

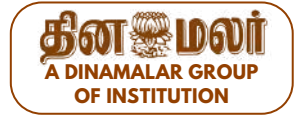
# SCHOOL OF ANIMATION & MEDIA STUDIES



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# ABOUT SLCS



- Established in **1994** by **Dr. R. Lakshmipathy**, a Doyen in the NEWS Paper Industry, Joint Managing Editor, Dinamalar.
- First Institute in South Tamil Nadu to offer Career Oriented Degree Programmes
- An **Autonomous** Institution, Affiliated to Madurai Kamaraj University
- Awarded with **3.48 CGPA** out of 4 in **NAAC V<sup>th</sup> Cycle**
- Received **10 Years** of Autonomy Extension by UGC



# ABOUT SAM2

- The School of Animation and Media Studies (SAMS) is part of Subbalakshmi Lakshmipathy College of Science (SLCS), founded in 2009 by Dr. R. Lakshmipathy, Founder President and Joint Managing Editor of Dinamalar.
- The Department of Animation was created in 2009, introducing the B.Sc. Animation program. The Department of Film and Television Production was created in 2011, introducing the B.Sc. Television Production.
- In response to industry growth, the departments evolved into the School of Animation and Media Studies (SAMS) in 2023.

## Vision

To offer globally competent graduates with excellent Animation Skills in Computer Graphics as well as in Film Production Process.

## Mission

- To provide a world class – Industry oriented curriculum in Digital Arts Computerized Animation and Film Studies.
- To offer rich skills in the area of Fine arts, Animation, Gaming, Computer Graphics and Film production to the younger generation with moral ethics.
- To promote multi-disciplinary culture among students for the growth and development of the Media Industry.

## Why Choose Us

- Pioneer in Animation Education
- State-of-the-Art Infrastructure
- More than 15 Years of Excellence in Animation Education
- Faculty with Industry Exposure
- Good Placement Record



# PRESIDENT MESSAGE



**PADMA SHRI**  
**Dr. R . LAKSHMIPATHY,**  
**PRESIDENT, SLCS**

Dear Candidates and Parents

Before I touch upon my college SLCS, I wish to reveal to you the past that prompted me to promote SLCS.

I was a Honorary Secretary of a reputed college in Madurai that was established long back and that college has produced many great scholars. No doubt that studious boys and girls shine wherever they are and whatever be the programme they have studied. For them graduation is only a stepping stone. Once they graduate, they grow because of their knowledge, wisdom, skill and dedication.

But this is not the case with all the students. Many students after graduation are not able to get employment because they have studied only conventional programmes and they wander in the streets without jobs. Often they are without any clue to identify an employer who can give them a job. I strongly believe that such students are only forced to become terrorists or anti-social elements.

A close look at the students of that college and a study of the programmes offered by them prompted me to start SLCS with the motto "Learning for Better Living". According to me any degree programme that does not help the students to make them employable is of no use to the Society. With this idea in mind, I started SLCS with the programme "Hotel Management and Catering Science". Since then SLCS has been introducing "job oriented programmes" like Animation and Film Production, to make the students "employable".

I can proudly say that many of our students who have successfully graduated from SLCS are well employed across the world. I am a frequent traveler and travel across the globe in connection with my bread and butter, the daily Tamil newspaper "Dinamalar". During such travels I meet many of our past students who have vouched for the good quality education and hands-on training given to them during their college days. They are well settled and lead a quality life, at least owning a house.

It is my wish that all my current as well as future students of SLCS also march ahead to lead quality life by getting employed as early as possible, during graduation or immediately after graduation. My team will strive to get employment even to the average student. We can take a horse to the pond. But the horse has to drink water. Similarly my team will train the students and continuously strive to make them employable. But each student must play his/her part right. They must be disciplined students in the college and use every opportunity to learn.

Success will follow and some may even earn while learning.

