mentorship were instrumental in preparing me for the challenges and opportunities in my chosen field.

Moreover, I am thankful for the ongoing support and encouragement from my college faculty, who have remained accessible and proactive in providing career advice, networking opportunities, and professional development resources. Their commitment to student success extends far beyond the classroom, and I am incredibly fortunate to have had such dedicated mentors.

I attribute a significant part of my career achievements to the exceptional education and guidance I received at Whistling Woods. Thank you to the faculty and staff for believing in me, guiding me, and helping me navigate the professional world with confidence.

PLACEMENTS & INTERNSHIPS



VIVEK NAG

Head of Department, Animation
Whistling Woods International



MESSAGE FROM
THE HEAD OF DEPARTMENT

The world of Animation brings multiple disciplines together: the art of storytelling, designing for a narrative, technical understanding, core management skills, the ability to understand audiences, financial sensibilities and much more. To navigate the world of Animation means to immerse oneself in the entire journey of a story, from the moment an idea takes shape to the time the story is delivered, and in many cases, even beyond. It is this comprehensive understanding that prepares the students at the School of Animation at Whistling Woods International to take on the challenge and embrace the responsibility of becoming the storytellers of the future.

The Bachelor of Design in Animation programme at Whistling Woods International takes students through a rigorous four-year journey. The foundation year focuses on developing fundamental skills in image-making, design thinking, the principles of animation and an understanding of game design. From the second year onwards, students choose their specialisations in 2D Animation, 3D Animation, Previsualisation & Comic Book Design, Motion Graphics and Stop Motion Animation. Through these specialisations, students learn cutting-edge software relevant to their respective fields, gain an in-depth understanding of production pipelines and processes and, most importantly, immerse themselves in the

art of visual storytelling. By the time they enter their final year, students have developed full-fledged production projects while gaining valuable experience in teamwork, collaboration and the demands of the creative production process.

The programme offers students a comprehensive learning experience that goes beyond simply teaching them how to execute films. Our students are exposed to a wide range of disciplines that shape them into mature, well-rounded creative professionals. They explore Indian culture and heritage, screenwriting and storytelling, and artistic influences from different parts of the world. Alongside these cultural and creative perspectives, they also develop an understanding of management through subjects such as the Business of Animation, Project Management for Animation and Animation Development. These courses are designed to equip students with the diverse knowledge and perspectives essential for building successful careers in the Indian Animation Industry.

Students of the School of Animation gain hands-on international experience through collaborative projects with students from universities across the world. They work with peers at the University of Leeds on previsualisation and comic book design and participate in Toronto Metropolitan University's Global Campus Studio, collaborating with students from five campuses across four continents on international production and market research. Partnerships with the University of Bristol, University of Exeter and Bournemouth University further provide direct access to international faculty through specialised masterclasses and workshops.

Reviews hold great significance at the School of Animation. To ensure that students receive meaningful feedback grounded in professional industry practices, we invite prominent industry professionals to critically evaluate their work. Our ongoing collaborations with professionals from leading studios such as ILM Mumbai, Climb Studios, DNEG, Graphiti Studios, Kulfi Collective and Mad-Assemblage enrich our Industry Jury sessions, fostering constructive discussions centred on professional production practices and visual storytelling.

The culmination of these experiences is a generation of young creative professionals who bring together artistic vision, technical proficiency, production awareness and the ability to work within diverse creative environments. Our graduates enter the industry with more than a specialised skill set; they carry an understanding of the larger creative process, the confidence to contribute to professional teams and the adaptability to navigate an ever-evolving industry. As they take their first steps into the professional world, we look forward to seeing them bring fresh perspectives, meaningful contributions and compelling stories to the studios and creative organisations they become a part of.

JAYDEV DHAKAN

Head of Department, Game Design
Whistling Woods International



MESSAGE FROM
THE HEAD OF DEPARTMENT

How does the Game Design program prepare students for the opportunities and challenges of the Indian Gaming Industry?

At the core of the Game Design program at Whistling Woods International lies the philosophy - 'Work Like Indies'. Just like Indie studios where one person wears multiple hats of being an artist, a programmer, a designer, a businessperson; our students also assume different roles in the process of making a game across the four-year program. This philosophy encourages students to look beyond individual specialisations and understand game development as a collective creative process, where artistic vision, design decisions, technical execution and commercial considerations must work together. It also develops a sense of ownership, resourcefulness and adaptability, qualities that are particularly valuable in an industry where teams must constantly respond to new technologies, changing player expectations and evolving production challenges.

