ARENA ANIMATION
Learn from the Leader

WELCOME TO THE
WORLD OF
ENDLESS OPPORTUNITIES
IN THE AVGC SECTOR

Graphic Design | Animation | VFX | Digital Design | Gaming

THE FUTURE OF AVGC IS BRIGHT

Market Growth

Indian M&E industry to reach **$70 billion** by **2030** with **8-12% CAGR.**

Digital Media

Digital revenue to cross ₹**60,000 crore** by **2026**, with **80%** media consumption going digital by **2025**.

OTT Platforms

Over **200 million OTT subscribers** by **2025**, with **75%** viewership driven by local-language content.

Film Industry

Indian film industry to touch ₹**40,000 crore** by **2025**, led by regional cinema and global reach.

Gaming

Gaming sector to grow **15-20% CAGR**, generating over ₹**38,000 crore** by **2026**.

Television

TV ad market to grow **6-8%** annually, with stable viewership and regional channels rising.

Advertising Revenue

Ad revenue to cross ₹**1 lakh crore** by **2026**, with digital ads contributing **50%+**.

AR/VR

AR/VR to grow **35-40% CAGR**, with increased demand for immersive gaming and interactive media.

LEARN FROM THE LEADERS

For 29 years, **Arena Animation** has transformed creative talent into skilled professionals for the Media and Entertainment industry. Trusted for our expertise in animation, VFX, game design and digital content we have trained millions and placed talent in top studios worldwide.

Our alumni have been featured on iconic projects in Bollywood, Hollywood and beyond. At Arena, you learn directly from industry experts, gaining the skills and knowledge to turn your dreams into reality. Step in, learn from the leaders and shape the future of Digital Entertainment!

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3 Decades of Transformative Training

3 Lakh+ Placement Worldwide

Presence Across 40 Countries

250+ Centres Empowering Talent Globally

Arena Animation International Premier Program

AAIPP

The **Arena Animation International Premier Program** is a flagship training program designed to provide industry-ready skills in animation, visual effects, architectural visualization and broadcast media. This comprehensive program blends creative and technical expertise, allowing students to specialize in various fields that are essential for a career in the ever-evolving digital arts industry. Whether you're looking to create stunning animations, build immersive or craft realistic VFX, the **AAIPP** offers a well-rounded curriculum that prepares you for success in the global digital media industry.

» **Advanced Program in Animation with Unreal Engine**

» **Advanced Program in Visual Effects**

» **Advanced Program in Architectural Visualization and Interior Design**

» **Broadcast Design**

Advanced Program in Animation with Unreal Engine

Step into a world where your creativity becomes reality. The **Advanced Program in Animation with Unreal Engine** empowers you to bring characters to life, craft stunning 3D worlds and create cinematic experiences. Master industry-leading tools and unlock your potential in animation, virtual production and Unreal Engine, launching your career to new heights.

Duration: 576 Hours

Course Content:

Term 1 - Design & Visualization

Cinematography & Photography Basics
Color and Light Magic
Perspectives and Character Design
Mastering Digital Illustrations
Pixel Perfect Painter
Storyboard Mastery
Cinematic Edits
Digital Sound Craft
2D Animation Mastery
Motion Graphics
AI Art Innovator
Portfolio Powerhouse

Term 2 - Advanced 3D Design

Understanding the CG Pipeline
Asset Creation for CGI & Games
Mastering Digital Sculpting
Texture and Details
Realistic Surface Creation
Real World Replication
Illuminating Assets
Bringing Characters to Life with Rigging
Art of 3D Animation
AI-Powered 3D Workflow
Portfolio Powerhouse

Term 3 - Realtime Cinematics and FX

3D FX, Dynamics and Simulations
Introduction to Virtual Production
Cinematic Realism with Unreal
Hyperrealistic Character Creation
Portfolio Powerhouse
Career Launchpad

SOFTWARE/TOOLS COVERED

**Adobe Illustrator CC | Adobe Photoshop CC | Storyboarder | Adobe Premiere Pro CC | Adobe Audition CC
Adobe Animate CC | Adobe After Effects CC | Autodesk Maya | nCloth | X - Gen | Maxon ZBrush
| Adobe Substance Painter | Reality Capture | Unreal Engine | MetaHuman | Gen AI Tools**

JOB PROFILES

**Concept Artist | Character Designer | Storyboard Artist | 3D Modeler | Texturing Artist
Lighting Artist | 3D Animator | Rigging Artist | 3D Generalist | 3D Designer
3D Product Designer | Unreal Generalist | Real-time 3D Artist | 3D Visualizer**

Advanced Program in Visual Effects

Immerse yourself in the realm of visual magic with the **Advanced Program in Visual Effects**. This program equips you with the skills to bring the most imaginative ideas to life through VFX. Learn to create realistic simulations, compelling compositing and breathtaking effects using tools like Houdini and Nuke. Perfect your craft and get ready to shape the visual landscapes of film and digital media.
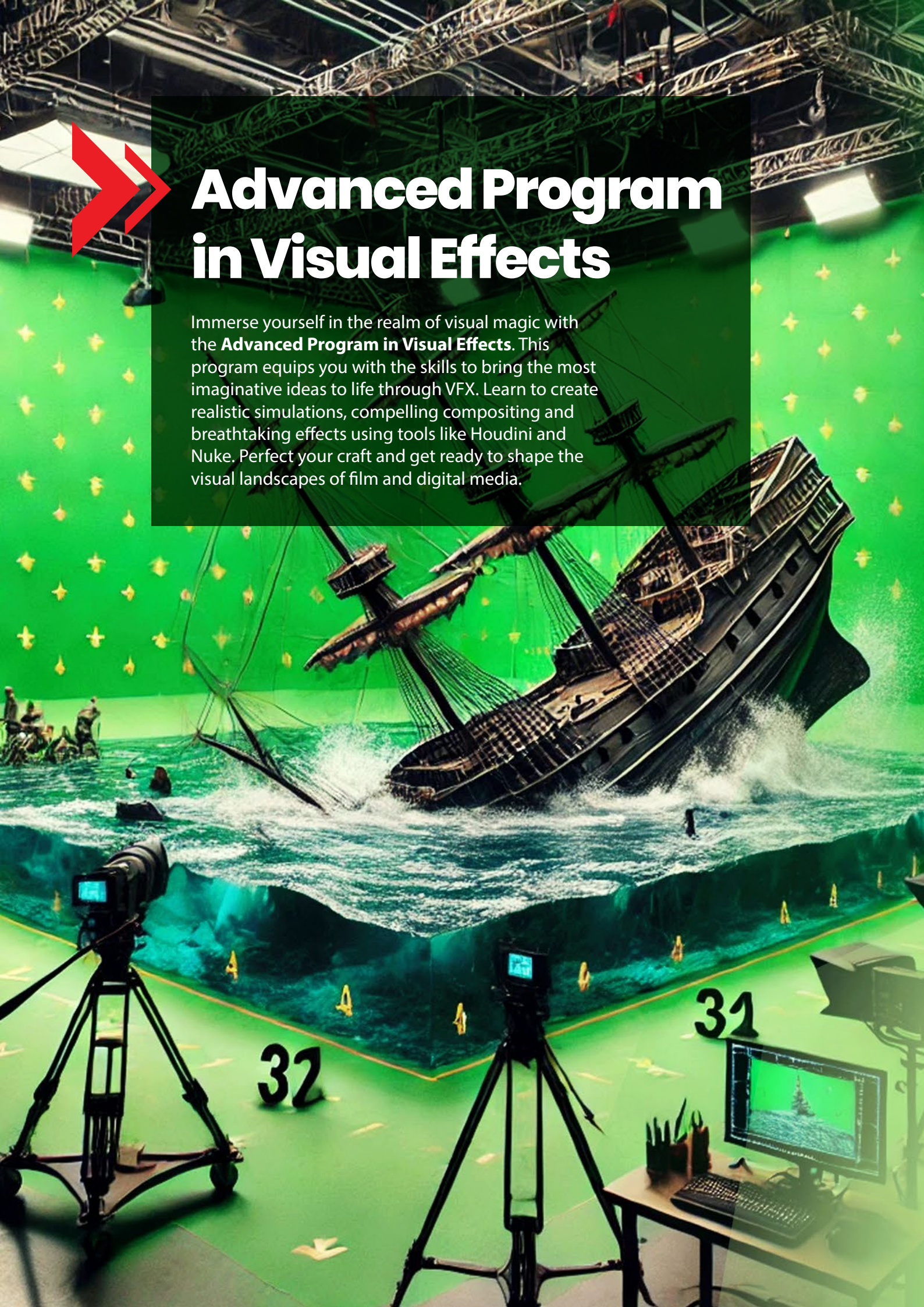
Duration: 604 Hours