# PRINCIPAL MESSAGE



**Dr. R. SUJATHA**  
**M.Sc., M.Phil., M.Tech., Ph.D**  
**PRINCIPAL, SLCS**

Success seems to be connected with action Successful people keep moving They make mistakes but they never quit – Conrad Hilton

Subbalakshmi Lakshmipathy College of Science, established in the year 1994, and nurtures a unique system of education for creating energetic leaders in the corporate sector, entrepreneurs, academicians, researchers and professionals who contribute to the development of society and nation at large.

The progress of a nation depends on the quality of students passing out of educational Institutions. The aim of education is to promote the students in developing their intellectual, aesthetic, emotional, moral and spiritual skills. I personally look forward to integrate my experience over the years in teaching and research into the learning systems and direct the collective effort of the faculty members of the institution to build a comprehensive methodology that encompasses all that matters for nurturing the young minds of curious nature.

Most of the technological outbreaks roots from the intimate interaction between a creative mind and the real world disputes. I surely induce contemporary ideas among the Students paving way for new innovations in the field of Science and Technology.

Be the master of your fate not the slave of your yesterday's problems – Marinela Reka



# PROGRAMMES OFFERED

## **B.Sc. Animation**

Game Design & Development  
Specialization

**Eligibility: Pass in +2 (Any Group)**

## **B.Sc. Animation**

Visual Effects & Film Production  
Specialization

**Eligibility: Pass in +2 (Any Group)**

## **M.Sc. Visual Communication\***

Animation & Visual Effects Specialization

**Eligibility: Pass in Any UG Degree**



# B.Sc.

## Animation Game Design & Development Specialization

**Eligibility: Pass in +2 (Any Group)**

Embark on a creative journey into the dynamic world of animation with B.Sc. Animation programme, specializing in Game Design and Development, offered by the prestigious School of Animation and Media Studies under Subbalakshmi Lakshmi pathy College of Science. Dive into a comprehensive curriculum crafted to ignite the passion for storytelling and digital artistry while honing the skills in game design and development. The expert faculty team comprised of industry professionals and seasoned educators will guide through hands-on projects and cutting-edge software applications, preparing to thrive in the competitive landscape of animation and gaming. From concept creation to digital rendering, immerse in every aspect of the production process the graduate will be equipped with the technical prowess and creative vision to bring captivating worlds to life.

### Programme Structure

#### Game Art

- ★ Drawing and Painting
- ★ Sculpting



#### Game Animation

- ★ 2D Game Animation
- ★ 3D Modeling & Animation

#### Game Design

- ★ Graphic & Digital
- ★ UI & UX



#### Game Development

- ★ 2D & 3D Game Development
- ★ Game Programming

#### AR & VR

- ★ Augmented Reality
- ★ Virtual Reality



#### Game Marketing

- ★ Video Editing
- ★ Media Management





# ACADEMIC SYLLABUS

## Semester - I

- Tamil I / Hindi I / French I
- English I
- Introduction to Animation
- Digital Art and Design- Practical
- Cartoon Animation-Practical
- Game Art-Practical
- Introduction to Object-Oriented Programming - Practical
- Narrative Design - Practical
- Value Education
- Physical Education-Practical

## Semester - III

- Tamil III / Hindi III / French III
- English III
- Game Engine Fundamentals
- 3D Asset Modeling - Practical
- Texturing, Lighting and Rendering - Practical
- Game Engine Fundamentals-Practical
- Advanced Game Programming with C# -Practical
- Audio Production - Practical
- Basic Visual Effects - Practical

## Semester - V

- Social Media Management
- Virtual Reality Development - Practical
- Professional Video Editing - Practical
- Visual Effects - Practical
- Game Development Project - II
- Motion Capture - Practical
- Photogrammetry - Practical

## Semester - II

- Tamil II / Hindi II / French II
- English II
- Fundamentals of Game Design
- 2D Game Animation - Practical
- 2D Game Development - Practical
- Advanced Game Art - Practical
- Basic Game Programming with C#- Practical
- UI and UX Design - Practical
- Environmental Studies

