

# LEARN FROM THE LEADERS

For over three decades, Arena Animation has shaped the future of creative education in Media and Entertainment. As pioneers in animation, VFX, gaming, and digital content creation, we don't just follow industry trends, we help define them.

Recognised as one of the most influential creative education brands, our strong industry presence and growing social community reflect the trust placed in us by students, professionals, and studios alike.

With 5 lakh+ successful alumni worldwide, our students contribute to iconic projects across films, OTT, gaming, advertising, and immersive media.

At Arena, learning goes beyond the classroom. You are mentored by industry experts, trained on industry-standard tools, and immersed in real-world production workflows.

Step in. Learn from the leaders and become one.





# THE LEGENDS OF ARENA

They began as students.  
Today, they define the industry.

Arena's alumni, our Legends are creative forces shaping the world of films, OTT platforms, gaming, advertising, design, and emerging media. From contributing to major film productions to building powerful visual experiences across platforms, they represent the excellence that Arena stands for.

Celebrated through exclusive Alumni Meets hosted across key cities in India, these gatherings honoured not just achievements, but impact. They brought together industry professionals, creators, and mentors who continue to elevate the Arena legacy.

Our Legends don't just build successful careers, they influence the ecosystem. By sharing insights, experiences, and industry perspectives, they inspire and empower the next wave of creators stepping into the world of Media & Entertainment.

At Arena, leadership is not inherited.  
It is created and carried forward.