Course Content:

Term 1 - Design & Visualization

Cinematography & Photography Basics
Color and Light Magic
Perspectives and Character Design
Mastering Digital Illustrations
Pixel Perfect Painter
Storyboard Mastery
Cinematic Edits
Digital Sound Craft
2D Animation Mastery
Motion Graphics
AI Art Innovator
Portfolio Powerhouse

Term 2 - Advanced 3D Design for VFX

Understanding the CG Pipeline
Asset Creation for CGI & Games
Texture and Details
Realistic Surface Creation
Real World Replication
Illuminating Assets
Bringing Characters to Life with Rigging
Art of 3D Animation
AI-Powered 3D Workflow
Portfolio Powerhouse

Term 3 - Advanced FX and Compositing

3D FX, Dynamics and Simulations
Introduction to Virtual Production
Procedural FX with Houdini
Advanced Roto with Silhouette
Art of Camera Tracking
Magic of Compositing with Nuke
Portfolio Powerhouse
Career Launchpad

SOFTWARE/TOOLS COVERED

Adobe Illustrator CC | Adobe Photoshop CC | Storyboarder | Adobe Premiere Pro CC | Adobe Audition CC | Adobe Animate CC | Adobe After Effects CC | Autodesk Maya | nCloth | X - Gen | Adobe Substance Painter | Reality Capture | Houdini | Silhouette | 3D Equalizer | Nuke | Gen AI Tools

JOB PROFILES

Concept Artist | Character Designer | Storyboard Artist | 3D Artist | Lighting Artist | 3D Generalist
3D Designer | 3D Product Designer | Compositor | Matchmove Artist
VFX Generalist | FX Artist | Motion Graphics Artist | Matte Painter | Video Editor | Roto Artist

Advanced Program in Architectural Visualization and Interior Design

Transform spaces with your creativity in the **Advanced Program in Architectural Visualization and Interior Design**. Learn to bring architectural concepts to life using powerful tools like AutoCAD, 3ds Max, Blender and Unreal Engine. From realistic textures to immersive virtual walkthroughs, this program empowers you to visualize interiors and architecture with stunning accuracy, preparing you for a career that shapes the built environment.

Course Content:

Term 1 - Design & Visualization

Cinematography & Photography Basics
Color and Light Magic
Perspectives and Character Design
Mastering Digital Illustrations
Pixel Perfect Painter
Storyboard Mastery
Cinematic Edits
Digital Sound Craft
2D Animation Mastery
Motion Graphics
AI Art Innovator
Portfolio Powerhouse

Term 2 - Advanced 3D Visualization

Understanding the CG Pipeline
Introduction to AutoCAD
Shaping World with 3ds Max
Mastering Texturing & Lighting with 3ds Max
Animating in 3ds Max
RenderCraft in 3ds Max
Realistic Surface Creation
Introduction to SketchUp
AI-Powered 3D Workflow
Portfolio Powerhouse

Term 3 - Advanced Immersive Visualization

Introduction to Blender
Modeling Concepts and Techniques
UV Mapping and Texturing
Materials and Shading
Lighting Techniques
Animation in Blender
Rendering and Post Processing
Immersive Media with Unreal Engine
Archviz with Twinmotion
Portfolio Powerhouse
Career Launchpad

SOFTWARE/TOOLS COVERED

Adobe Illustrator CC | Adobe Photoshop CC | Storyboarder | Adobe Premiere Pro CC
Adobe Audition CC | Adobe Animate CC | Adobe After Effects CC | Autodesk 3ds Max
Adobe Substance Painter | SketchUp | Blender | Unreal Engine | Twinmotion | Gen AI Tools

JOB PROFILES

Concept Artist | 3D Artist | Lighting Artist | 3D Generalist | 3D Designer | 3D Product Designer
Archviz Artist | Interior Visualization Artist | Unreal Engine Archviz Specialist | 3D Rendering Artist

Broadcast Design

Enter the world of high-impact visual storytelling with the **Broadcast Design program**. This course teaches you how to craft captivating broadcast graphics and motion design for television, film and digital media. With tools like Cinema4D and 3ds Max, you'll learn to create dynamic visuals that captivate audiences, preparing you to design the future of broadcast media.

Duration: 408 Hours

Course Content:

Term 1 - Design and Visualization

- Cinematography & Photography Basics
- Color and Light Magic
- Perspectives and Character Design
- Mastering Digital Illustrations
- Pixel Perfect Painter
- Storyboard Mastery
- Cinematic Edits
- Digital Sound Craft
- 2D Animation Mastery
- Motion Graphics
- AI Art Innovator
- Portfolio Powerhouse

Term 2 - Advanced 3D Motion Design

- Understanding Broadcast Pipeline
- Concepts of Broadcast Design
- Shaping World with 3ds Max
- Mastering Texturing & Lighting with 3ds Max
- Animating in 3ds Max
- RenderCraft in 3ds Max
- Broadcast Design with Cinema4D
- Broadcast Media
- AI-Powered 3D Workflow
- Portfolio Powerhouse
- Career Launchpad

SOFTWARE/TOOLS COVERED

Adobe Illustrator CC | Adobe Photoshop CC | Storyboarder | Adobe Premiere Pro CC | Adobe Audition CC
Adobe Animate CC | Adobe After Effects CC | Autodesk 3ds Max | Cinema4D | Gen AI Tools

JOB PROFILES

Concept Artist | Storyboard Artist | 3D Artist | Lighting Artist | 3D Generalist | 3D Designer
Broadcast Designer | Motion Graphics Designer | Video Editor | Motion Design Visualizer

DIGITAL CONTENT CREATION

DCC

In today's digital-first world, content is king and the DCC (Digital Content Creation) course family is designed to equip you with the essential skills to craft compelling, visually impactful and interactive content. From graphics and web design to motion graphics, UI/UX design and digital marketing, this comprehensive suite of programs prepares you for the diverse demands of the creative industry. Master cutting-edge tools, AI-driven technologies and industry best practices to stay ahead of trends and create content that engages, informs and inspires.

DCC COURSES

» Digital Content Creation

» Next-Gen Graphic Design & Web Development

» Advanced Program in UI/UX Design

» Advanced Program in Digital Marketing with Gen AI

» Next-Gen Visual Design & Motion Graphics

Digital Content Creation Program

Unlock your creative potential with the Digital Content Creation program.
This course empowers you to design stunning visuals, create engaging motion graphics and craft seamless user experiences. Learn the fundamentals of design, photography, typography and web development while mastering tools like Adobe Creative Suite, Figma and WordPress. Whether you're creating social media visuals or building interactive websites, this program prepares you to succeed in the dynamic world of digital content.

