

Advanced Program in Animation with Unreal Engine

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 with Unreal Engine is a career-focused professional course designed to train complete animation and real-time cinematic creators. From visual design fundamentals such as cinematography, composition, color, storytelling, and 2D animation to advanced 3D asset creation, character development, lighting, texturing, rigging, and animation. Students also learn to produce immersive real-time cinematics, building interactive environments and realistic scenes for games, films, and virtual experiences.



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 **Pro Connect**, a platform to showcase your portfolio.

Course Duration : 608 Hours

Delivery Pattern :
2 Hours, 3days / week

Course Content



Design and Visualization

Duration: 192 hrs

Advanced 3D Design

Duration: 228 hrs



Realtime Cinematics and FX

Duration: 188 hrs

Course Structure

Term 1: Design and Visualization

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
Storyboard Mastery	Storyboarder	4	8	6	14	2
Cinematic Edits	Adobe Premier Pro CC	10	20	6	26	4
Digital Sound Craft	Adobe Audition CC	4	8	2	10	2
2D Animation Mastery	Adobe Animate CC	10	20	6	26	10
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
Total		73	146	46	192	64



Course Structure

Term 2: Advanced 3D Design

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
Mastering Digital Sculpting	Maxon ZBrush	10	20	10	30	8
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
Total		79	158	70	228	78



Course Structure

Term 3: Realtime Cinematics and FX

Modules	Preferred Training Tools	Sessions	Theory Hours	Lab Hours	Total Hours	Home Assignments
Essentials of Blender	Blender	24	48	24	72	10
Real World Replication	Reality Scan	4	8	8	16	4
Cinematic Realism with Unreal	Unreal Engine	18	36	24	60	16
Hyper-realistic Character Creation	Meta Human/Unreal Engine	6	12	2	14	0
Cloth Simulation with Marvelous Designer	Marvelous Designer	6	12	8	20	6
Portfolio Powerhouse	NA	1	2	2	4	20
Career Launchpad	LinkedIn, Upwork (freemium)	1	2	0	2	10
Total		60	120	68	188	66



Summary



Total Hours

608 hours



Total Terms

3



Software's Covered

Adobe Photoshop CC | Storyboarder | Adobe Premiere Pro CC | Adobe Audition CC | Adobe Animate CC | Adobe After Effects CC | Gen Ai Tools | Autodesk Maya | Maxon ZBrush | Adobe Substance Painter | Blender | Reality Scan | Unreal Engine | Meta Human | Marvelous Designer



Course Code

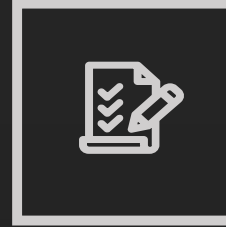
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Course Outcome

This program is designed to provide specialized training in creating high-quality, real-time animations using Unreal Engine, a leading platform in game development, film, and virtual production. The program covers advanced techniques in character animation, rigging, motion capture, and physics-based simulations to produce dynamic and lifelike animations. Students also learn to integrate animations with Unreal Engine's Sequencer for cinematic storytelling, exploring lighting, camera techniques, and environment design to enhance visual impact. By the end of the course, participants will have a professional portfolio showcasing their work for roles in film production, game development, virtual production, and interactive media.

Career Opportunities



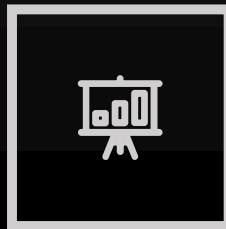
- Graphic Designer
- Digital Illustrator
- Video Editor
- Storyboard Artist
- Motion Graphics Designer
- 3D Modeler
- Environment Artist
- Texturing Artist
- Cinematic Artist
- Digital Sculptor
- Lighting/Rendering Artist
- 3D Animator
- Character Rigger
- Technical Artist

Eligibility



Eligibility Criteria:

10th



Certification: AAIPP - Advanced Program in Animation with Unreal Engine

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:

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