**MILLI ROHILA**  
COO  
WALKING FRAME STUDIO



**SHUBHAM AGGARWAL**  
FOUNDER/PARTNER  
PHOENIX 3D STUDIO



**KISHAN RATHORE**  
FOUNDER/PARTNER  
PHOENIX 3D STUDIO



**BALJINDER**  
FOUNDER  
THEZIXEL.COM



**RASHI GAGRANI MUNDRA**  
BRAND STRATEGIST  
WHITE CANVAS (MUMBAI)



**Rutika Jadhav**  
SENIOR DESIGNER  
EXPERIENCE COMMERCE



**PRASUN DUTTA**  
DELIVERY MANAGER  
INDUS NET TECHNOLOGIES



**HEMANT REVDEKAR**  
LOOKDEV TD  
DOUBLE NEGATIVE



**PAWAN THORAT**  
DIRECTOR  
RIMLIGHT STUDIO



**HARSHAL THOMBRE**  
GRAPHIC DSEIGNER  
FANATIC SPORTS



**ANJALI DUTTA**  
HEAD OF DIGITAL STUDIO  
TECH MAHINDRA



**RIJO JOSEPH**  
TRACKING/MATCHMOVE  
TEAM LEAD  
FOLKS VFX



**ROHIT MOHAN**  
SENIOR DESIGNER  
TRUECALLER



**DANIEL VICTOR**  
MOTION GRAPHIC  
DESIGNER  
AB INBEV



**SINDHU NAIR**  
GRAPHIC DESIGNER  
AND FOUNDER  
HOUSE OF SARVA



**RAHUL SHANKAR**  
FOUNDER & GRAPHIC  
DESIGNER  
TRITON DESIGNS



**NAVED FAISAL**  
CREATIVE  
HEAD - NDTV - DELHI  
NDTV



**UDAY HIREMATH**  
LEAD ANIMATOR  
ZEBU ANIMATION



**PRAVEEN FERNANDIS**  
FOUNDER & CREATIVE HEAD  
BRAGING WRITES



**P.N. SWATHI**  
POST PRODUCER  
ANNAPURNA STUDIOS



**ANGELENE KAUR**  
CREATIVE CONSULTANT  
ECHELON STUDIOS



**VASUDHA SRIVASTAVA**  
SR. VICE PRESIDENT  
ONLY FOR U DESIGNS  
PVT. LTD.



**BHAGYASHREE NALAWADE**  
VFX ARTIST  
NETFLIX



**PRIYA WAINGANKAR**  
CO-FOUNDER  
CREWTANGLE



**SHREYA MENON**  
SR. ANIMATION CONTENT  
DEVELOPER  
ROCKSTAR GAMES



**SONU RAVIKUMAR**  
PRODUCTION  
COORDINATOR  
STUDIO56



**SIDDHARTH MAJUMBAR**  
ASSOCIATE  
MANAGER - DESIGN  
CHEGG



**NIKHIL PRASHURAM KHOT**  
LIGHTING MID ARTIST  
DNEG



**ANIRBAN MONDAL**  
DESIGN LEAD  
DELOITTE



**NANDALAL SAMANTA**  
2D ANIMATOR  
DIGITOONZ MEDIA &  
ENTERTAINMENT

# STUDENT SPOTLIGHT

The WAVES Summit 2025 was a landmark moment for India's creative-tech ecosystem. Inaugurated by Prime Minister Modi, WAVES highlighted India's creativity, technology and talent together on a global stage.

15+ Arena Animation students participated and showcased work that demonstrated creative excellence. Arena Animation's 8 students also emerged as WAVES winners, reflecting the strength of our industry-ready training.



**SUMEDHA PAUL**  
CATEGORY - BEST RIGGING



**HUSSAIN BOHRA**  
CATEGORY - BEST MODELING



**SAMEER PARAB**  
CATEGORY - BEST MATTE PAINTING



**PRAJVAL NANOTE**  
CATEGORY - BEST MOTION GRAPHICS



**ELANGO M**  
CATEGORY - DIGITAL MATTE PAINTING



**ANKAN SAMANTA**  
CATEGORY - BEST RIGGING



Selected as one of the Creative Minds of Tomorrow at the 56th IFFI, Goa, Tarun gained hands-on exposure to animation and visual storytelling - an opportunity that followed his win at the WAVES Awards of Excellence 2025 for digital painting.