Duration: 352 Hours

Course Content:

Term 1 - Visual Design and Branding

Foundation of Visual Design & Communication
Color and Light Magic
Copyright and Design Ethics
Typography Techniques
Creative Vector Illustrations
Digital Design
Digital and Interactive Publishing
Designing for Social Engagement
Product Visualization & Branding
Portfolio Powerhouse

Term 2 - Motion Graphics & Gen AI Enhanced Creativity

Cinematography and Photography Basics
Cinematic Edits
Digital Sound Craft
2D Motion Magic
Motion Graphics
Importance of Color Grading
AI Art Innovator
Portfolio Powerhouse

Term 3 - Comprehensive UI/UX Design

Principles of Design in UI/UX
Design Thinking Process
UX Research Process in UCD
UX Informative Architecture
UI Design Principles
Wireframing and Collaboration
Interactive Prototyping with Figma
UX Research Fundamentals
Gen AI for UI/UX Design
Ethical AI Practices
Responsive Design
Make a Website with WordPress
Working with Frameworks
Case Study & Capstone Project
Portfolio Powerhouse
Career Launchpad

Software/Tools Covered

Adobe Illustrator CC | Adobe Photoshop CC | Adobe InDesign CC | Canva | Adobe Dimensions | Adobe Premiere Pro CC | Adobe Audition CC | Adobe Animate CC | Adobe After Effects CC | DaVinci | Figma | Draw.io | VS Code | WordPress | XAMPP | Gen AI Tools

Job Profiles

Graphic Designer | Digital Illustrator | UI Artist | Motion Graphics Artist | UX Designer | Social Media Designer | Video Editor | Front-end Designer | UX Researcher | Web Designer

Next-Gen Graphic Design and Web Development

The Graphics, Web Design and Development program empowers you to create stunning visuals and interactive web experiences. Learn the fundamentals of graphic design, typography and branding, alongside the technical skills needed for modern web development. Master tools like Adobe Creative Suite, Figma and WordPress and dive into responsive design, SEO and server-side scripting. Whether you're designing for social media or building dynamic websites, this program equips you with the skills to thrive in the digital content world.

Duration: 290 Hours

Course Content:

Term 1 - Graphic and Visual Design

- Foundation of Visual Design & Communication
- Color and Light Magic
- Copyright and Design Ethics
- Typography Techniques
- Principles of Design in UI/UX
- Creative Vector Illustrations
- Digital Design
- Digital and Interactive Publishing
- Designing for Social Engagement
- Product Visualization and Branding
- Design Thinking Process
- AI Art Innovator
- Wireframing and Collaboration
- Portfolio Powerhouse

Term 2 - Web Design and Development

- Interactive Prototyping with Figma
- Gen AI for UI/UX Design
- Concepts of Web Design and Development
- Foundations of Modern Web Design
- Responsive Web Development with Bootstrap
- Dynamic Web Interactions
- CMS and Local Web Development with WordPress and XAMPP
- Intro to SEO and Digital Marketing Concepts
- Server-side Scripting with PHP
- Website Project
- Portfolio Powerhouse
- Career Launchpad

Software/Tools Covered

**Adobe Illustrator CC | Adobe Photoshop CC | Adobe InDesign CC | Canva |
Adobe Dimensions | Draw.io | Figma | HTML5 | CSS3 | Bootstrap | JavaScript |
WordPress | XAMPP | Google AdWords & Analytics | PHP & MySQL | Gen AI Tools**

Job Profiles

**Graphic Designer | Digital Illustrator | UI Artist |
Social Media Designer | Front-end Designer | UX Researcher | Web Designer | Web Developer**

Advanced Program in UI/UX Design

The Advanced Program in UI/UX Design is designed to equip you with the skills needed to create seamless and user-centered digital experiences. Dive into the principles of design thinking, UI/UX processes and interactive prototyping with Figma. Learn how to craft responsive websites using HTML, CSS and WordPress, while mastering industry-standard tools. This program prepares you to excel as a UI/UX designer, creating intuitive, aesthetically pleasing and functional designs.

Course Content:

- Principles of Design in UI/UX
- Digital Design
- Creative Vector Illustrations
- Design Thinking Process
- UX Research Process in UCD
- UX Informative Architecture
- UI Design Principles
- Wireframing and Collaboration
- Interactive Prototyping with Figma
- UX Research Fundamentals
- Gen AI for UI/UX Design
- Ethical AI Practices
- Responsive Design – HTML, CSS
- Make a Website with WordPress
- Working with Frameworks
- Case Study and Capstone Project
- Career Launchpad

Software/Tools Covered

Adobe Illustrator CC | Adobe Photoshop CC | Draw.io | Figma | HTML5 | CSS3 | WordPress | XAMPP | VS Code | Gen AI Tools

Job Profiles

Creative Designer | Digital Illustrator | UI Artist | Social Media Designer | UX Researcher | Interaction Designer | Visual Designer

Advanced Program in Digital Marketing with Gen AI

The Advanced Program in Digital Marketing with Gen AI is a comprehensive course designed to equip professionals with cutting-edge skills in digital marketing, artificial intelligence and data-driven strategies. Designed for career growth, it prepares you for roles like AI Marketing Specialist, Paid Media Expert, or Digital Strategist across e-commerce, tech, advertising and marketing agencies. Whether scaling campaigns or launching a freelance business, this program delivers the cutting-edge skills needed to succeed in today's fast-evolving digital landscape.

# Duration: 122 Hours

Course Content:

- Foundations of Digital Marketing

- Concepts of Web Design and Development

- Search and Display Marketing

- Social Media Marketing

- Role of AI in Digital Marketing

- Paid Advertising Strategies

- Advanced Analytics

- Affiliate Marketing

- Advanced Marketing Automation

- Data Privacy and Digital Marketing Ethics

- Portfolio Powerhouse

- Career Launchpad

Software/Tools Covered

Google Ads | Google Analytics | Semrush | SpyFLU / Wordstream | Social Pilot |
UpContent | Curata | Social Media Ads Platforms | Hubspot | Mixpanel |
Sprout Social | Ahrefs | Google Data Studio | Bitly | Canva | Mailerlite | WordPress |
Mailchimp | Zapier | Hootsuite