While we have multiple subjects that are focused on individual aspects of game development like character concept art, environment concept art and game programming, the studio project in every semester is the true unifying applied practice

which gives the students the opportunity to take their learnings from these individual modules and combine it into a game. This approach allows students to understand how different disciplines influence one another within a production pipeline. By navigating these relationships, students develop the ability to make informed creative decisions while understanding the larger context of game production.

Every semester is a project semester which ensures that students go through multiple cycles of developing a game, from an idea to a playable prototype. These repeated cycles encourage students to experiment with different genres, gameplay mechanics, visual styles and approaches to interactive storytelling. Equally important is the process of testing, evaluating and refining their work. The Game Design program emphasizes on the fact that game development is rarely a linear journey, and that constructive criticism, iteration and problem-solving are integral to creating an engaging player experience. As projects become increasingly ambitious, they also encounter the practical demands of production planning, team coordination, time management and working within defined scopes and constraints.

Students are also exposed to events like **Gaming Con and IGDC** with the sole purpose of putting their games out in front of audiences and other developers to gain critical feedback, which is then used to improve the game – putting them in the front seat to see how their creative decisions translate into actual player engagement. Interactions with developers, industry professionals and gaming communities also introduce them to the larger ecosystem of game development, helping them understand contemporary industry practices, emerging trends and the expectations associated with presenting their work in a professional environment.

All in all, the Game Design program at Whistling Woods International is a sandbox environment of real-world game development within which students are free to explore, evolve and learn how to convert an idea to a playable prototype while also identifying their core strengths within the vast gamut of game development skill sets. This freedom to explore is complemented by an emphasis on collaboration, accountability and the ability to translate creative ambition into achievable outcomes ensuring that our students recognise the importance of contributing to a shared vision - an essential characteristic of a successful game developer.

ANIMATION & GAME DESIGN

CURRICULUM - ANIMATION

SEMESTER I COURSE STRUCTURE:

GE

1. Folk Art of India

Core

1. Introduction to Sequential Art
2. Character Design
3. Imaginary World of the Story
4. Drawing Fundamentals & Character Studies
5. Introduction to Motion Graphics
6. Introduction to 2D Animation
7. Comic Book Design
8. Designing Board Games

SEMESTER II COURSE STRUCTURE:

GE

1. Classical Indian Art
2. Art of Colour

Core

1. Screenwriting for Animators 1
2. Introduction to Game Design
3. Stop Motion Animation
4. Introduction to 3D Animation
5. Introduction to Game Engines
6. Foundation Project

SEMESTER III COURSE STRUCTURE:

GE

1. Western Art
2. The Philosophy of Aesthetics

Theory Elective: Any one of the following

1. Project Management for Animation Films
2. Study of Video Games
3. Comics & Reality

Theory Elective: Any one of the following

1. Writing for Animation
2. Writing for Comics
3. Creating Game Design Documents

Practical Electives: Any 2 of the following

1. Character Concept Art
2. Previs for Animation & Games I
3. Game Programming Basics

Practical Electives: Any one of the following

1. Typography (PSP/Illustrator)
2. Sound Design for Animation

Practical Electives: Any one of the following

1. 2D Animation Studio
2. 3D Animation Studio
3. Stopmotion Studio
4. Comic Book Design Studio
5. Previsualization Studio
6. Game Design & Development Studio
7. Motion Graphics Studio
8. Interdisciplinary Studio

SEMESTER IV COURSE STRUCTURE:

GE

1. Superhero

Core

1. World Building

Practical Electives: Any 2 of the following

1. Environment Concept Art
2. Previs for Animation & Games II
3. Game Programming Intermediate

Practical Electives: Any one of the following

1. 2D Animation Studio
2. 3D Animation Studio
3. Stopmotion Studio
4. Comic Book Design Studio
5. Previsualization Studio
6. Game Design & Development Studio
7. Motion Graphics Studio
8. Interdisciplinary Studio

SEMESTER V COURSE STRUCTURE:

GE

1. Japanese & Chinese Art
2. Digital Art

Core

1. Studio 301

Theory Elective: Any one of the following

1. Animation Development
2. Comics & Cinema
3. Writing Game Narratives

SEMESTER VI COURSE STRUCTURE:

GE

1. Still Photography
2. Culture Studies I

Core

1. Alternative Technologies & Platforms

Theory Elective: Any one of the following

1. Business of Games
2. Business of Animation

Practical Electives: Any one of the following

1. 2D Animation Studio
2. 3D Animation Studio
3. Stopmotion Studio
4. Comic Book Design Studio
5. Previsualization Studio
6. Game Design & Development Studio
7. Motion Graphics Studio
8. Interdisciplinary Studio

