

Arena Animation Specialist Program in Trinity (AVG)

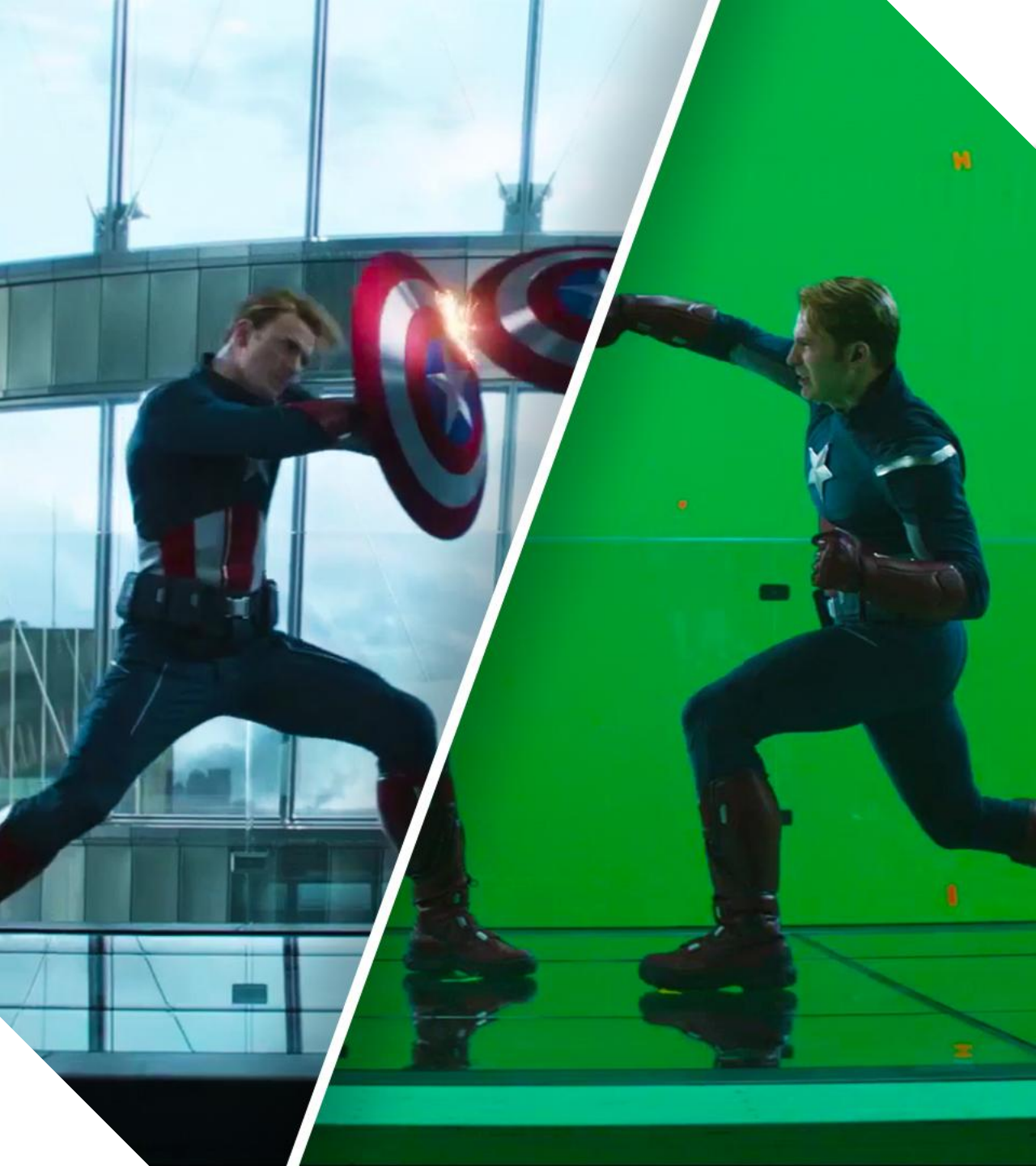
Mastering The Art Of Films and Games



Learn from the Leader



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Industry Insight

The VFX industry is evolving rapidly with advancements in real-time rendering, AI-driven automation, and virtual production. Unreal Engine is transforming VFX workflows by enabling photorealistic environments, real-time compositing, and AI-assisted effects, reducing production time and costs significantly. The demand for high-quality VFX in films, TV, gaming, advertising, and the metaverse is surging, pushing studios to adopt more efficient and immersive techniques. The future of VFX lies in real-time production, AI-powered automation, and cross-platform content creation, making Unreal Engine a game-changer in the industry.

