



WELCOME TO THE  
**WORLD OF**  
**ENDLESS OPPORTUNITIES**  
IN THE AVGC SECTOR

# 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!

**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

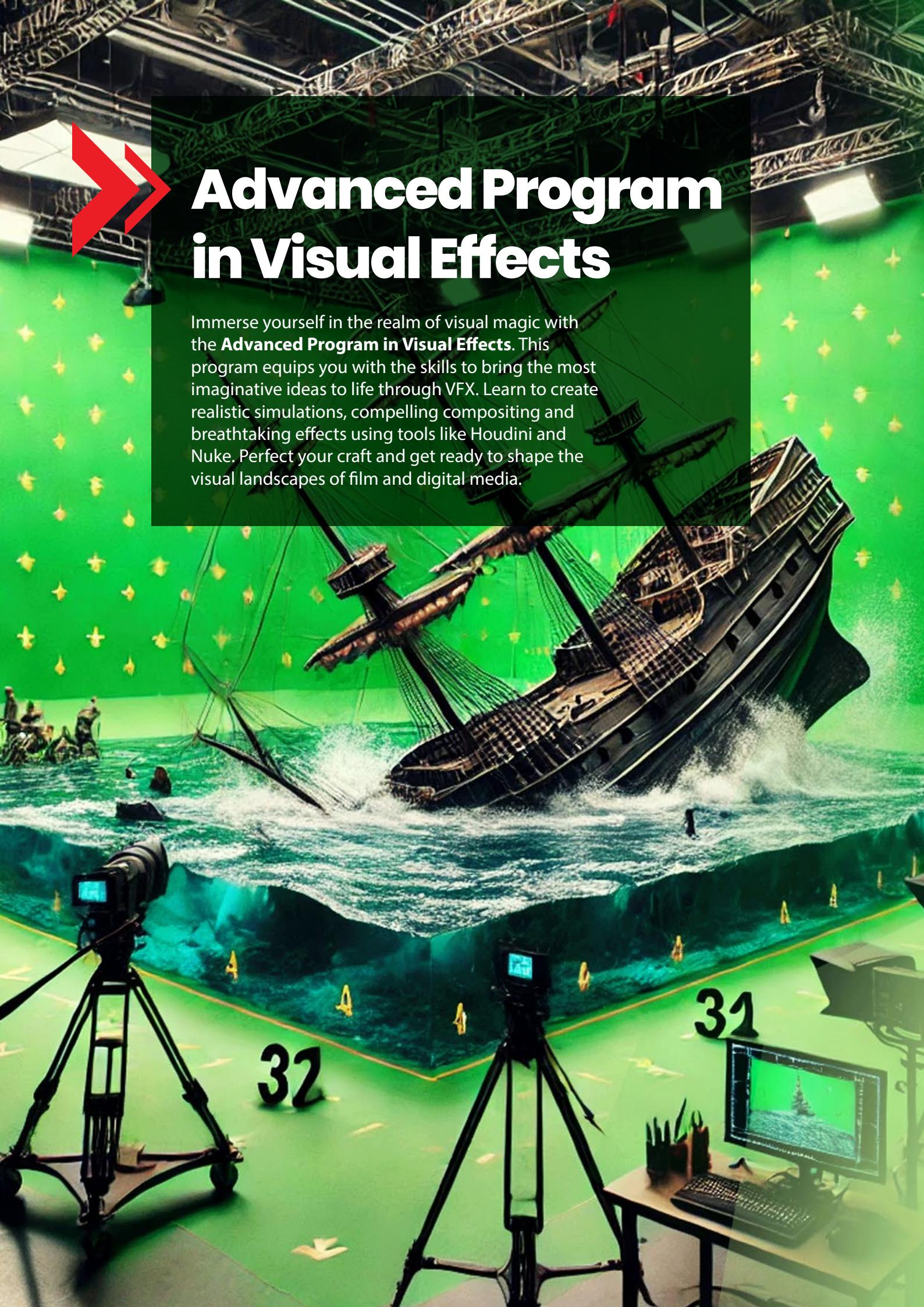
Concept Artist | Character Designer | Storyboard Artist | 3D Modeler | Texturing Artist  
Lighting Artist | 3D Animator | Rigging Artist | 3D Generalist | 3D Designer  
3D Product Designer | Unreal Generalist | Real-time 3D Artist | 3D Visualizer