Job Profiles

Digital Marketing Executing | Social Media Strategist | Marketing Data Analyst |
SEO/SEM Specialist | Digital Marketing Consultant | Paid Media Specialist
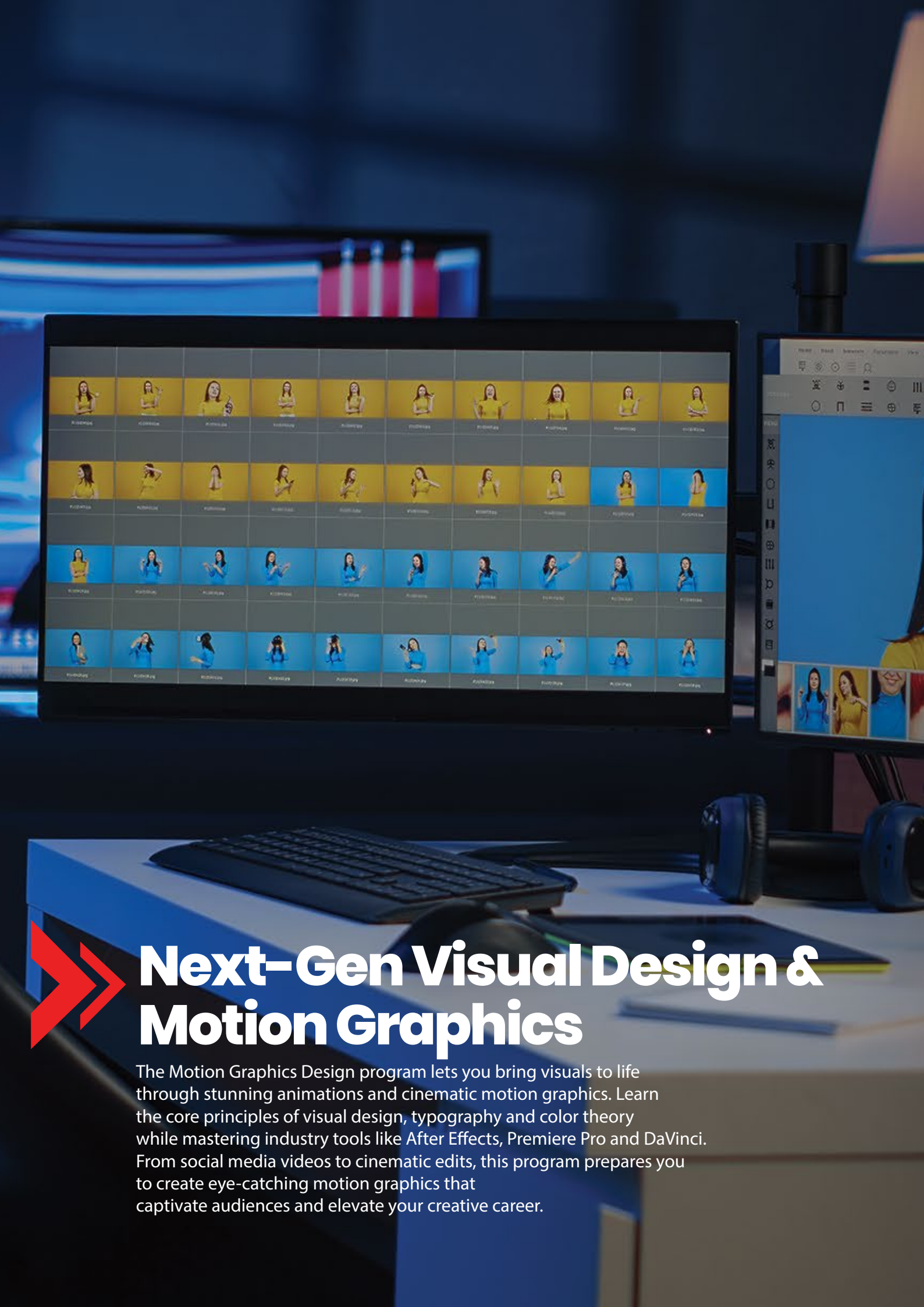
Next-Gen Visual Design & Motion Graphics

The Motion Graphics Design program lets you bring visuals to life through stunning animations and cinematic motion graphics. Learn the core principles of visual design, typography and color theory while mastering industry tools like After Effects, Premiere Pro and DaVinci. From social media videos to cinematic edits, this program prepares you to create eye-catching motion graphics that captivate audiences and elevate your creative career.

Duration: 220 Hours

Course Content:

- Foundation of Visual Design and Communication
- Cinematography and Photography Basics
- Copyright and Design Ethics
- Typography Techniques
- Color and Light Magic
- Creative Vector Illustrations
- Digital Design
- Designing for Social Engagement
- 2D Motion Magic
- Cinematic Edits
- Digital Sound Craft
- Motion Graphics
- Importance of Color Grading
- AI Art Innovator
- Portfolio Powerhouse
- Career Launchpad

Software/Tools Covered

Adobe Illustrator CC | Adobe Photoshop CC | Canva | Adobe Animate CC |
Adobe Premiere Pro CC | Adobe Audition CC | Adobe After Effects | DaVinci | Gen AI Tools

Job Profiles

Graphic Designer | Digital Illustrator | UI Artist | Motion Graphics Artist |
Social Media Designer | Video Editor | Color Grading Artist | Creative Designer

GAMING & INTERACTIVE DESIGN

The Gaming and ID courses are designed to equip you with the skills to thrive in the dynamic world of game art, design and immersive development. From mastering the fundamentals of game creation to specializing in advanced techniques for augmented reality (AR) virtual reality (VR) and extended reality (XR), these programs offer a comprehensive learning experience. Gain expertise in industry-standard tools like Unreal Engine, Unity, Maya and ZBrush and prepare for a successful career in the rapidly evolving gaming and immersive media industries.
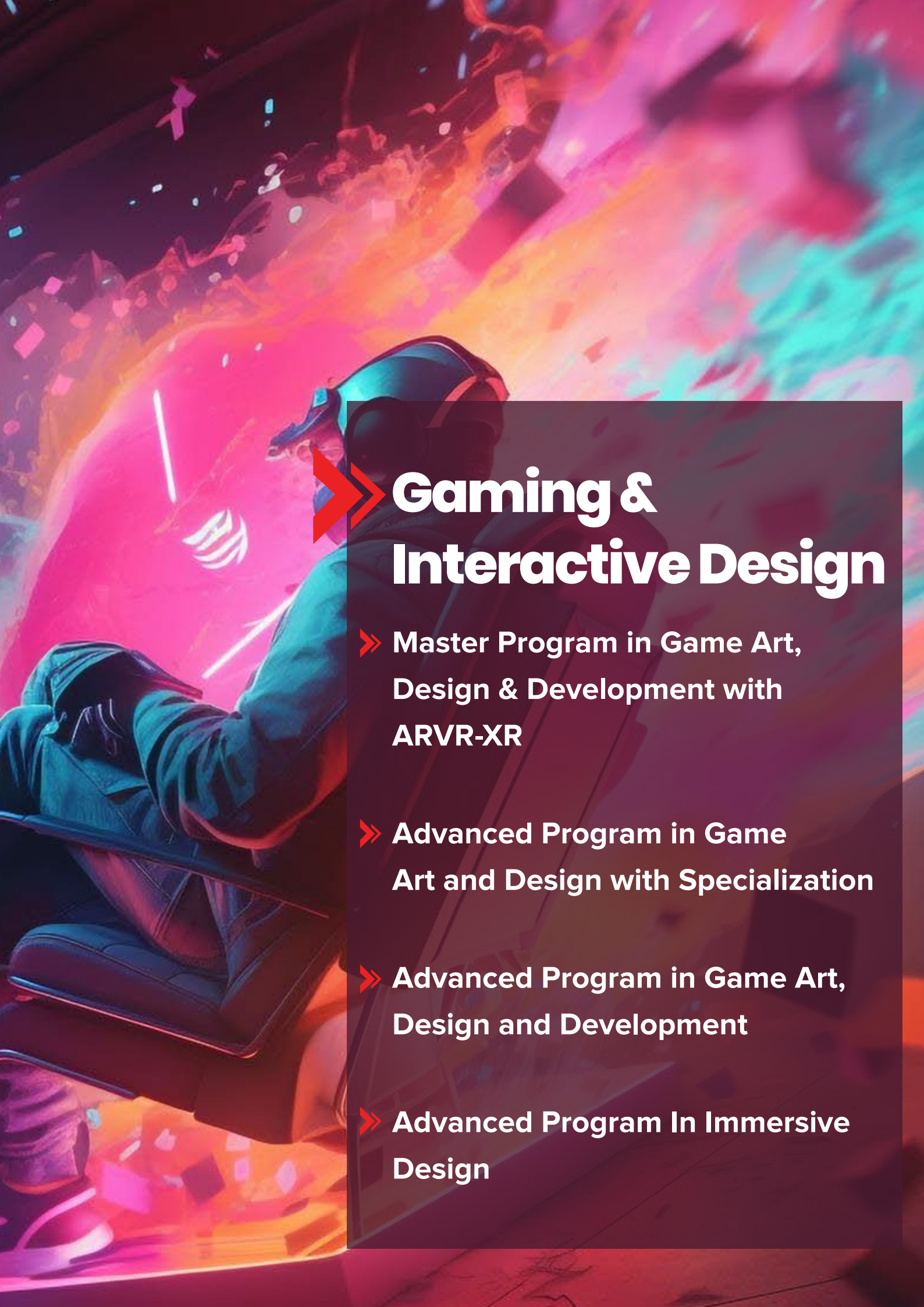
Gaming & Interactive Design

» **Master Program in Game Art, Design & Development with ARVR-XR**

» **Advanced Program in Game Art and Design with Specialization**

» **Advanced Program in Game Art, Design and Development**

» **Advanced Program In Immersive Design**

Master Program in Game Art, Design & Development with ARVR-XR

The Master Program in Game Art, Design and Development with ARVR-XR prepares you to create immersive digital experiences across games, augmented reality (AR), virtual reality (VR) and extended reality (XR). From mastering game art and design to developing real-time game worlds and AR/VR experiences, this comprehensive program equips you with advanced skills in Unreal Engine, Unity and 3D modeling, setting you on a path to becoming an expert in the rapidly evolving world of game and immersive media development.