SEMESTER VII COURSE STRUCTURE:

GE

1. 20th Century & Contemporary Art
2. Culture Studies II

Core

1. Graduation Project Development

Practical Electives: Any one of the following

1. 2D Animation Studio
2. 3D Animation Studio
3. Stopmotion Studio
4. Comic Book Design Studio
5. Previsualization Studio
6. Game Design & Development Studio
7. Motion Graphics Studio
8. Interdisciplinary Studio

SEMESTER VIII COURSE STRUCTURE:

Core

1. Graduation Project

CURRICULUM - GAME DESIGN

SEMESTER I COURSE STRUCTURE:

GE

1. Folk Art of India

Core

1. Introduction to Sequential Art
2. Character Design
3. Imaginary World of the Story
4. Drawing Fundamentals & Character Studies
5. Introduction to Motion Graphics
6. Introduction to 2D Animation
7. Comic Book Design
8. Designing Board Games

SEMESTER II COURSE STRUCTURE:

GE

1. Classical Indian Art
2. Art of Colour

Core

1. Screenwriting for Animators 1
2. Introduction to Game Design
3. Stop Motion Animation
4. Introduction to 3D Animation
5. Introduction to Game Engines
6. Foundation Project

SEMESTER III COURSE STRUCTURE:

GE

1. Western Art
2. The Philosophy of Aesthetics

Core

1. Study of Video Games
2. Creating Game Design Documents
3. Game Programming Basics
4. Game Design & Game Development Studio

Practical Electives: Any 2 of the following

1. Character Concept Art
2. Previs for Animation & Games I
3. Sound & Music Design
4. Typography

SEMESTER IV COURSE STRUCTURE:

GE

1. Superhero

Core

1. World Building
2. Game Programming Intermediate
3. Game Design & Development Studio 202

Practical Electives: Any 1 of the following

1. Environment Concept Art
2. Previs for Animation & Games II
3. Game Programming Intermediate
4. Game Design & Development Studio 202

SEMESTER V COURSE STRUCTURE:

GE

1. Japanese & Chinese Art
2. Digital Art

Core

1. Writing Game Narratives
2. Studio 301

SEMESTER VI COURSE STRUCTURE:

GE

1. Still Photography
2. Culture Studies I

Core

1. Alternative Technologies & Platforms
2. Business of Games
3. Game Design & Development Studio 302

SEMESTER VII COURSE STRUCTURE:

GE

1. 20th Century & Contemporary Art
2. Culture Studies II

Core

1. Graduation Project Development
2. Game Design & Development Studio 401

SEMESTER VIII COURSE STRUCTURE:

Core

1. Graduation Project

BDES IN ANIMATION



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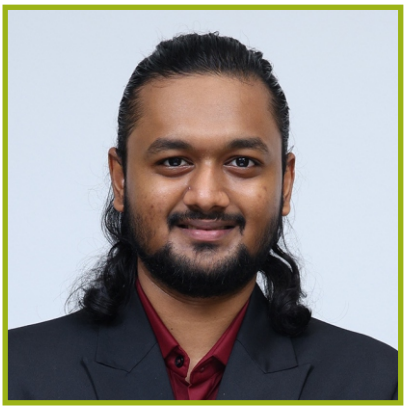

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BDES IN GAME DESIGN

How does the Game Design program prepare students for the opportunities and challenges of the Indian Gaming Industry?

At the core of the Game Design program at Whistling Woods International lies the philosophy - 'Work Like Indies'. Just like Indie studios where one person wears multiple hats of being an artist, a programmer, a designer, a businessperson; our students also assume different roles in the process of making a game across the four-year program. This philosophy encourages students to look beyond individual specialisations and understand game development as a collective creative process, where artistic vision, design decisions, technical execution and commercial considerations must work together. It also develops a sense of ownership, resourcefulness and adaptability, qualities that are particularly valuable in an industry where teams must constantly respond to new technologies, changing player expectations and evolving production challenges.

While we have multiple subjects that are focused on individual aspects of game development like character concept art, environment concept art and game programming, the studio project in every semester is the true unifying applied practice which gives the students the opportunity to take their learnings from these individual modules and combine it into a game. This approach allows students to understand how different disciplines influence one another within a production pipeline. By navigating these relationships, students develop the ability to make informed creative decisions while understanding the larger context of game production.

