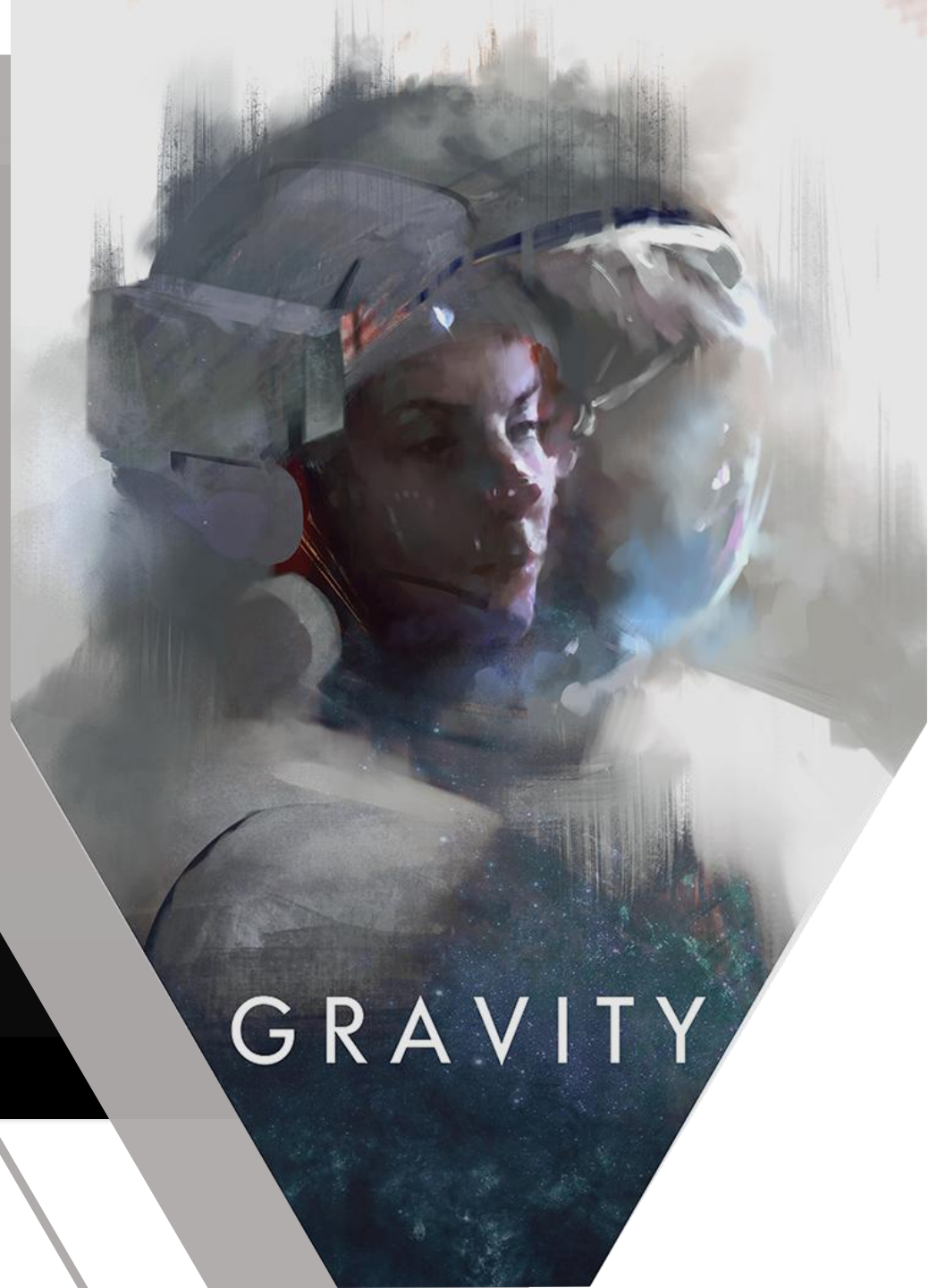


# Advanced Program in Animation & VFX

Light Camera Action



Learn from the Leader



# Industry Insight

The animation industry is rapidly transforming with advancements in real-time rendering, AI-driven automation, and virtual production. Unreal Engine is revolutionizing animation workflows by enabling real-time character animation, motion capture, and AI-assisted tools, significantly reducing production time and costs. The demand for high-quality animation in films, TV, gaming, advertising, and virtual experiences is surging, pushing studios to adopt more efficient and immersive techniques. The future of animation lies in real-time production, AI-powered automation, and interactive content creation, making Unreal Engine a game-changer in the industry.