Duration: 818 Hours

Course Content:

Term 1: Game Design and Art Essentials

Fundamentals of Game Art & Design
Pixel Perfect Painter
Mastering Digital Illustrations
UI/UX Design for Games
Animate for Game Art
AI Art Innovator
Introduction to Game Engine
2D Game Project

Term 2: Advanced Game Art

Understanding Game Production Pipeline
Asset Creation for CGI & Games
Mastering Digital Sculpting
Textures and Details
Realistic Surface Creation
Illuminating Assets
Bringing Characters to Life with Rigging
Art of 3D Animation
Cinematic Realism with Unreal
AI-Powered 3D Workflow
Portfolio Powerhouse

Term 3: Game Art Specialist

Specialization in Game Art
Procedural Texture Creation
Real-time Lookdev
Real World Replication
Portfolio Powerhouse

Term 4: Comprehensive Game Development

Understanding Unreal Engine for Game Development
Design Game Worlds with the Level Editor
Create Game Elements with Actors
Simplify Game Logic with Blueprints
Set up Player Controls and Inputs
Enhance Gameplay with Collision Systems
Design User-Friendly Interfaces
Integrate Audio for Immersive Experiences
Export and Share your Game Demo
Build a Standout 3D Portfolio
Portfolio Powerhouse

Term 5: Immersive Design

Introduction to Augmented Reality
Creating a VR Experience in Unreal
Essentials of Unity
Unity AR Foundation
Creating AR Experience
Portfolio Powerhouse
Career Launchpad

Software/Tools Covered

Adobe Illustrator CC | Adobe Photoshop CC | Figma | Adobe Animate CC | GDevelop.io |
Autodesk Maya | Maxon ZBrush | Adobe Substance Painter | Unreal Engine |
Blender | Adobe Substance Designer | Adobe Substance 3D Stager | Reality Capture | Unity | Spark AR | Gen AI Tools

Job Profiles

Game Designer | Game Producer | Level Designer |
2D Game Artist | UI Artist | 3D Game Artist | Technical Artist | Game Environment Artist |
Cinematic Artist | Unreal Generalist | Real-time 3D Artist | Game Developer | AR/VR Developer

Advanced Program in Game Art and Design with Specialization

The Advanced Program in Game Art and Design with Specialization takes you deeper into the world of game design and art, allowing you to hone your skills in 2D and 3D game art creation. Learn everything from digital sculpting and texture creation to rigging and 3D animation, with a focus on game production pipelines and cinematic realism. Master industry-standard tools like Unreal Engine, Maya and ZBrush and specialize in creating game environments, characters and assets for a variety of game genres.

Duration: 574 Hours

Term 1: Game Design and Art Essentials

Fundamentals of Game Art & Design
Pixel Perfect Painter
Mastering Digital Illustrations
UI/UX Design for Games
Animate for Game Art
AI Art Innovator
Introduction to Game Engine
2D Game Project

Term 2: Advanced Game Art

Understanding Game Production Pipeline
Asset Creation for CGI & Games
Mastering Digital Sculpting
Textures and Details
Realistic Surface Creation
Illuminating Assets
Bringing Characters to Life with Rigging
Art of 3D Animation
Cinematic Realism with Unreal
AI-Powered 3D Workflow
Portfolio Powerhouse

Term 3: Game Art Specialist

Specialization in Game Art
Procedural Texture Creation
Real-time Lookdev
Real World Replication
Portfolio Powerhouse

Software/ Tools Covered

Adobe Illustrator CC | Adobe Photoshop CC | Figma | Adobe Animate CC | GDevelop.io | Autodesk Maya |
Maxon ZBrush | Adobe Substance Painter | Unreal Engine | Blender | Adobe Substance Designer |
Adobe Substance 3D Stager | Reality Capture | Gen AI Tools

Job Profiles

Game Designer | Game Producer | Level Designer | 2D Game Artist | UI Artist | 3D Game Artist |
Technical Artist | Game Environment Artist | Cinematic Artist | Unreal Generalist | Real-time 3D Artist

Advanced Program in Game Art, Design and Development

The Advanced Program in Game Art, Design and Development is designed for those looking to master the art and science of game creation. From mastering digital art and UI/UX design to learning game development techniques with Unreal Engine, this program covers the entire game creation process. Build immersive 2D and 3D environments, create engaging gameplay and develop your skills to produce industry-ready game demos, preparing you for a successful career in game art and development.

Duration: 600 Hours

Course Content:

Term 1: Game Design and Art Essentials

Fundamentals of Game Art & Design
Pixel Perfect Painter
Mastering Digital Illustrations
UI/UX Design for Games
Animate for Game Art
AI Art Innovator
Introduction to Game Engine
2D Game Project

Term 2: Advanced Game Art

Understanding Game Production Pipeline
Asset Creation for CGI & Games
Mastering Digital Sculpting
Textures and Details
Realistic Surface Creation
Illuminating Assets
Bringing Characters to Life with Rigging
Art of 3D Animation
Cinematic Realism with Unreal
AI-Powered 3D Workflow
Portfolio Powerhouse

Term 3: Comprehensive Game Development

Understanding Unreal Engine for Game Development
Design Game Worlds with the Level Editor
Create Game Elements with Actors
Simplify Game Logic with Blueprints
Set Up Player Controls and Inputs
Enhance Gameplay with Collision Systems
Design User-Friendly Interfaces
Integrate Audio for Immersive Experiences
Export and Share your Game Demo
Build a Standout 3D Portfolio
Portfolio Powerhouse

Software/Tools Covered

Adobe Illustrator CC | Adobe Photoshop CC | Figma | Adobe Animate CC | GDevelop.io | Autodesk Maya | Maxon ZBrush | Adobe Substance Painter | Unreal Engine | Gen AI Tools

Job Profiles

Game Designer | Game Producer | Level Designer | 2D Game Artist | UI Artist | 3D Game Artist | Technical Artist | Game Environment Artist | Cinematic Artist | Unreal Generalist | Real-time 3D Artist | Game Developer

Advanced Program In Immersive Design

The Advanced Program in Immersive Game Development equips you with the skills to create cutting-edge gaming experiences that integrate augmented reality (AR) and virtual reality (VR). From mastering game design and 3D art creation to developing interactive AR/VR experiences using Unity and Unreal Engine, this program prepares you to develop immersive worlds. Learn the tools and techniques required for next-gen game development and dive into the world of immersive technologies to bring your creative visions to life.