# 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.

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31



**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.



**Duration: 580 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 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

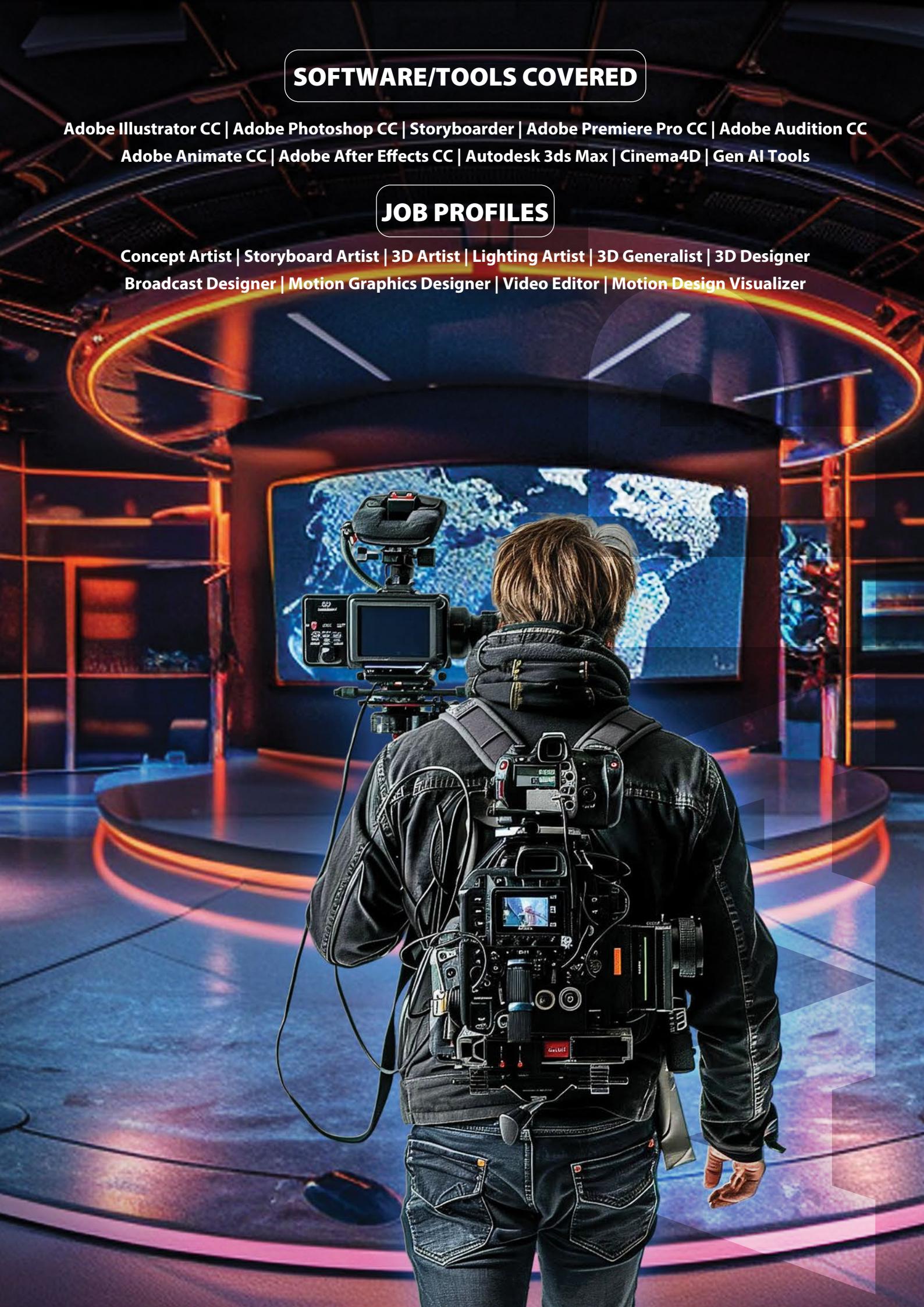
Adobe Illustrator CC | Adobe Photoshop CC | Storyboarder | Adobe Premiere Pro CC | Adobe Audition CC