India is Poised to Become a Global Hub for VFX

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

- A Highly Skilled Workforce in CGI, compositing, and real-time rendering
- Cost-Effective Production attracting major Hollywood & global studios
- Increased Demand for High-Quality VFX in films, OTT content, and gaming
- Government Incentives & AVGC (Animation, VFX, Gaming & Comics) Policy Support
- Growing Use of Virtual Production using real-time technologies like Unreal Engine

Advantages of the VFX Industry in India

- World-Class VFX Studios working on Hollywood, Bollywood, and global projects
- Cutting-Edge Technology Adoption with Unreal Engine, AI, and cloud rendering
- Global Outsourcing Hub for major studios like Disney, Marvel, Netflix & Warner Bros.
- Strong IT & Software Expertise driving AI-powered VFX workflows
- Expanding Demand Across Industries including films, gaming, and the metaverse

About

The Arena Animation Specialist Program in Trinity (AVG) is an extensive, industry-integrated course designed to develop complete animation, VFX, and game development professionals. Spanning creative design, motion graphics, 3D production, real-time cinematics, advanced FX compositing, and game development, the program covers the full digital content pipeline. Students progress from design fundamentals and 2D animation to advanced 3D modeling, character animation, real-time filmmaking, procedural effects, and interactive game creation. With hands-on projects and multiple portfolio milestones, learners graduate with strong multi-domain expertise, prepared for careers in animation studios, VFX houses, gaming companies, and immersive media production.