## Semester - IV

- Tamil IV / Hindi IV/ French IV
- English IV
- Media Laws and Ethics
- Game Audio Implementation - Practical
- Augmented Reality Production - Practical
- Rigging and Animation - Practical
- Game Development Project - I
- 2D Animation Short Film - Practical
- Film Analysis - Practical

## Semester - VI

- Internship / Project





# CAREER PATH

- Character Artist
- Environment Artist
- Concept Artist
- 3D Modeler
- Texture Artist
- Technical Artist
- Lighting Artist
- VFX Artist
- UI Artist
- 2D Artist
- Animator
- 3D Animator
- Rigging Artist
- Motion Capture Artist
- Cinematic Artist
- Creature Artist
- Prop Artist
- Vehicle Artist
- Level Artist
- Lead Artist
- Art Director
- Junior Artist
- Senior Artist
- Colorist
- Matte Painter
- Sprite Artist
- Pixel Artist
- Graphic Designer
- Asset Artist
- Illustrator
- Storyboard Artist
- Shading Artist
- Surfacing Artist
- Look Development Artist
- Cutscene Artist
- Real-Time VFX Artist
- Facial Animator
- UI/UX Designer
- Mobile Game Artist
- Freelance Game Artist
- Procedural Artist
- Art QA Tester
- Retopology Artist
- Art Outsource Manager
- Artistic Generalist
- Visual Development Artist
- Style Guide Artist
- World Builder
- Game Designer
- Level Designer
- Narrative Designer
- Combat Designer
- Mission Designer
- System Designer
- Economy Designer
- Monetization Designer
- UI/UX Designer
- Mechanics Designer
- Puzzle Designer
- Multiplayer Designer
- Creative Director
- Gameplay Designer
- Sound Designer
- Accessibility Designer
- Technical Designer
- Progression Designer
- Content Designer
- Quest Designer
- Interactive Designer
- Lead Game Designer
- Junior Game Designer
- Senior Game Designer
- Cinematic Designer
- Simulation Designer
- Social Features Designer
- RPG Designer
- Shooter Game Designer
- Mobile Game Designer
- Online Systems Designer
- Game Balancer
- Event Designer
- Live Ops Designer
- Competitive Designer
- Dialogue Designer
- UX Researcher
- World Designer
- Onboarding Designer
- Design Director
- Audio Designer
- Procedural Content Designer
- Innovation Designer
- Educational Game Designer
- Casino Game Designer
- Hyper-casual Game Designer
- Co-op Gameplay Designer
- Franchise Designer
- Gameplay Programmer
- AI Programmer
- Network Programmer
- Graphics Programmer
- Engine Programmer
- UI Programmer
- Physics Programmer
- Audio Programmer
- Tools Programmer
- Build Engineer
- DevOps Engineer (Games)
- Backend Developer (Games)
- Frontend Developer (Games)
- Game Developer
- C++ Game Developer
- Unity Developer
- Unreal Engine Developer
- Mobile Game Developer
- Web Game Developer
- VR Developer
- AR Developer
- XR Developer
- Full Stack Game Developer
- Multiplayer Programmer
- Scripting Engineer
- Gameplay Engineer
- Technical Director
- Development Director
- Software Engineer (Games)
- Cloud Engineer (Games)
- Console Programmer
- Porting Engineer
- Optimization Engineer
- Security Engineer (Games)
- Automation Engineer (Games)
- Localization Engineer
- Analytics Engineer (Games)
- Build Tools Developer
- Shader Programmer
- Procedural Systems Developer
- Tech Art Programmer
- Voice Integration Engineer
- Engine Integration Engineer
- Game Tools Developer



# B.Sc.

## Animation Visual Effects & Film Production Specialization

**Eligibility: Pass in +2 (Any Group)**

Step into the enchanting world of visual storytelling with our B.Sc. Animation programme, specializing in Visual Effects and Film Production. Delve into the magical realm where imagination meets reality, and guide through the intricacies of visual effects and cinematic production. The curriculum blends artistic expression with technical expertise, empowering students to create stunning visual spectacles that captivate audiences. From mastering the latest software tools to honing your storytelling prowess, the programme offers hands-on experience and mentorship from industry professionals and seasoned educators.