At the 56th IFFI in Goa, Elango explored animation filmmaking as part of the Creative Minds of Tomorrow. This opportunity was followed by his WAVES Award of Excellence for digital painting, strengthening his confidence and direction in visual storytelling.



Secured second place in the Digital Sculpting category at Bengaluru GAFX - One of India's largest AVGC summits.

# THE BOARD OF ACADEMIC ADVISORY



The Board of Academic Advisory brings together industry professionals and senior academic leaders to guide and strengthen the learning experience at Arena Animation. The board helps ensure that our curriculum stays aligned with current studio practices, tools, and production workflows. It focuses on bridging the gap between classroom learning and real industry expectations. With an emphasis on real projects, strong portfolios, and production pipelines, students gain practical exposure to how ideas move from concept to final output. This guidance helps prepare students for interviews, studio culture, and successful creative careers.



**P.C. SANATH**  
Founder,  
Firefly Creative Studio

Creative force behind landmark films including Baahubali, Robot, Eega and Magadheera — earning multiple National and State Awards and a seat in the Academy of Motion Picture Arts and Sciences.



**JAYANTI MAHAPATRA**  
Senior Creative,  
Technology & Leader

With 20+ years across globally renowned studios, Jayanti has evolved from FX Artist to a senior leader shaping talent, capability-building, and industry transformation at scale.



**RITUPARNA SARKAR**  
Creative Director,  
Sarkasm - NID Alumna

With 17+ years in Indian Television & Media, she has directed 70+ projects and co-produced 100+ across start-ups and MNCs — earning a notable collection of awards along the way.



**NAVEEN PAUL**  
VFX Supervisor & Creative Head,  
NY VFXWAALA

National Film Award winner for Shivaay and co-founder of NY VFXWAALA — with 200+ projects to his name and global credits including The Chronicles of Narnia and Superman Returns.



**JAYAKUMAR P**  
Founder,  
KYNZO Media Group

With decades of experience shaping India's animation landscape, Jayakumar has driven international co-productions, scalable IP development, and global creative collaboration — now leading that charge through KYNZO Media Group.



**PRATEEK SETHI**  
Founder & Creative Director,  
Trip Creative Services

With 20+ years across film, animation, design and storytelling, Prateek is a designer, director, producer and 4x TEDx speaker — with acclaimed work including Folktales of India and a Times 40 Under 40 recognition.



**PRADIPTO SENGUPTA**  
Character FX & Technical  
Animation Leader

With 18+ years across India, China and beyond, Pradipto has grown from rigging artist to a senior technical leader — building scalable CFX pipelines on some of the world's most iconic animated features.