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 : 872 Hours

Delivery Pattern :
2 Hours, 3days / week

Course Content

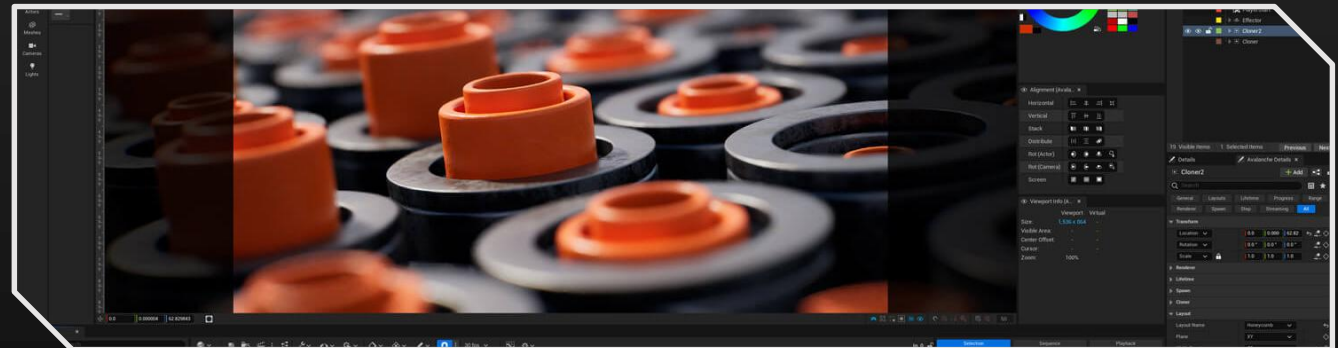


Creative Design & Digital Art

Duration: 128 hrs

Motion Design & Digital Media

Duration: 126 hrs



Introduction to 3D World

Duration: 154 hrs

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Course Duration : 872 Hours

Delivery Pattern :
2 Hours, 3days / week

Course Content

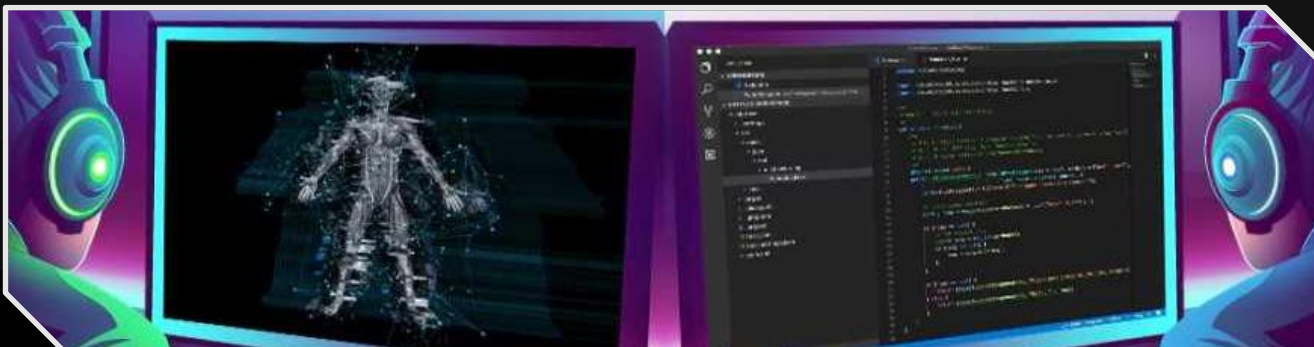
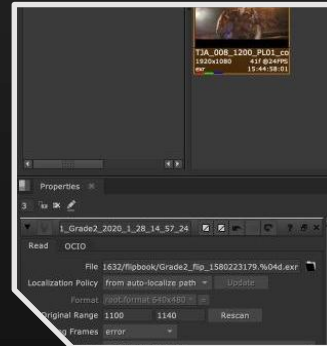