### Programme Structure

#### Fine Arts

- ★ Drawing and Painting
- ★ Sculpting



#### Animation

- ★ 2D Animation
- ★ 3D Animation

#### Designing

- ★ Graphic & Digital
- ★ UI & UX



#### Visual Effects

- ★ Compositing
- ★ Match Move & Tracking

#### Film Production

- ★ Direction & Script Writing
- ★ Cinematography & Editing



#### Digital Marketing

- ★ Video Editing & SEO
- ★ Media Management





# ACADEMIC SYLLABUS

## Semester - I

- Tamil I / Hindi I / French I
- English I
- Introduction to Animation
- Digital Art and Design- Practical
- Cartoon Animation-Practical
- Animation Art-Practical
- Roto and Stereo Paint -Practical
- Script writing and Storyboarding- Practical
- Value Education
- Physical Education - Practical

## Semester - III

- Film Direction
- Basic 3D Modeling - Practical
- Texturing, Lighting and Rendering - Practical
- Basic Compositing Techniques - Practical
- Cinematography - Practical
- Basic 2D Animation - Practical
- Basic Visual Effects - Practical
- Audio Production - Practical

## Semester - V

- Advertising and Public Relations
- Audio Post-Production - Practical
- Professional Video Editing - Practical
- Simulations-Practical
- Advanced Compositing Techniques - Practical
- Television Production - Practical
- Short Film Production - Practical
- Documentary Production - Practical

## Semester - II

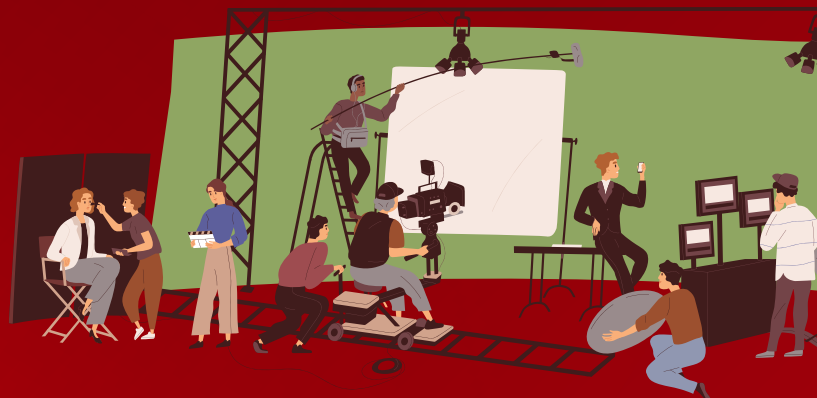
- Tamil II / Hindi II / French II
- English II
- Introduction to Film Studies
- Advanced Cartoon Animation - Practical
- UI and UX Design - Practical
- Advanced Animation Art -Practical
- Motion Graphics - Practical
- Photography - Practical
- Environmental Studies

## Semester - IV

- Media Laws and Ethics
- Audio Recording and Editing- Practical
- Advanced 3D Modeling - Practical
- Rigging and Animation - Practical
- Matchmove and Tracking - Practical
- 2D Animation Short Film - Practical
- 3D Animation Short Film - Practical
- NEWS Analysis - Practical
- Film Analysis - Practical