# IP CREATION & STORYTELLING IN ANIMATION



®

*Originals*

**Learn from the Leader**

**IN ASSOCIATION WITH**



Arena Animation Originals is a mentor-first, creator-led program that takes learners from an original idea to a fully realized story world and packaged as market-ready intellectual property. The program, structured across 6 months, is designed to nurture unique creative voices and transform them into potent, monetizable IP and empower aspiring creators to think beyond execution and step into the role of true IP owners. The program also provides an overview of business fundamentals including IP protection, costing, entity basics and IP monetization. Arena Animation Originals focuses not only on creation but also on ownership, sustainability and monetization.

## **Phase I: Concept & pitching**

- Intro to storytelling, IP & production management
- Idea brainstorming and development
- Mentor discussion & shortlisting
- Pitch preparation and presentation
- Mentor review & feedback
- Production planning alignment

## **Phase II: IP development**

- Pre-production planning for pilot & show bible
- Production management
- Storyboards, animatic, scratch audio
- Design development: character + location
- Review & feedback cycles
- Production & finalization
- Animation production pathway: 2D/3D/Stop Motion
- Voice casting/recording, music/sound design, production reviews & feedback
- Entrepreneurship inputs: legal entity basics, taxes, IP protection, costing
- Ongoing production, periodic reviews, iteration, and finalization

## **Phase III: Final pitch & evaluation**

- Pitch to a curated external industry panel
- Evaluation, conclusion, certification

# ARENA ANIMATION INTERNATIONAL PREMIER PROGRAM (AAIP)





The Arena Animation International Premier Program (AAIP) is a flagship training program designed to provide industry-ready skills in animation, visual effects, game design and architectural visualization. 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 game worlds, 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

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

## Duration: 608 Hours

### Term 1 – Design & visualization

Cinematography & Photography Basics  
Color and Light Magic  
Perspectives & Character Design  
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 CG 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  
Understanding Mocap Workflow for Animation  
AI-powered 3D Workflow  
Portfolio Powerhouse

### Term 3 – Real-time cinematics and FX

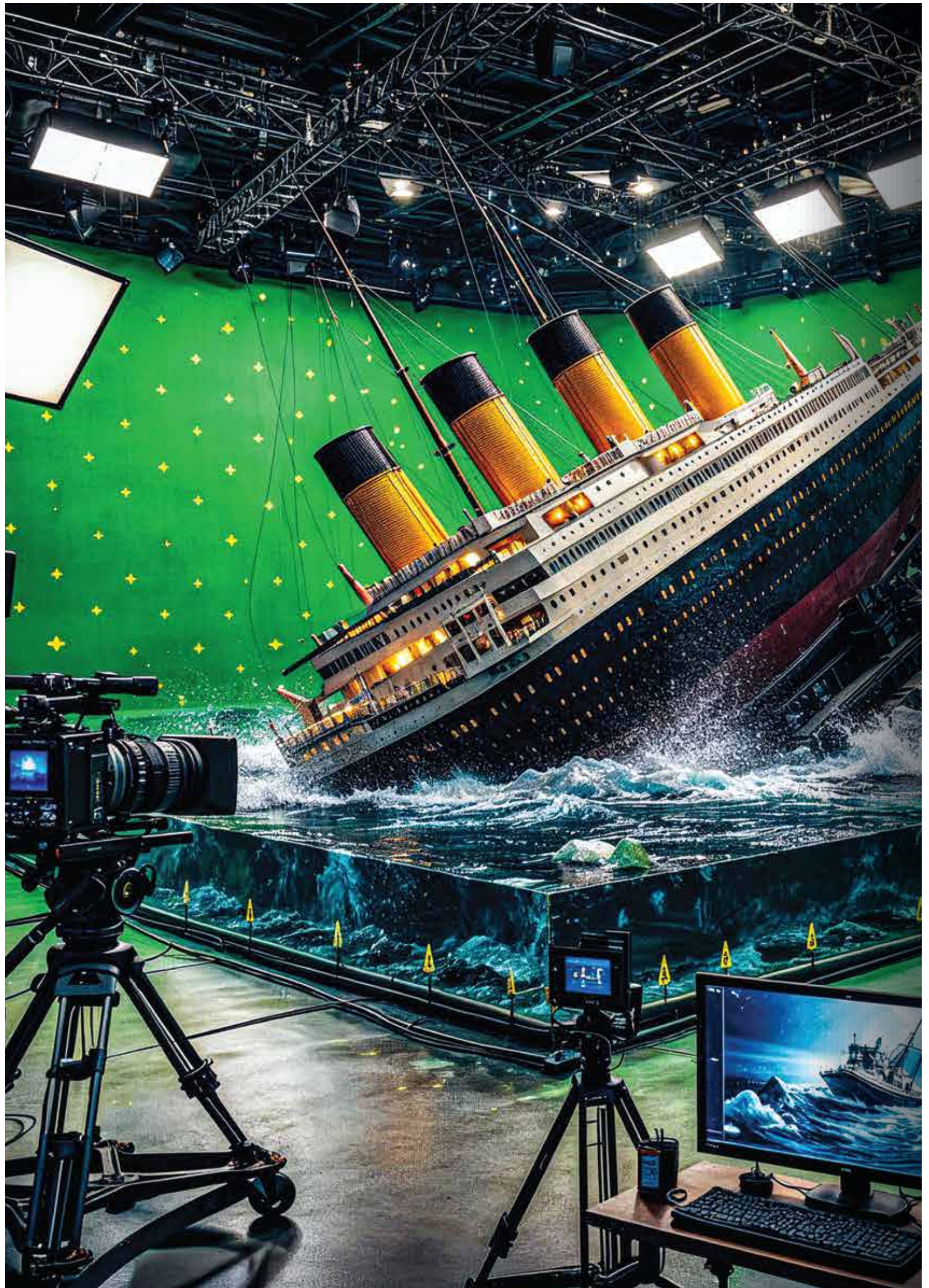
Essentials of Blender  
Real-world Replication  
Cinematic Realism with Unreal  
Hyperrealistic Character Creation  
Cloth Simulation with Marvelous Designer  
Portfolio Powerhouse  
Career Launchpad