Duration: 548 Hours

Term 1: Game Design and Art Essentials

Fundamentals of Game Art & Design
Pixel Perfect Painter
Mastering Digital Illustrations
UI/UX Design for Games
Animate for Game Art
AI Art Innovator
Introduction to Game Engine
2D Game Project

Term 2: Advanced Game Art

Understanding Game Production Pipeline
Asset Creation for CGI & Games
Mastering Digital Sculpting
Textures and Details
Realistic Surface Creation
Illuminating Assets
Bringing Characters to Life with Rigging
Art of 3D Animation
Cinematic Realism with Unreal
AI-Powered 3D Workflow
Portfolio Powerhouse

Term 3: Immersive Design

Introduction to Augmented Reality
Creating a VR Experience in Unreal
Essentials of Unity
Unity AR Foundation
Creating AR Experience
Portfolio Powerhouse
Career Launchpad

Software/Tools Covered

Adobe Illustrator CC | Adobe Photoshop CC | Figma | Adobe Animate CC | GDevelop.io | Autodesk Maya | Maxon ZBrush | Adobe Substance Painter | Unreal Engine | Unity | Gen AI Tools

Job Profiles

Game Designer | Game Producer | Level Designer | 2D Game Artist | UI Artist | 3D Game Artist | Technical Artist | Game Environment Artist | Cinematic Artist | Unreal Generalist | Real-time 3D Artist | Game Developer | AR/VR Developer

AVGC

The AVGC courses are designed to immerse you in the world of animation, visual effects (VFX) and digital media, offering in-depth training in both the artistic and technical aspects of these fields. From foundational design principles to advanced 3D modeling, compositing and VFX filmmaking, these programs provide the tools and knowledge needed to create world-class digital content. Learn to craft cinematic visuals, realistic animations and cutting-edge effects that power today's entertainment and media industries, setting the stage for a successful career in the creative arts.
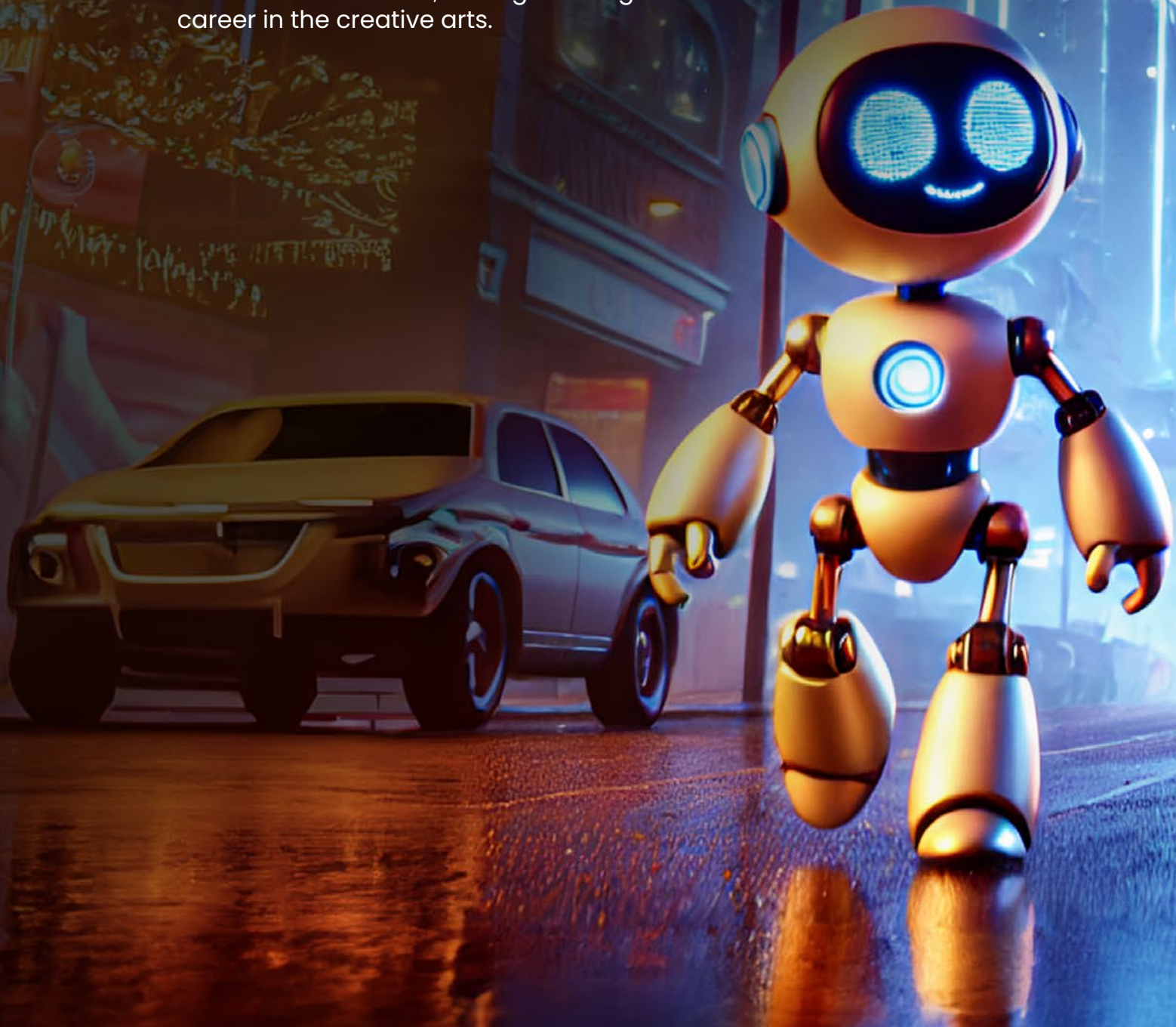
» **Advanced Program in Animation and VFX**

» **Advanced Digital Graphics and Animation**

» **Advanced Program in VFX Filmmaking**

» **Advanced Program in VFX Compositing and Editing**

Advanced Program in Animation and VFX

Unlock your potential in the world of visual storytelling with the Advanced Program in Animation and VFX. This course takes you through the entire VFX and animation pipeline, from creating stunning 3D models to designing realistic visual effects. With hands-on training in industry-standard software like Maya, Houdini and Nuke, you'll develop the technical skills and artistic creativity required to produce high-quality animation and VFX for film, TV and digital media. Prepare to showcase your talent through a polished portfolio that highlights your mastery in both animation and VFX.

Duration: 484 Hours

Course Content:

Term 1 - Creative Design and Digital Media

Cinematography and Photography Basics
Color and Light Magic
Perspectives and Character Design
Pixel Perfect Painter
Cinematic Edits
Digital Sound Craft
Motion Graphics

Term 2 - Advanced 3D Design

Understanding CG Pipeline
Asset Creation for CGI & Games
Textures and Details
Realistic Surface Creation
Illuminating Assets
Bringing Character to Life with Rigging
Art of 3D Animation

Term 3 - Advanced FX and Compositing

3D FX, Dynamics and Simulations
Procedural FX with Houdini
Advanced Roto with Silhouette
Art of Camera Tracking
Magic of Compositing with Nuke
Portfolio Powerhouse
Career Launchpad

Software/Tools Covered

**Adobe Photoshop CC | Adobe Premiere Pro CC | Adobe Audition CC |
Adobe After Effects CC | Autodesk Maya | nCloth | X - Gen } Adobe Substance Painter |
Houdini | Silhouette | 3D Equalizer | Nuke**

Job Profiles

**Concept Artist | Character Designer | 3D Modeler | Texturing Artist | Lighting Artist |
3D Animator | Rigging Artist | 3D Generalist | 3D Designer | Compositor | Matchmove
Artist | VFX Generalist | FX Artist | Motion Graphics Artist | Matte Painter | Video
Editor | Roto Artist**

Advanced Digital Graphics and Animation

The Advanced Digital Graphics and Animation program is your gateway to mastering the essentials of both digital graphics and animation. Learn how to design and animate engaging visuals, from creating pixel-perfect digital illustrations to advanced 3D character modeling. Whether you choose Maya or Blender, this course covers everything from the fundamentals of design to the intricacies of 3D animation, ensuring you have the skills to bring your digital creations to life. With expert guidance and industry-leading tools, you'll gain the confidence to take on any creative project.