## Semester - VI

- Internship / Project



# CAREER PATH

- 3D Animator
- 2D Animator
- Storyboard Artist
- Character Designer
- Concept Artist
- Visual Development Artist
- Background Artist
- Layout Artist
- Character Rigger
- Texture Artist
- Matte Painter
- Lighting Artist
- Compositor
- VFX Supervisor
- Animation Supervisor
- Rigging Supervisor
- Modeling Artist
- Technical Director
- Pipeline TD
- Render Wrangler
- Motion Graphics Designer
- Environment Artist
- FX Artist
- Simulation Artist
- Creature TD
- Groom Artist
- Matchmove Artist
- Roto Artist
- Paint Artist
- Previs Artist
- Postvis Artist
- Colorist
- Editor
- Assistant Editor
- VFX Editor
- Sound Designer
- Foley Artist
- Dialogue Editor
- Music Composer
- Voice Actor
- Casting Director
- Art Director
- Production Designer
- Set Designer
- Set Dresser
- Prop Master
- Costume Designer
- Wardrobe Assistant
- Makeup Artist
- Hair Stylist
- Director
- Assistant Director
- 2nd Assistant Director
- Script Supervisor
- Screenwriter
- Cinematographer
- Camera Operator
- 1st AC (Focus Puller)
- 2nd AC (Clapper Loader)
- Gaffer
- Best Boy Electric
- Electrician
- Key Grip
- Best Boy Grip
- Dolly Grip
- Production Assistant
- Line Producer
- Executive Producer
- Associate Producer
- Production Manager
- Production Coordinator
- Unit Production Manager
- Location Manager
- Location Scout
- Casting Assistant
- Talent Agent
- Production Accountant
- Publicist
- Studio Executive
- Development Executive
- Script Reader
- Script Consultant
- Animator (Stop Motion)
- Puppet Fabricator
- Armature Builder
- Clay Sculptor
- Stop Motion Rigger
- Animation Director
- Layout TD
- Surfacing Artist
- Facial Animator
- Crowd TD
- Motion Capture Technician
- Mocap Performer
- Video Editor
- Online Editor
- Offline Editor
- Trailer Editor
- DI Supervisor
- VFX Producer
- CG Supervisor
- Asset Supervisor
- Layout Supervisor
- Lighting Supervisor
- Compositing Supervisor
- Modeling Supervisor
- Texture Supervisor
- FX Supervisor
- Post Production Supervisor
- Archviz Artist
- Unreal Engine Artist
- Unity Technical Artist
- Realtime VFX Artist
- Motion Designer
- Broadcast Designer
- Look Development Artist
- Shotgun Coordinator
- Production Scheduler
- Vendor Coordinator
- VFX Coordinator
- DIT (Digital Imaging Technician)
- VFX Data Wrangler
- Scan Technician
- Lidar Specialist
- Film Loader
- Negative Cutter
- Projectionist
- Sound Mixer
- ADR Recordist
- Scoring Mixer
- Story Analyst
- Story Consultant
- Story Editor
- Script Coordinator
- Continuity Specialist
- Foley Mixer
- Animation Layout Artist
- Reference Modeler
- Video Game Cinematic Artist
- Production Sound Mixer
- Multimedia Specialist
- Virtual Production Supervisor
- Virtual Camera Operator
- Previs Supervisor



# M.Sc.

## Visual Communication\* Animation & Visual Effects Specialization

**Eligibility: Pass in Any UG Degree**

A Master of Science in Visual Communication programme offers an in-depth exploration of the principles, theories, and practical applications of visual communication across various media platforms. Students delve into topics such as graphic design, typography, branding, advertising, digital media, and user experience design, gaining advanced skills in visual storytelling, strategic communication, and design thinking. Through hands-on projects, research initiatives, and collaborations with industry professionals, students develop a comprehensive understanding of how visuals convey meaning, influence perception, and shape interactions in today's media-rich landscape. Graduates prepared to pursue careers as creative directors, brand strategists, user experience designers, art directors, digital marketers, or visual communication consultants, equipped with the expertise to create compelling visual narratives that engage and resonate with diverse audiences.

### Programme Structure

#### Fine Arts

- ★ Drawing and Painting
- ★ Sculpting



#### Animation

- ★ 2D Animation
- ★ 3D Animation

#### Designing

- ★ Graphic & Digital
- ★ UI & UX



#### Visual Effects

- ★ Compositing
- ★ Match Move & Tracking

#### Film Production

- ★ Direction & Script Writing
- ★ Cinematography & Editing



#### Digital Marketing

- ★ Video Editing & SEO
- ★ Media Management



\* Subject to the approval of Madurai Kamaraj University

# ACADEMIC SYLLABUS

## Semester - I

- Understanding Human Communication
- Graphic Arts and 2D Animation - Practical
- 3D Designs - Practical
- Professional Photography -Practical
- Media Aesthetics
- Contemporary Trends in Indian Media
- Communication Skill Development - Practical
- Creative Digital Illustration - Practical