## India is Poised to Become a Global Hub for Animation

The growth of India's animation industry is driven by:

- A Highly Skilled Workforce in 3D animation, character rigging, and real-time rendering
- Cost-Effective Production attracting major global studios and streaming platforms
- Increased Demand for Animated Content in films, OTT, gaming, and metaverse applications
- Government Incentives & AVGC (Animation, VFX, Gaming & Comics) Policy Support
- Growing Use of Unreal Engine for real-time animation, virtual production, and cinematic storytelling

## Advantages of the Animation Industry in India

- World-Class Animation Studios working on Hollywood, Bollywood, and global projects
- Cutting-Edge Technology Adoption with Unreal Engine, AI-driven animation, and cloud-based workflows
- Global Outsourcing Hub for major studios like Disney, Pixar, Netflix, and DreamWorks
- Strong IT & Software Expertise enabling AI-powered animation and procedural workflows
- Expanding Demand Across Industries including entertainment, gaming, and virtual experiences



## About

The Advanced Program in Animation and Visual Effects is a career-focused course designed to build complete animation and VFX professionals. Covering creative design, 3D production, and advanced FX compositing, the program guides learners through the full production pipeline — from visual storytelling and motion graphics to asset creation, character animation, procedural effects, and final compositing. Students develop professional portfolios and demo reels through hands-on projects. By completion, learners can independently produce animated and VFX content, preparing them for studio roles, post-production careers, and freelance opportunities.



## Course Highlight:

- Job-oriented, industry centric curriculum
- Hands-on practical training using latest tools and software
- Certified faculty
- Exposure to industry interaction and workshops
- Placement assistance
- Access to , our exclusive e-learning platform
- Access to **Pro Connect**, a platform to showcase your portfolio

Course Duration : 528 Hours

Delivery Pattern :  
2 Hours, 3days / week

# Course Content



## Creative Design & Digital Media

Duration: 152 hrs

## 3D Design with Maya

Duration: 198 hrs



## Advanced FX & Compositing

Duration: 178 hrs

# Course Structure

## Term 1: Creative Design & Digital Media

| Modules                               | Preferred Training Tools | Sessions  | Theory Hours | Lab Hours | Total Hours | Home Assignments |
|---------------------------------------|--------------------------|-----------|--------------|-----------|-------------|------------------|
| Cinematography and Photography Basics | Conceptual               | 4         | 8            | 0         | 8           | 0                |
| Color and Light Magic                 | Conceptual               | 4         | 8            | 0         | 8           | 0                |
| Perspectives and Character Design     | Conceptual               | 4         | 8            | 0         | 8           | 4                |
| Pixel Perfect Painter                 | Adobe Photoshop CC       | 14        | 28           | 12        | 40          | 2                |
| Cinematic Edits                       | Adobe Premier Pro CC     | 10        | 20           | 6         | 26          | 4                |
| Digital Sound Craft                   | Adobe Audition CC        | 4         | 8            | 2         | 10          | 2                |
| Motion Graphics                       | Adobe After Effects CC   | 12        | 24           | 8         | 32          | 10               |
| Ai Art Innovator                      | Gen Ai tools             | 6         | 12           | 4         | 16          | 10               |
| Portfolio Powerhouse                  | NA                       | 1         | 2            | 2         | 4           | 20               |
| <b>Total</b>                          |                          | <b>59</b> | <b>118</b>   | <b>34</b> | <b>152</b>  | <b>52</b>        |



# Course Structure

## Term 2: 3D Design with Maya

| Modules                                     | Preferred Training Tools  | Sessions  | Theory Hours | Lab Hours | Total Hours | Home Assignments |
|---|---------------------------|-----------|--------------|-----------|-------------|------------------|
| Understanding CG Pipeline                   | Conceptual                | 2         | 4            | 0         | 4           | 0                |
| Asset Creation for CGI & Games              | Autodesk Maya             | 15        | 30           | 8         | 38          | 6                |
| Textures and Details                        | Autodesk Maya             | 6         | 12           | 8         | 20          | 6                |
| Realistic Surface Creation                  | Adobe Substance Painter   | 9         | 18           | 8         | 26          | 4                |
| Illuminating Assets                         | Autodesk Maya with Arnold | 12        | 24           | 8         | 32          | 8                |
| Bringing Characters to Life with Rigging    | Autodesk Maya             | 6         | 12           | 10        | 22          | 4                |
| Art of 3D Animation                         | Autodesk Maya             | 12        | 24           | 12        | 36          | 6                |
| Understanding Mo-Cap Workflow for Animation | Autodesk Maya             | 3         | 6            | 2         | 8           | 6                |
| Ai Powered 3D Workflow                      | Gen Ai tools              | 3         | 6            | 2         | 8           | 10               |
| Portfolio Powerhouse                        | NA                        | 1         | 2            | 2         | 4           | 20               |
| <b>Total</b>                                |                           | <b>69</b> | <b>138</b>   | <b>60</b> | <b>198</b>  | <b>70</b>        |