Advanced 3D Design and Cinematics

Duration: 184 hrs

Advanced FX & Compositing

Duration: 166 hrs



Game Level Designing

Duration: 114 hrs

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Course Structure

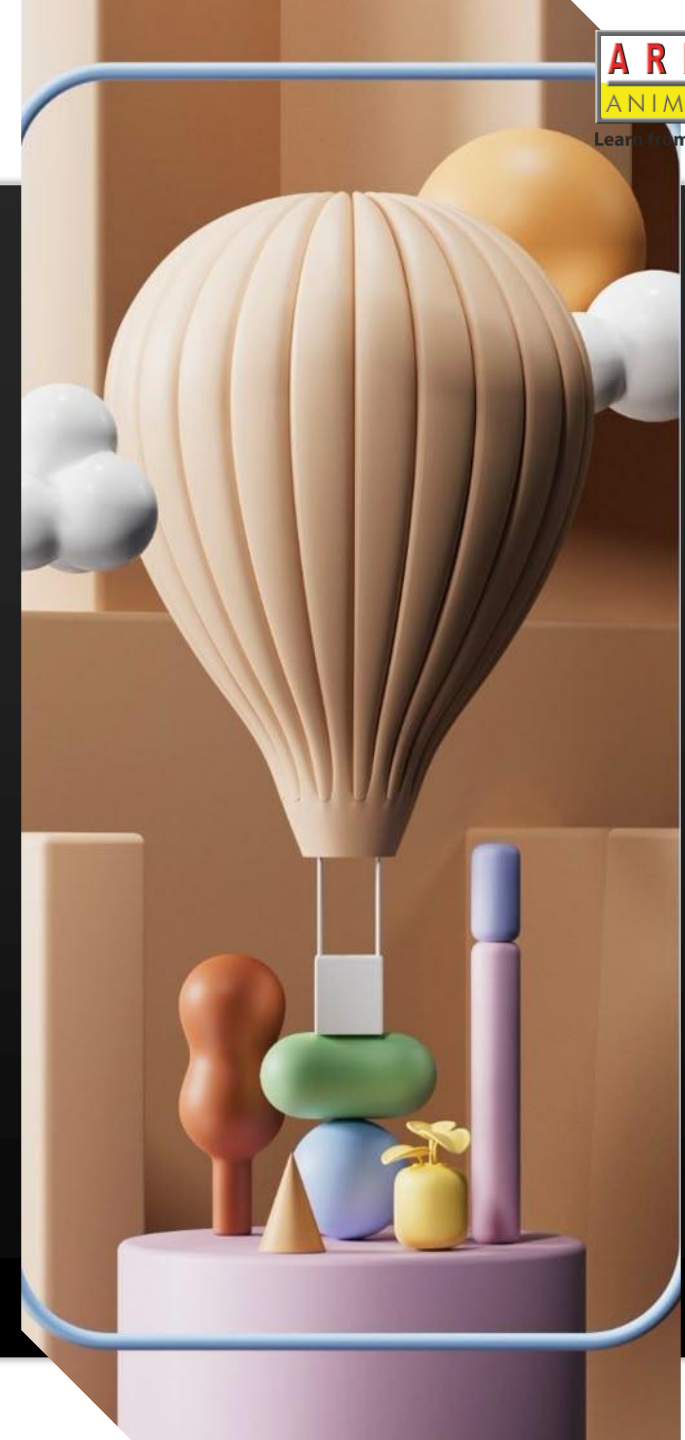
Term 1: Creative Design & Digital Art

Modules	Preferred Training Tools	Session	Theory Hours	Lab Hours	Total Hours	Home Assignment
History of Animation and Fundamentals	Conceptual	2	4	0	4	8
Concepts and Principles of 2D Animation	Conceptual	2	4	0	4	0
Perspectives and Character Design	Conceptual	4	8	0	8	4
Storyboard Mastery	Storyboarder	4	8	6	14	2
Cinematography & Photography Basics	Conceptual	4	8	0	8	0
Foundation of Visual Design and Communication	Conceptual	3	6	0	6	0
Color and Light Magic	Conceptual	4	8	0	8	0
Pixel Perfect Painter	Adobe Photoshop CC	14	28	12	40	2
Mastering Digital Illustrations	Adobe Illustrator CC	10	20	8	28	0
Gen Ai Powered Social Media Content Creation	Adobe Express	3	6	2	8	0
TOTAL		50	100	28	128	16

Course Structure

Term 2: Motion Design & Digital Media

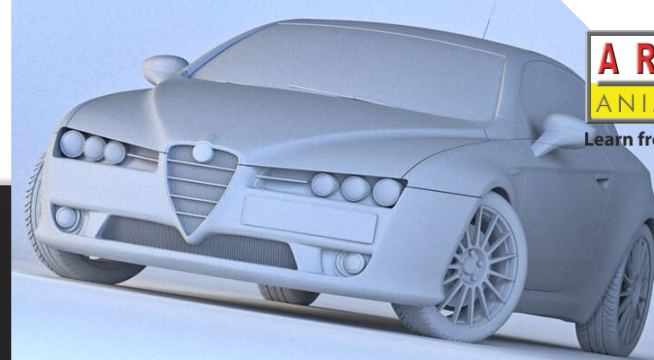
Modules	Preferred Training Tools	Session	Theory Hours	Lab Hours	Total Hours	Home Assignment
Cinematic Edits	Adobe Premier Pro CC	10	20	6	26	4
Digital Sound Craft	Adobe Audition CC	4	8	2	10	2
2D Animation Mastery	Adobe Animate CC	10	20	6	26	10
Motion Graphics	Adobe After Effects CC	12	24	8	32	10
Importance of Color Grading	DaVinci	4	8	4	12	6
Ai Art Innovator	Gen Ai tools	6	12	4	16	10
Portfolio Powerhouse	NA	1	2	2	4	20
TOTAL		47	94	32	126	62