## Semester - II

- Mediated Communication
- 3D Camera and Lighting Techniques - Practical
- Digital Filmmaking - Practical
- Design Thinking
- Graphic and Digital Design- Practical
- Writing for Media
- Roto and Stereo Paint - Practical
- Internship

## Semester - III

- Communication Research Methods
- Rigging and Animation- Practical
- Video Editing - Practical
- UI and UX Design - Practical
- Compositing - Practical
- Transmedia Narratives and Storytelling
- Digital Media Skills - Practical
- Advertising Strategies
- Audio Production - Practical

## Semester - IV

- Media Entrepreneurship & Innovation
- Immersive Media Design - Practical
- Capstone Project - Practical
- Digital Asset Management
- Cyber security for Media Professionals - Practical
- Podcast and Video Live Streaming Production - Practical
- Fieldwork / Hyperlocal and Community Media - Practical





# CAREER PATH

- Communication Specialist
- Public Relations Officer
- Media Planner
- Brand Strategist
- Social Media Manager
- Content Writer
- Copywriter
- Scriptwriter
- News Editor
- Journalist
- TV Presenter
- Radio Jockey
- Podcast Producer
- Voice-over Artist
- Graphic Designer
- Motion Graphics Artist
- 2D Animator
- 3D Animator
- Concept Artist
- Character Designer
- Background Artist
- Storyboard Artist
- Animation Director
- VFX Artist
- Compositor
- Roto Artist
- Stereo Paint Artist
- Matchmove Artist
- Layout Artist
- Lighting Artist
- Rigging Artist
- Texture Artist
- Modeling Artist
- Environment Artist
- Look Development Artist
- Rendering Artist
- Digital Illustrator
- UX Designer
- UI Designer
- Interaction Designer
- User Researcher
- Product Designer
- Service Designer
- Design Researcher
- Visual Designer
- Digital Designer
- Web Designer
- Front-end Developer
- Creative Director
- Art Director
- Film Director
- Cinematographer
- Camera Operator
- Gaffer
- Grip
- Film Editor
- Assistant Editor
- Colorist
- Sound Designer
- Foley Artist
- Dialogue Editor
- Audio Engineer
- Music Composer
- Location Sound Recordist
- Production Assistant
- Line Producer
- Executive Producer
- Post-production Supervisor
- Media Buyer
- Ad Film Maker
- Marketing Executive
- Digital Marketing Analyst
- SEO Specialist
- SEM Specialist
- PPC Expert
- Media Analyst
- Media Researcher
- Academic Researcher
- Communication Trainer
- Corporate Trainer
- Instructional Designer
- eLearning Developer
- Creative Technologist
- Game Designer
- Game Animator
- Game UI Designer
- Game UX Researcher
- Environment Designer
- Simulation Developer
- Augmented Reality Designer
- Virtual Reality Developer
- Immersive Media Specialist
- Transmedia Producer
- Narrative Designer
- Interactive Storyteller
- Campaign Manager
- Event Manager
- Media Consultant
- Publicist
- Media Strategist
- Communication Consultant
- Brand Consultant
- Creative Writer
- Blogger
- Influencer Manager
- Talent Coordinator
- Casting Director
- Studio Manager
- Production Designer
- Set Designer
- Costume Designer
- Make-up Artist
- Wardrobe Stylist
- Lighting Technician
- Studio Lighting Designer
- Motion Capture Technician
- Video Content Creator
- YouTuber
- Instagram Content Creator
- TikTok Strategist
- Reels Editor
- Short-form Video Editor
- News Videographer
- Freelance Photographer
- Fashion Photographer
- Product Photographer
- Event Photographer
- Wildlife Photographer
- Travel Photographer
- Portrait Photographer
- Photojournalist
- Drone Camera Operator
- Aerial Videographer
- Documentary Filmmaker
- Experimental Filmmaker
- Independent Filmmaker
- Video Blogger
- Media Educator
- Visual Effects Supervisor
- Art Installation Designer
- Exhibition Designer
- Interface Animator
- Digital Content Producer
- Interactive Media Designer