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

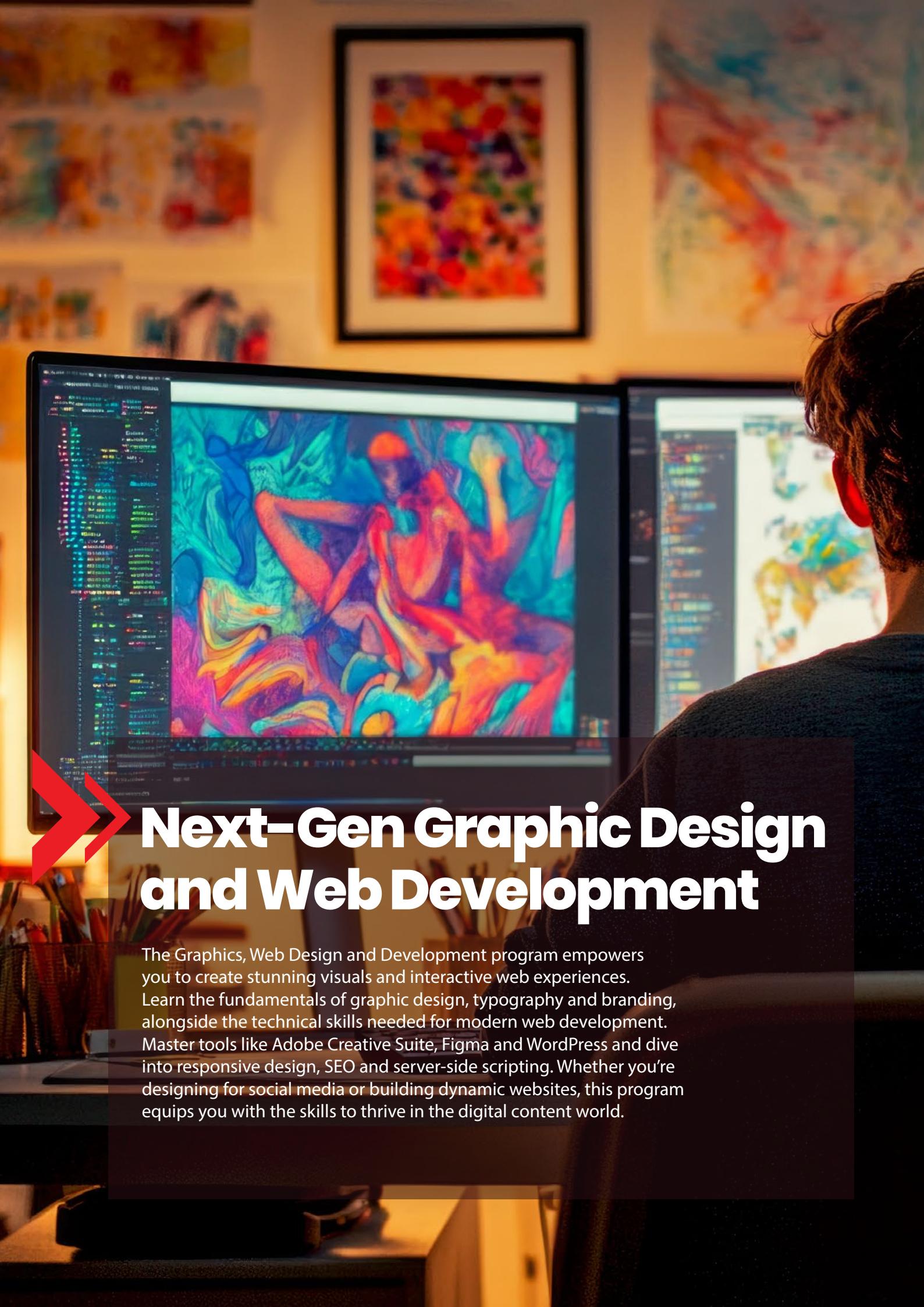
Principles of Design in UI/UX  
Design Thinking Process  
UX Research Process in UCD  
UX Informative Architecture  
UI Design Principles  
Wireframing and Collaboration  
Interactive Prototyping with Figma  
UX Research Fundamentals  
Gen AI for UI/UX Design  
Ethical AI Practices  
Responsive Design  
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**