# Course Structure

## Term 3: Advanced FX & Compositing

| Modules                       | Preferred Training Tools    | Sessions  | Theory Hours | Lab Hours | Total Hours | Home Assignments |
|-------------------------------|-----------------------------|-----------|--------------|-----------|-------------|------------------|
| Essentials of Houdini         | Houdini                     | 10        | 20           | 10        | 30          | 6                |
| Procedural FX with Houdini    | Houdini                     | 12        | 24           | 12        | 36          | 12               |
| Gen Ai - Production workflow  | Kling AI                    | 4         | 8            | 2         | 10          | 12               |
| Advanced Roto with Silhouette | Silhouette                  | 6         | 12           | 6         | 18          | 6                |
| Art of Camera Tracking        | 3D Equalizer                | 6         | 12           | 6         | 18          | 6                |
| Essentials of Nuke            | Nuke                        | 4         | 8            | 4         | 12          | 8                |
| Roto & Prep in Nuke           | Nuke                        | 8         | 16           | 8         | 24          | 12               |
| Compositing in Nuke           | Nuke                        | 8         | 16           | 8         | 24          | 12               |
| Portfolio Powerhouse          | NA                          | 1         | 2            | 2         | 4           | 20               |
| Career Launchpad              | LinkedIn, Upwork (freemium) | 1         | 2            | 0         | 2           | 10               |
| <b>Total</b>                  |                             | <b>60</b> | <b>120</b>   | <b>58</b> | <b>178</b>  | <b>104</b>       |



# Summary



## Total Hours

528 hours



## Total Terms

3



## Software's Covered

Adobe Photoshop CC | Adobe Premiere Pro CC | Adobe Audition CC |  
Adobe After Effects CC | Gen Ai Tools | Autodesk Maya | Adobe  
Substance Painter | Houdini | Silhouette | 3D Equalizer | Nuke



## Course Code

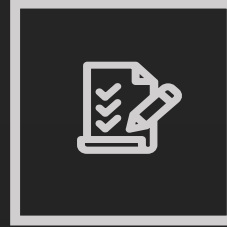
RD10003-AVGC-APAVFX



# Course Outcome

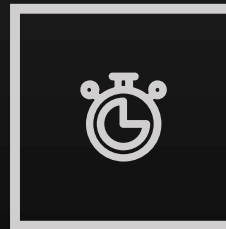
This program equips learners with advanced skills to excel in animation, visual effects, and 3D design. Students master visual storytelling through cinematography, color theory, and lighting techniques to evoke mood and narrative depth. They develop expertise in digital image editing, motion graphics, and audio-visual integration for polished multimedia content. In 3D design, learners create detailed models, apply realistic textures and lighting, rig characters for lifelike movement, and produce expressive animations. The course emphasizes procedural effects, dynamic simulations, and advanced compositing to seamlessly blend digital elements with live-action footage. Career readiness is enhanced through freelancing strategies and job market preparation, ensuring graduates thrive in animation, VFX, or game development roles with technical precision and artistic innovation.

# Career Opportunities



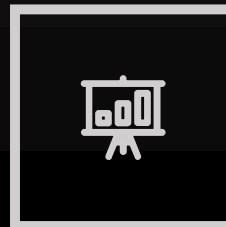
- Concept Artist
- 3D Artist
- Lighting Artist
- 3D Generalist
- 3D Designer
- 3D Animator
- Composer
- Match Moving Artist
- VFX Generalist
- FX Artist
- Motion Graphic Artist
- Matte Painter
- Video Editor
- Roto Artist

## Eligibility



### Eligibility Criteria:

10th



**Certification: Advanced Program in Animation and VFX**

Certificate Type: Certificate of Accomplishment

# Reason To Believe



## Industry-Relevant Curriculum

Designed with cutting-edge tools and technologies like Gen AI, ensuring students are industry-ready.



## Diverse Career Opportunities

Graduates can explore roles in Animation, VFX, Gaming, UI/UX, Graphic Design, Digital Content creation and more, offering flexibility and growth.



## Practical Hands-On Industry Exposure & Training

Real-world projects, live assignments, and immersive learning experiences bridge the gap between theory and application.



## Industry Exposure & Placement Assistance

Get access to workshops, mentorship from industry leaders, and placement support through our vast recruiter network.



## Pro Connect

With a legacy of excellence, Arena Animation equips students with the skills, exposure, and expertise to thrive in the fast-evolving creative and digital industries.

# Brand Engagement



Industry Collaboration  
and Expert masterclass

Regular masterclasses and guest lectures from top industry professionals across animation, VFX, gaming, and design.



Immersive Experience  
Booths

Presenting student work at Comic-Con, industry expos, and recruitment summits.



On Ground engagement  
and Events

Creative Minds events where students showcase their projects to industry leaders.



Student centric Engagements

Internships & Industry Projects – Real-world learning opportunities with top brands and studios across all courses



Campus Workshops & Walk-Ins

Hands-on training sessions for prospective students to experience the program before enrolling.



# Thank YOU

Reach out to us for any queries at:

[arenaanimation@apttech.co.in](mailto:arenaanimation@apttech.co.in)