# SAMS FACULTY TEAM



**Mr P. Kishore Kumar** B.Sc., M.A., M.Sc., (PhD)  
Head (i/c) cum Assistant Professor

- Animation & Film Production
- 3D Animation & Gaming



**Mr R. Arul Yogaraj** M.F.A., M.A.  
Assistant Professor

- Fine Arts
- 2D Animation



**Mrs K. Jansirani** M.A., B.Ed. (PhD)  
Assistant Professor

- Journalism and Reporting
- Media Research



**Mr S. Naveenkumar** M.Sc.  
Assistant Professor

- Cinematography
- Video Editing



**Mr B. Venkatesh**  
M.Sc., M.A., MBA., M.Phil., SET (PhD)  
Assistant Professor

- Graphic Design & 2D Animation
- Editing & Broadcast Production



**Mr.A.R.R. Arul Prince Raaj** M.Sc., NET  
Assistant Professor

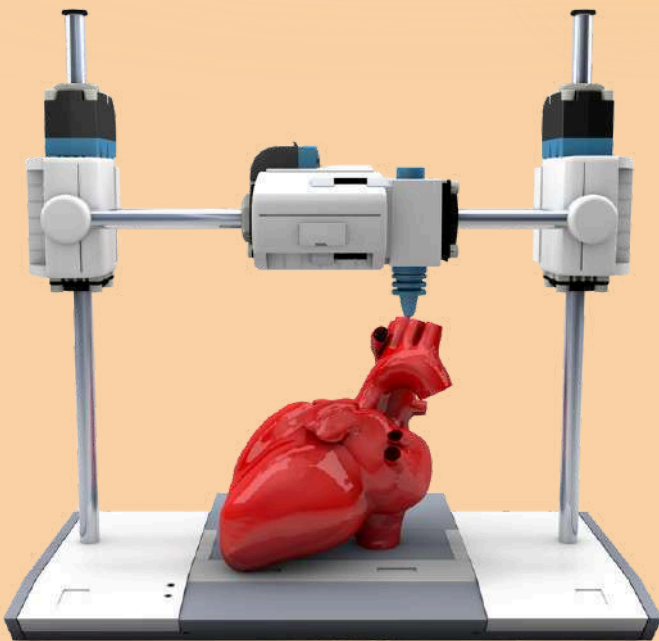
- Audio Recording & Music Production
- UI & UX Design



CUTTING EDGE  
TECHNOLOGY

VALUE

# ADDED COURSES



- **Photogrammetry**
- **3D Printing**
- **AI - Artificial Intelligence**
- **Machine Learning**
- **Cloud Computing**

The integration of emerging technologies through value-added courses such as Photogrammetry, 3D Printing, Artificial Intelligence (AI), Machine Learning, and Cloud Computing opens up new dimensions in digital media and design. Photogrammetry enables the creation of high-resolution 3D models from photographic data, bridging the gap between photography and 3D design. 3D Printing complements this by transforming digital models into tangible prototypes, fostering innovation in animation, product design, and visual storytelling. Courses in AI and Machine Learning empower students to harness data-driven tools for automation, content personalization, and smart media applications, greatly enhancing interactivity and user engagement. Meanwhile, Cloud Computing ensures scalable and efficient storage, processing, and collaboration across media production pipelines, making it an essential skill in today's digital ecosystem. Together, these courses provide a competitive edge and equip learners with future-ready capabilities in creative and technical fields.