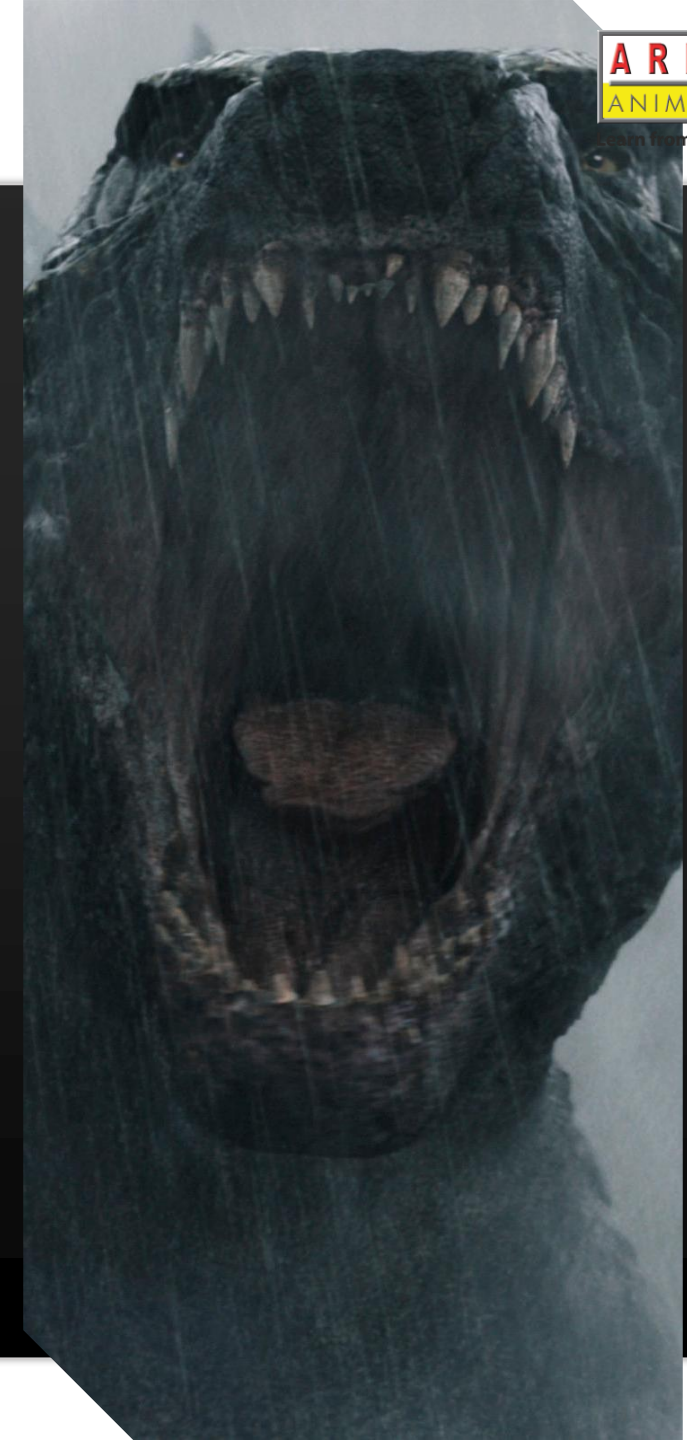


Course Structure

Term 3: Introduction to 3D World

Modules	Preferred Training Tools	Session	Theory Hours	Lab Hours	Total Hours	Home Assignment
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
Portfolio Powerhouse	NA	1	2	2	4	20
TOTAL		55	110	44	154	52





Course Structure

Term 4: Advanced 3D Design and Cinematics

Modules	Preferred Training Tools	Session	Theory Hours	Lab Hours	Total Hours	Home Assignment
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
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	6	12	2	14	0
Cloth Simulation with Marvelous Designer	Marvelous Designer	6	12	8	20	6
TOTAL		58	116	68	184	52

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Course Structure

Term 5: Advanced FX & Compositing

Modules	Preferred Training Tools	Session	Theory Hours	Lab Hours	Total Hours	Home Assignment
Essentials of Houdini	Houdini	10	20	10	30	6
Procedural FX with Houdini	Houdini	12	24	12	36	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
TOTAL		55	110	56	166	82