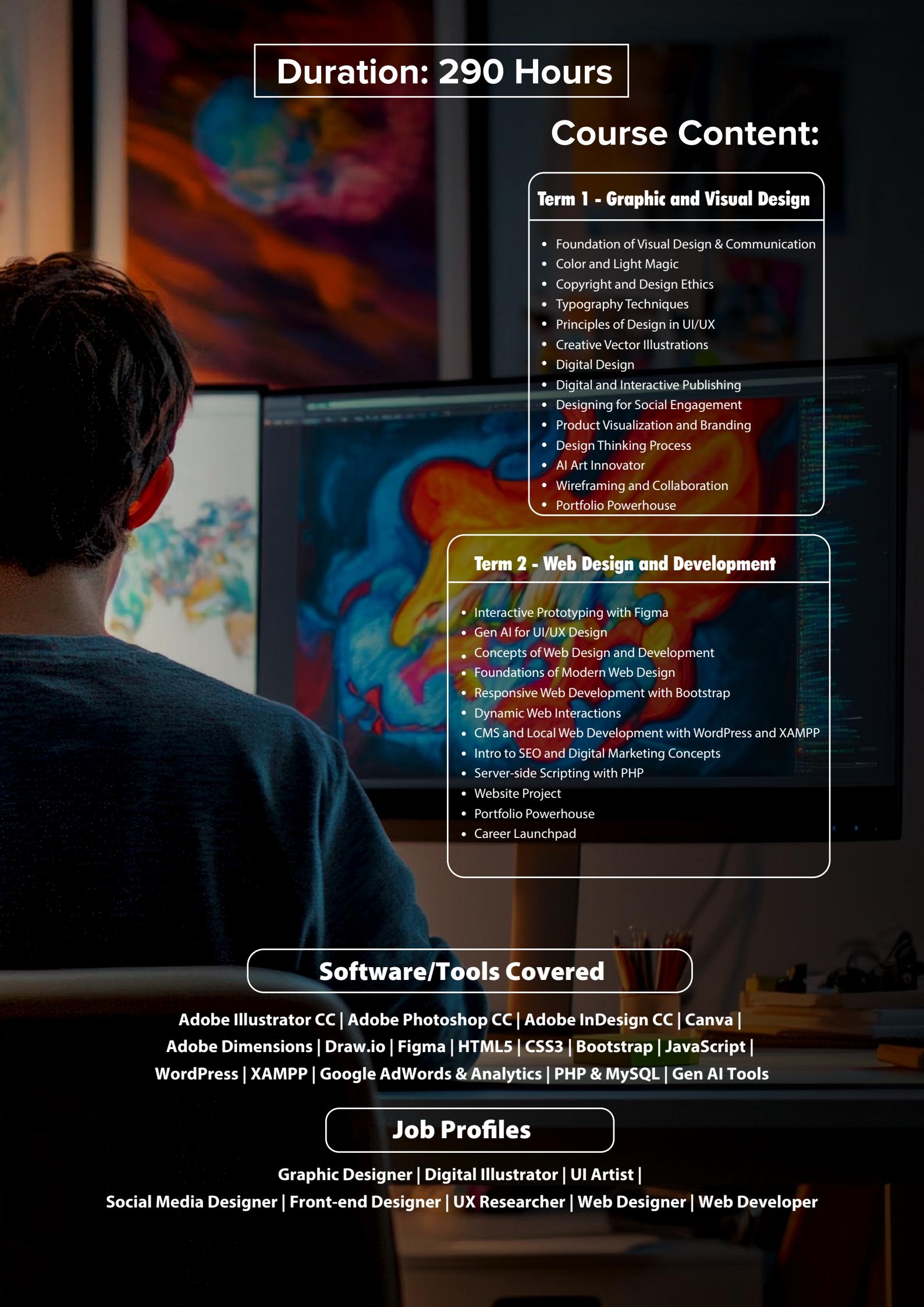
## Job Profiles

**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.

A person with dark hair is seen from the side, working on a computer. The monitor displays a vibrant, abstract background with swirling patterns of orange, blue, and yellow. The person is wearing a dark blue t-shirt. The background is slightly blurred, focusing on the monitor and the person's profile.