# STUDENT ACHIEVEMENTS





# OUR UNIQUENESS

- Placement Assistance
- Industry Academia Collaboration
- 70 – 90% Practical Oriented Courses
- State-of-Art Infrastructure
- MK University Affiliation
- Autonomous
- Industry Integrated Institute
- Project-Based Learning
- Industry Required Software
- Course validation by Industry Experts
- Earn while you Learn
- Compulsory Internship Opportunities
- 1K + Alumni Network

**ONE AMONG TOP 5  
INNOVATIVE ANIMATION  
INSTITUTE**



**FIRST COLLEGE IN  
SOUTH TAMILNADU  
TO RECEIVE**



# INFRASTRUCTURE





# INFRASTRUCTURE



# RADIO STATION



**Shyamalavani 90.4 MHz**  
Community Radio Station

Shyamalavani 90.4 FM is a vibrant Community Radio Station operated by Subbalakshmi Lakshmipathy College of Science (SLCS), located in Madurai, Tamil Nadu.



For students of SAMS, Shyamalavani is more than just a radio station—it is a practical learning lab. It offers hands-on training opportunities in various domains such as radio jockeying, scriptwriting, voice modulation, audio production, programme planning, editing, and broadcasting techniques. Under expert mentorship, students can explore creative and technical roles including that of Radio Jockeys (RJs), Programme Producers, Sound Engineers, Content Creators, and Field Reporters, gaining real-world experience that strengthens their professional portfolios and enhances employability in the media industry.



# LIFE @ SAMS



**SAMS Odyssey**



**SAMS Screen Saga**



**SAMS Fun Friday**



**SAMS AniTalks**





# AMENITIES



Hostel Accommodation  
including a Mess Facility



Transportation  
Facilities



Sports  
Facilities



Canteen  
Facility



Fitness  
Centre



Computing  
Facilities



Stationery &  
Essential Store



Medical  
Facilities



Driving  
Licence



Swimming  
Class



Passport &  
PAN Card



Drawing  
Studio



Cell Animation  
Studio



2D Animation  
Lab



3D Animation  
Lab



Chroma  
Studio



Edit  
Suite



Audio Recording  
Studio



Television  
Studio



Radio  
Station



# STUDENTS FORUM

## DP ROY CHOWDHURY

### ASSOCIATION

DP Roy Chowdhury Student Association is a vibrant student-led initiative dedicated to fostering leadership, teamwork, and personal growth. Through workshops, events, and collaborative projects, the association empowers students to build confidence, enhance communication skills, and take on leadership roles both on campus and beyond. It serves as a dynamic platform for nurturing future-ready leaders committed to innovation, responsibility, and positive change.



## MEDIUS CORONET

### ASSOCIATION

The Medius Coronet Association, the heartbeat of student life at the School of Animation and Media Studies. As the official student association, Medius Coronet is dedicated to fostering a sense of belonging and camaraderie among students, while also serving as a platform for personal and professional growth. Whether it's organizing networking events, industry visits, or social gatherings, the association provides valuable opportunities for students to connect with peers, alumni, and industry professionals. With a focus on collaboration, leadership, and creativity, Medius Coronet empowers students to shape their academic journey, build lasting friendships, and make a positive impact both on campus and in the wider animation and media community.



## ART AND MEDIA

### CLUB

Step into a world of creativity and collaboration with the Art and Media Club, The gateway to a vibrant array of extracurricular activities at the School of Animation and Media Studies. Whether the student is passionate about visual arts, multimedia storytelling, or digital design, the club offers a welcoming space for students to explore their interests, unleash their creativity, and connect with like-minded peers. From weekly drawing sessions and film screenings to guest lectures and hands-on workshops, there's something for everyone to discover and enjoy. Join us and become part of a supportive community where artistic expression knows no bounds.



## PHOTOGRAPHY

### CLUB

Photography Club is a creative hub for aspiring photographers to explore, learn, and express their passion for visual storytelling. The club conducts regular photo walks, workshops, contests, and exhibitions, encouraging students to hone their skills in various genres like portrait, landscape, wildlife, and street photography. It's a vibrant space where talent meets technique, and every click captures a new perspective.





# INDUSTRY-ACADEMIA COLLABORATION



## MEDIA @ SLCS





# INTERNATIONAL EVENTS PARTICIPATION







# SCHOOL OF ANIMATION & MEDIA STUDIES

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