**Duration: 290 Hours
Or 274 Hours**

Course Content:

Term 1 - Creative Design and Digital Media

Cinematography and Photography Basics
Color and Light Magic
Perspectives and Character Design
Pixel Perfect Painter
Cinematic Edits
Digital Sound Craft
Motion Graphics

Term 2A - 3D Design with Maya

Understanding CG Pipeline
Asset Creation for CGI & Games
Textures and Details
Illuminating Assets
Bringing Characters to Life with Rigging
Art of 3D Animation
Portfolio Powerhouse
Career Launchpad

Term 2B - 3D Design with Blender

Understanding CG Pipeline
Introduction to Blender
Modeling Concepts and Techniques
UV Mapping and Texturing
Materials and Shading
Lighting Techniques
Animation in Blender
Rendering and Post Processing
Portfolio Powerhouse
Career Launchpad

Software/Tools Covered

Adobe Photoshop CC | Adobe Premiere Pro CC | Adobe Audition CC | Adobe After Effects CC | Autodesk Maya* | Blender*

Job Profiles

Concept Artist | Character Designer | 3D Modeler | Texturing Artist | Lighting Artist | 3D Animator | Rigging Artist | 3D Generalist | 3D Designer | 3D Product Designer

Advanced Program in VFX Filmmaking

The Advanced Program in VFX Filmmaking takes you deep into the world of cinematic VFX production. From cinematography and digital design to advanced compositing and 3D animation, this course equips you with the complete skill set needed to bring your film concepts to life. Specialize in advanced techniques like rotoscoping, camera tracking and compositing with Nuke and learn to build a robust VFX pipeline. This program helps you develop a professional portfolio that showcases your ability to create high-impact visuals for film, television and digital media.

Duration: 426 Hours

Course Content:

Term 1 - Creative Design and Digital Media

Cinematography and Photography Basics
Color and Light Magic
Perspectives and Character Design
Pixel Perfect Painter
Storyboard Mastery
Cinematic Edits
Digital Sound Craft
Motion Graphics

Term 2 - Advanced 3D Design

Understanding CG Pipeline
Asset Creation for CGI & Games
Textures and Details
Realistic Surface Creation
Illuminating Assets
Bringing Characters to Life with Rigging
Art of 3D Animation

Term 3 - Advanced Tracking and Compositing

Advanced Roto with Silhouette
Art of Camera Tracking
Magic of Compositing with Nuke
Portfolio Powerhouse
Career Launchpad

Software/Tools Covered

Adobe Photoshop CC | Adobe Premiere Pro CC | Adobe Audition CC |
Adobe After Effects CC | Storyboarder | Autodesk Maya | Substance | Silhouette |
3D Equalizer | Nuke | Adobe Substance Painter

Job Profiles

Concept Artist | Storyboard Artist | 3D Modeler | Texturing Artist | Lighting Artist |
3D Animator | Rigging Artist | 3D Generalist | 3D Designer | Compositor | Motion
Graphics Artist | Matte Painter | Video Editor | Roto Artist | Matchmove Artist |
BG Prep & Paint Artist

Advanced Program in VFX Compositing and Editing

Dive into the art of blending reality and imagination with the Advanced Program in VFX Compositing and Editing. This course focuses on the critical techniques of compositing and editing, teaching you how to integrate digital assets seamlessly into live-action footage. Master tools like Nuke and Silhouette for advanced rotoscoping, camera tracking and color grading, while learning to craft cinematic edits that captivate audiences. You'll also sharpen your skills in motion graphics and sound design, building the expertise to deliver stunning visual content for film and media production.

Duration: 220 Hours

Course Content:

- Cinematography and Photography Basics
- Color and Light Magic
- Pixel Perfect Painter
- Cinematic Edits
- Digital Sound Craft
- Motion Graphics
- Magic of Compositing with Nuke
- Advanced Roto with Silhouette
- Importance of Color Grading
- Portfolio Powerhouse
- Career Launchpad

Software/Tools Covered

**Adobe Photoshop CC | Adobe Premiere Pro CC | Adobe Audition CC |
Adobe After Effects CC | Silhouette | Nuke | DaVinci**

Job Profiles

**Digital Designer | Compositor | Motion Graphics Artist | Matte Painter |
Video Editor | Roto Artist**

Short-term Courses (STCs)

Arena Animation offers a dynamic range of **Short-term Skill Training Courses** designed to equip you with cutting-edge skills in digital design, animation, game development and AI-powered creativity. Whether you're looking to master 3D modeling in **Blender** and **Maya**, develop interactive experiences in **Unreal Engine** or explore the world of **Generative AI**, these programs provide hands-on training in industry-standard tools and techniques. From **2D animation** to architectural visualization, each course leverages Arena Animation's expertise to empower you to create innovative, professional-level content, setting you up for a successful career in today's fast-paced digital world.

- Master in Gen AI
- Master in Blender
- Master in Unreal Engine
- Master in Maya
- Digital Architecture and Interior Design
- Master in 2D Animation
- Master in 3ds Max

Master in Gen AI

The **Master in Gen AI** program explores the innovative world of Generative AI, equipping you with the skills to leverage AI tools for creative writing, visual storytelling, marketing and more. Learn how to use advanced AI platforms for content generation, video creation and design prototyping while also understanding the ethical considerations involved. This program prepares you to drive creative innovation and enhance digital experiences using AI-powered solutions.

Duration: 38 Hours

Course Content:

Gen AI Foundations & Prompt Engineering Techniques
Creative Writing & Idea Generation using Gen AI
Visual Storytelling with Gen AI
Marketing Innovation with Gen AI
Dynamic Design & Prototyping with Gen AI
Video Content Creation with Gen AI
Audio Innovation with Gen AI
3D Model Creation
Responsible Usage & Ethical Considerations in AI
Project
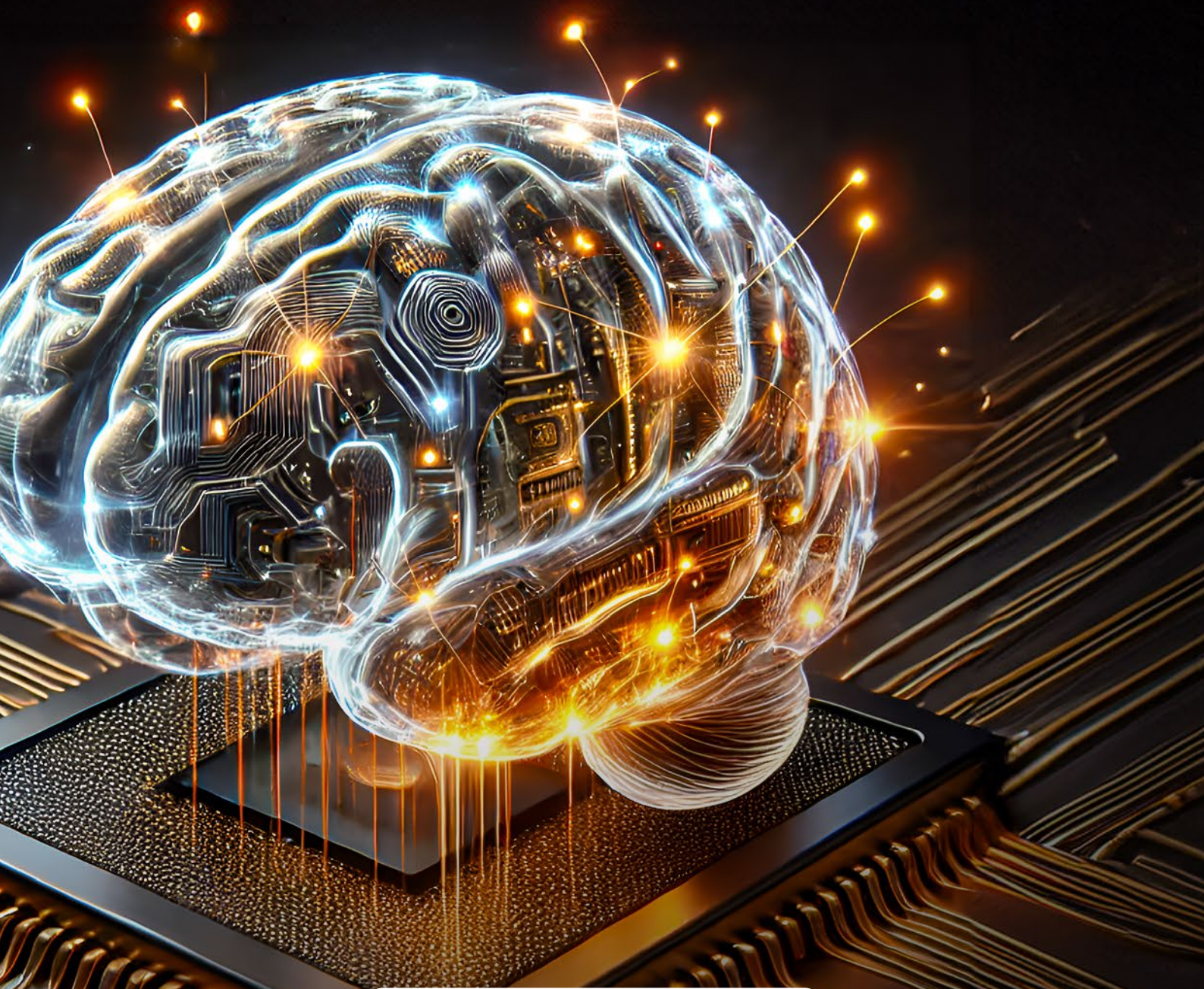
Software/Tools Covered