Course Structure

Term 6: Game Level Designing

Modules	Preferred Training Tools	Session	Theory Hours	Lab Hours	Total Hours	Home Assignment
Introduction to Game Design & Level Design Principles	Unreal Engine	2	4	4	8	0
Level Blockout & Greyboxing Techniques	Unreal Engine	2	4	4	8	0
Environment Asset Integration & Scene Building	Unreal Engine	2	4	6	10	0
Landscape Creation & Open World Design	Unreal Engine	2	4	6	10	0
Lighting & Atmosphere for Game Levels	Unreal Engine	2	4	4	8	0
Materials, Textures & Surface Creation	Unreal Engine	2	4	6	10	0
Gameplay & Level Interaction	Unreal Engine	7	14	10	24	0
Optimization & Performance for Game Levels	Unreal Engine	2	4	4	8	0
Game Prototyping	Unreal Engine	6	12	12	24	0
Portfolio Powerhouse	NA	1	2	2	4	20
TOTAL		28	56	58	114	20



Summary



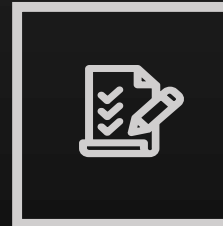
Total Hours

872 hours



Total Terms

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Software's Covered

Storyboarder | Adobe Photoshop CC | Adobe Illustrator CC | Adobe Express | Adobe Premiere Pro CC | Adobe Audition CC | Adobe Animate CC | Adobe After Effects CC | DaVinci | Gen Ai Tools | Autodesk Maya | Maxon ZBrush | Adobe Substance Painter | Reality Scan | Unreal Engine | Meta Human | Marvelous Designer | Houdini | Silhouette | 3D Equalizer | Nuke



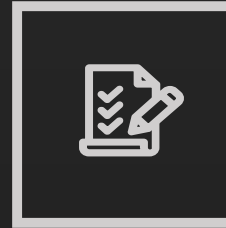
Course Code

RD10013-AVGC-TRINITY

Course Outcome

The Trinity 3D Master's program equips students with a comprehensive skill set to excel in Realtime 3D, visual effects, and game development. Learners begin by mastering foundational principles of animation, storytelling, and visual design, including storyboarding, color theory, and lighting techniques to enhance mood and narrative. They progress to creating dynamic 2D animations, motion graphics, and cinematic edits while integrating sound design for immersive media experiences. The curriculum then transitions to 3D artistry, covering character design, sculpting, photorealistic texturing, and lighting to craft visually compelling assets. Advanced modules focus on rigging, character animation, procedural effects, and simulations to bring lifelike motion and realism to digital creations. Students explore cinematic production pipelines, virtual environments, and hyper-realistic character development, while leveraging AI tools to streamline workflows and innovate in asset creation. The program culminates in game development, teaching level design, interactive systems, and user interface optimization to build engaging, playable experiences. Throughout, learners refine their ability to solve creative challenges, collaborate across disciplines, and assemble polished portfolios that demonstrate technical proficiency, artistic vision, and readiness for industry roles in animation, VFX, or game design.

Career Opportunities



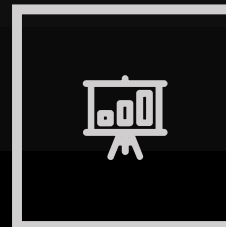
- Graphic Designer
- Digital Illustrator
- Video Editor
- Storyboard Artist
- Motion Graphics Designer
- 3D Modeler
- Environment Artist
- Technical Artist
- UI Artist for Games
- Game Developer
- 3D Game Artist
- Texturing Artist
- Composer
- Cinematic Artist
- Digital Sculptor
- Lighting/Rendering Artist
- 3D Animator
- Character Rigger
- Technical Artist
- Game Designer
- Level Designer
- 2D Game Artist

Eligibility



Eligibility Criteria:

10th



Certification: AVGC - Arena Animation Specialist Program in Trinity (AVG)

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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