Every semester is a project semester which ensures that students go through multiple cycles of developing a game, from an idea to a playable prototype. These repeated cycles encourage students to experiment with different genres, gameplay mechanics, visual styles and approaches to interactive storytelling. Equally important is the process of testing, evaluating and refining their work. The Game Design program emphasizes on the fact that game development is rarely a linear journey, and that constructive criticism, iteration and problem-solving are integral to creating an engaging player experience. As projects become increasingly ambitious, they also encounter the practical demands of production planning, team coordination, time management and working within defined scopes and constraints.

Students are also exposed to events like **Gaming Con and IGDC** with the sole purpose of putting their games out in front of audiences and other developers to gain critical feedback, which is then used to improve the game – putting them in the front seat to see how their creative decisions translate into actual player engagement. Interactions with developers, industry professionals and gaming communities also introduce them to the

larger ecosystem of game development, helping them understand contemporary industry practices, emerging trends and the expectations associated with presenting their work in a professional environment.

All in all, the Game Design program at Whistling Woods International is a sandbox environment of real-world game development within which students are free to explore, evolve and learn how to convert an idea to a playable prototype while also identifying their core strengths within the vast gamut of game development skill sets. This freedom to explore is complemented by an emphasis on collaboration, accountability and the ability to translate creative ambition into achievable outcomes ensuring that our students recognise the importance of contributing to a shared vision - an essential characteristic of a successful game developer.

A student who comes in as just a player who is excited about making games, leaves as a graduate with a comprehensive understanding of the game development process and a clear sense of how best they can contribute to bringing interactive experiences to life. Whether their strengths lie in visual development, game design, programming or the management of creative production, our graduates carry with them an appreciation of the interconnected disciplines that bring interactive experiences to life. They enter the professional world with the experience of developing playable projects, responding to player feedback and collaborating across creative and technical roles. More importantly, they possess the curiosity to experiment, the confidence to solve problems and the adaptability to contribute meaningfully to game development teams of different scales and ambitions.



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BATCH OF 2026



BDES IN ANIMATION



BDES IN GAME DESIGN



PLACEMENT PROCEDURE

CAREER RESOURCE CENTRE

The Placement team at Whistling Woods International comprises of the Career Resource Centre (CRC), faculty and student representatives. A Placement committee is selected from the students. The students and CRC undertake and manage all the activities of Campus Recruitment. They correspond with prospective employers, arrange pre-placement talks, group discussions, assignment rounds and personal interviews on campus and provide all the facilities required by the companies to make the placement process as smooth as possible.

The Faculty and the Placement Cell invite industry experts for Seminar/Masterclass with students to provide them relevant industry exposure and understand the working of an organisation, their work culture and expectations from candidates specific to a role. This is one way to make our students industry ready.

The Placement Process

The placement process for the students starts with a Placement Preparatory Programme (PPP). The PPP for the students starts when they are in the 7th semester when they are working on their final project. The students go through a resume building session and session to groom them to face an interview, how to dress for an interview and so on. The last 2 semesters are when the students go through several rounds of group discussion and personal interviews to understand the role, they are best suited for and prepare them to face interviews. The campus hiring process for them starts towards the end of the 7th semester until the mid of their final semester.

The campus hiring process consists of 2 stages:

The Pre-Placement Talk and Recruitment Process

- The company conducts a Pre-Placement talk
- The resumes of interested students are collected by the CRC and sent to the company
- The company sends a list of shortlisted students (if applicable)
- The company and students will be informed by the CRC about the day on which the interviews will be conducted
- Selected student list is then provided by the company to the CRC. The CRC will communicate with the shortlisted students on further process

The Pre-Placement Talk

A brief session is conducted by the company, on campus to inform the students about the organisation. Companies are encouraged to give pre-placement talks well before the recruitment process begins. This helps students in making an informed decision about the organisation.

Ideally, the PPT must include:

- Company profile
- Roles/Positions on offer
- Compensation details
- Possible number of openings

The Recruitment Process

We would request the company to inform us about the recruitment process to be followed well in advance

- Method of Recruitment (Preliminary test, Group discussion, Assignment round, Personal/Group interview etc.)
- Number of GD rounds and group size if any
- Number of interview rounds
- Approximate duration: Once the company has selected the candidates, the candidates' offer letters must be routed through the Career Resource Centre (WWI Placement Team)

WHISTLING WOODS INTERNATIONAL
INSTITUTE OF FILM, COMMUNICATION & CREATIVE ARTS

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