ChatGPT Plus | Deep Seek | Leonardo AI | Midjourney | Canva AI | Adobe Express AI |
Sora | Runway ML | Eleven Labs | Suno AI | Meshy AI | Adobe Photoshop CC |
Adobe Premiere Pro CC | Adobe After Effects CC | ZBrush

Job Profiles

AI-Powered Graphic Designer | AI-based UI/UX Designer | AI-Driven Game Designer
| AI Art Director | AI Creative Consultant | AI Video Editor | AI Motion Graphics Artist

Master in Blender

The **Master in Blender** program dives deep into the art of 3D modeling, animation and rendering using Blender, a powerful open-source software. Learn the essentials of 3D design, from modeling and texturing to animation and rendering. This course equips you with the skills needed to create detailed 3D models and stunning animations, preparing you for a career in 3D art, animation and game design.

Duration: 132 Hours

Course Content:

Introduction to Blender
Modeling Concepts and Techniques
UV Mapping and Texturing
Materials and Shading
Lighting Techniques
Animation in Blender
Rendering and Post Processing

Software/Tools Covered

Blender

Job Profiles

3D Artist | 3D Designer | 3D Game Artist | 3D Generalist | Product Designer |
3D Modeling Artist | 3D Texturing Artist

Master in Unreal Engine

The **Master in Unreal Engine** program provides you with the essential skills to develop immersive and interactive 3D worlds. Learn how to design game environments, create engaging game elements and develop gameplay using Blueprints and Unreal Engine. This course will help you build professional game demos, create realistic visuals and prepare you to work on cutting-edge projects in the gaming and interactive media industries.

Duration: 144 Hours

Course Content:

Understanding Unreal Engine for Game Development
Design Game Worlds with the Level Editor
Create Game Elements with Actors
Simplify Game Logic with Blueprints
Set Up Player Controls and Inputs
Enhance Gameplay with Collision Systems
Design User-friendly Interfaces
Integrate Audio for Immersive Experiences
Export and Share your Game Demo
Build a Standout 3D Portfolio

Software/Tools Covered

Unreal Engine

Job Profiles

Game Designer | Game Producer | Level Designer | Game Developer | Real-time 3D Artist

Master in Maya

The **Master in Maya** program offers comprehensive training in 3D modeling, animation and effects creation using Autodesk Maya. From understanding the CG pipeline and asset creation to mastering texturing, rigging and 3D animation, this program equips you with the essential skills for producing high-quality 3D art for film, games and animation. Build a solid foundation in 3D modeling and animation, preparing you for a career in the creative industries.

Duration: 188 Hours

Course Content:

Understanding CG Pipeline
Asset Creation for CGI and Games
Textures and Details
Illuminating Assets
Bringing Characters to Life with Rigging
Art of 3D Animation
3D FX, Dynamics and Simulations

Software/Tools Covered

Autodesk Maya

Job Profiles

3D Artist | 3D Designer | 3D Game Artist | 3D Generalist | Product Designer | 3D Modeling Artist | 3D Texturing Artist | 3D Animator

Digital Architecture and Interior Design

The Digital Architecture and Interior Design program combines creativity with technical expertise, allowing you to visualize architectural designs and interior spaces using tools like AutoCAD, 3ds Max and Twinmotion. Learn essential 3D modeling, texturing and lighting techniques, and gain experience in creating realistic architectural visualizations and interior designs, preparing you for a career in architectural visualization and design.

Duration: 158 Hours

Course Content:

Digital Design
Understanding CG Pipeline
Introduction to AutoCAD
Shaping World with 3ds Max
Mastering Texturing & Lighting with 3ds Max
Animating in 3ds Max
Rendercraft in 3ds Max
Archviz with Twinmotion
Portfolio Powerhouse

Software/Tools Covered

Adobe Photoshop CC | Autodesk Maya

Job Profiles

Digital Designer | 3D Visualizer | 3D Generalist | 3D Designer |
3D Product Designer | Archviz Artist | Interior Visualization Artist

Master in 2D Animation

The **Master in 2D Animation** program focuses on the traditional art of 2D animation, helping you develop the creative and technical skills necessary to bring characters and stories to life. Learn the principles of 2D animation, character design, storyboarding and cinematic editing while mastering industry-standard tools like Adobe Animate and Photoshop. This program prepares you to create professional-quality 2D animations for various media platforms.

Duration: 180 Hours

Course Content:

- History of Animation & Fundamentals
- Concept & Principles of 2D Animation
- Cinematography & Photography Basics
- Perspectives & Character Design
- Storyboard Mastery
- Foundation of Visual Design & Communication
- Colour and Light Magic
- Digital Design
- Advanced 2D Animation
- Cinematic Edits
- Digital Sound Craft
- Portfolio Powerhouse

Software/Tools Covered

Storyboarder | Adobe Photoshop CC | Adobe Animate CC | Adobe Premiere Pro CC | Adobe Audition CC

Job Profiles

Concept Artist | Storyboard Artist | Character Designer | Digital Designer | 2D Animator

Master in 3ds Max

The **Master in 3ds Max** program offers in-depth training in 3D modeling, texturing and animation using Autodesk 3ds Max. Learn how to create realistic 3D models, texture assets and bring your creations to life with advanced lighting, rendering and animation techniques. This course is ideal for those looking to work in architectural visualization, product design or 3D animation, giving you the skills to succeed in the world of digital 3D design.

Duration: 96 Hours

Course Content:

Understanding CG Pipeline
Shaping World with 3ds Max
Mastering Texturing & Lighting with 3ds Max
Animating in 3ds Max
Rendercraft in 3ds Max

Software/Tools Covered

Autodesk 3ds Max

Job Profiles

3D Visualizer | 3D Generalist | 3D Designer | 3D Product Designer | Archviz Artist | Interior Visualization Artist