# 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.

**Duration: 144 Hours**

## **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:

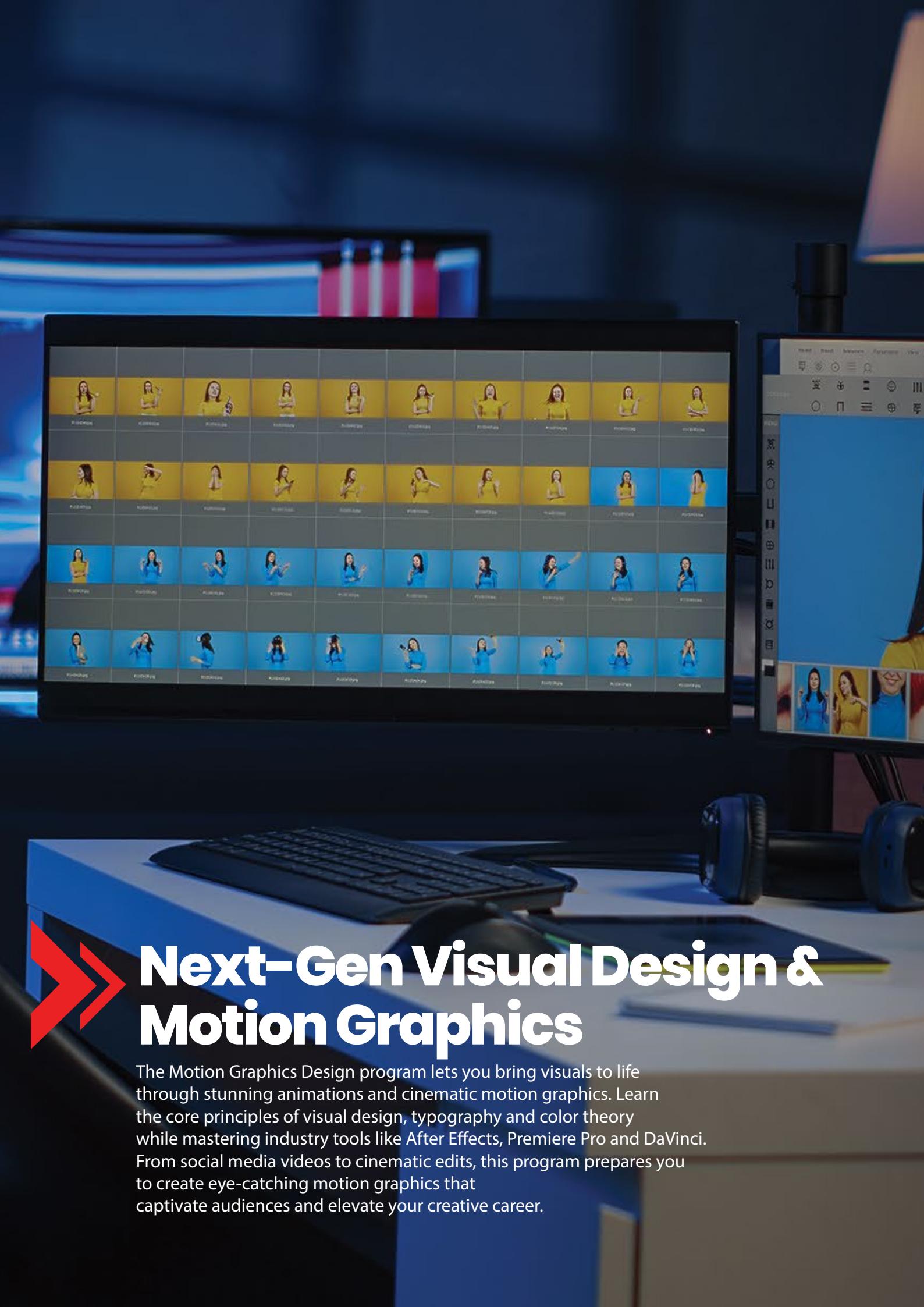
- Foundations of Digital Marketing
- Concepts of Web Design and Development
- Search and Display Marketing
- Social Media Marketing
- Role of AI in Digital Marketing
- Paid Advertising Strategies
- Advanced Analytics
- Affiliate Marketing
- Advanced Marketing Automation
- Data Privacy and Digital Marketing 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**



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

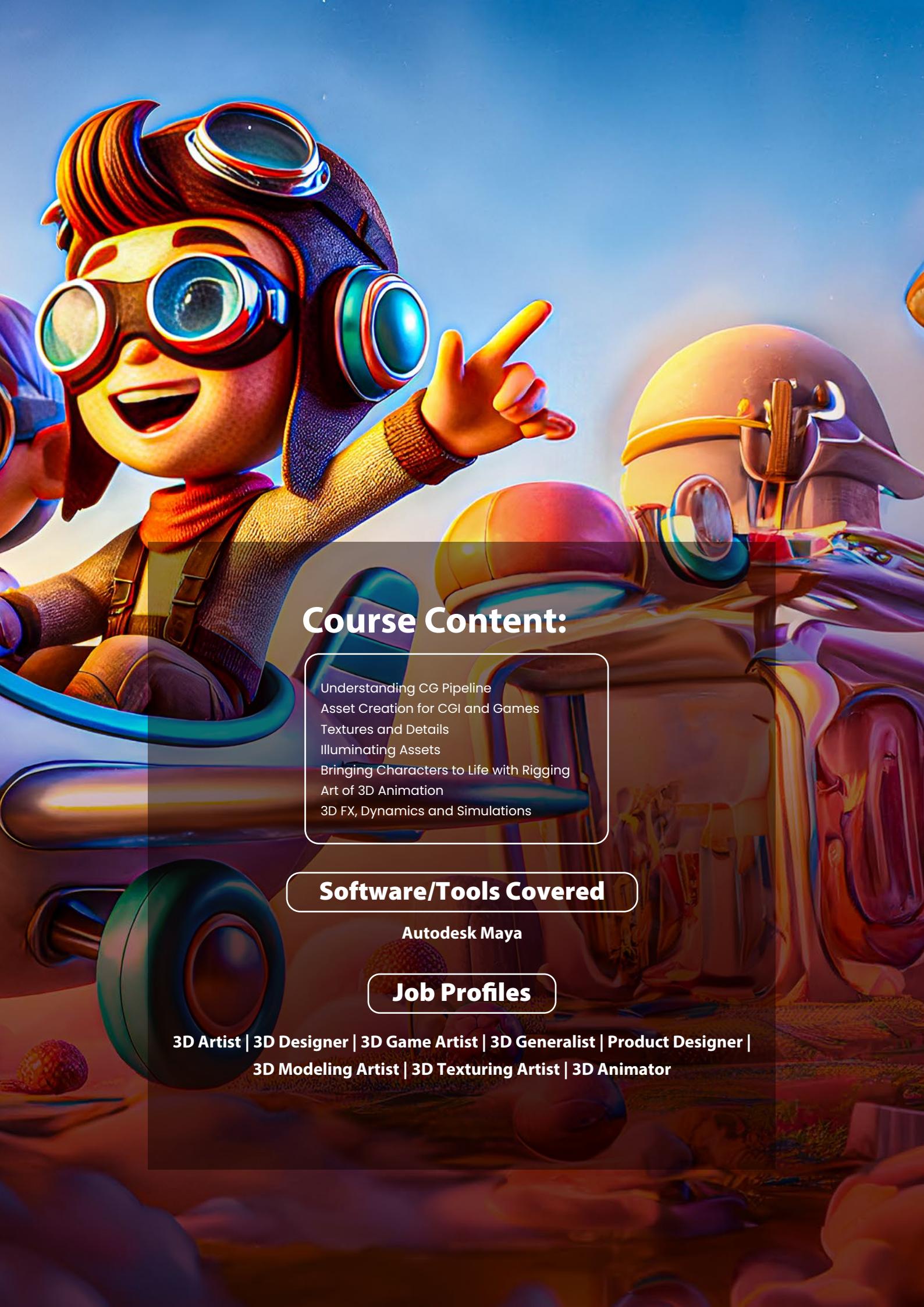
Game Designer | Game Producer | Level Designer | Game Developer |  
Real-time 3D Artist



# 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



**Learn from the Leader**

**HEAD OFFICE**

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