## Software/Tools Covered

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

## Career Profile

Concept Artist | Character Designer | Storyboard Artist | Previz 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

The Advanced Program in Visual Effects is an industry-aligned professional course designed to prepare students for careers in film, OTT content, advertising, and immersive media. The program covers the complete VFX production pipeline — from visual design fundamentals to advanced 3D creation, procedural effects, and final compositing. Students work on hands-on projects while building professional portfolios and demo reels, alongside career readiness and freelancing guidance. By completion, learners are capable of independently producing complete VFX shots from concept to final output, making them job-ready for studios, post-production houses, and freelance roles.

## Duration: 604 Hours

### Term 1 – Design & visualization

- Cinematography & Photography Basics
- Color & Light Magic
- Perspectives & Character Design
- 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 CG 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
- Understanding Mocap Workflow for Animation
- AI-powered 3D Workflow
- Portfolio Powerhouse

### Term 3 – Advanced FX and compositing

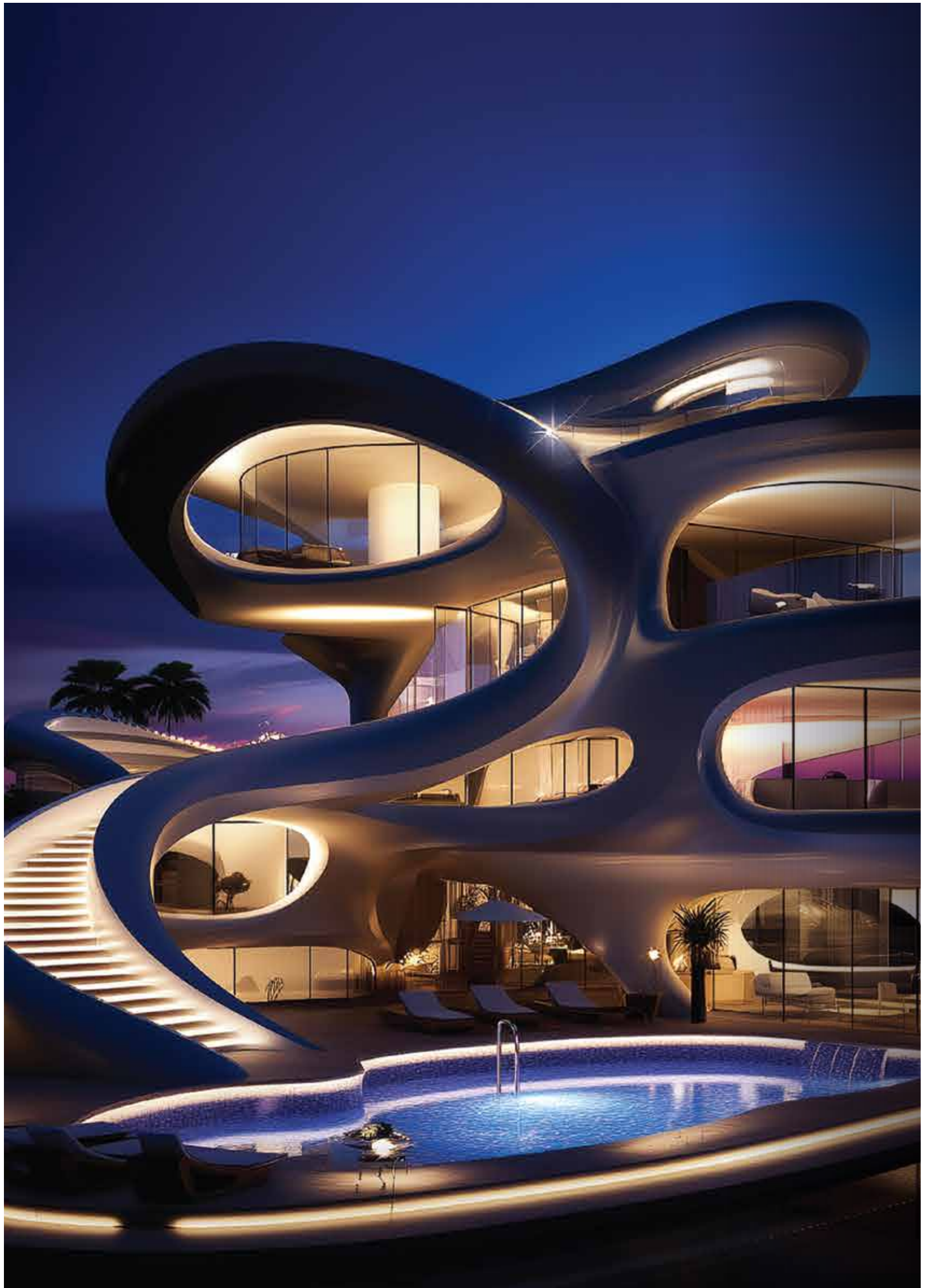
- Real-world Replication
- Essentials of Houdini
- Procedural FX with Houdini
- Advanced Roto with Silhouette
- Art of Camera Tracking
- Essentials of Nuke
- Roto & Prep in Nuke
- Compositing in Nuke
- Portfolio Powerhouse
- Career Launchpad

## Software/Tools Covered

Adobe Photoshop CC | Storyboarder | Adobe Premiere Pro CC | Adobe Audition CC | Adobe Animate CC | Adobe After Effects CC | GenAI Tools | Autodesk Maya | Maxon ZBrush | Adobe Substance Painter | Reality Scan | Houdini | Silhouette | 3D Equalizer | Nuke

## Career Profile

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



# Advanced Program in Architectural Visualization & Interior Design

The Advanced Program in Architectural Visualization & Interior Design is a career-focused course designed to prepare students for roles in architectural visualization, interior presentation, real estate marketing, and immersive digital environments. The program develops both creative and technical skills to transform architectural concepts into compelling visual experiences. Students work on real-world residential and commercial projects, creating walkthroughs, immersive presentations, and client-ready renders. By completion, learners are equipped to independently manage visualization projects from concept interpretation to final delivery, ready for studio or freelance careers.

## Duration: 548 Hours

### Term 1 – Design & visualization

Cinematography & Photography Basics  
Color and Light Magic  
Perspectives & Character Design  
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 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 & Techniques  
UV Mapping & Texturing  
Materials & Shading  
Lighting Techniques  
Animation Techniques  
Rendering & Post Processing  
Immersive Media with Unreal Engine  
Archviz with Twinmotion  
Portfolio Powerhouse  
Career Launchpad

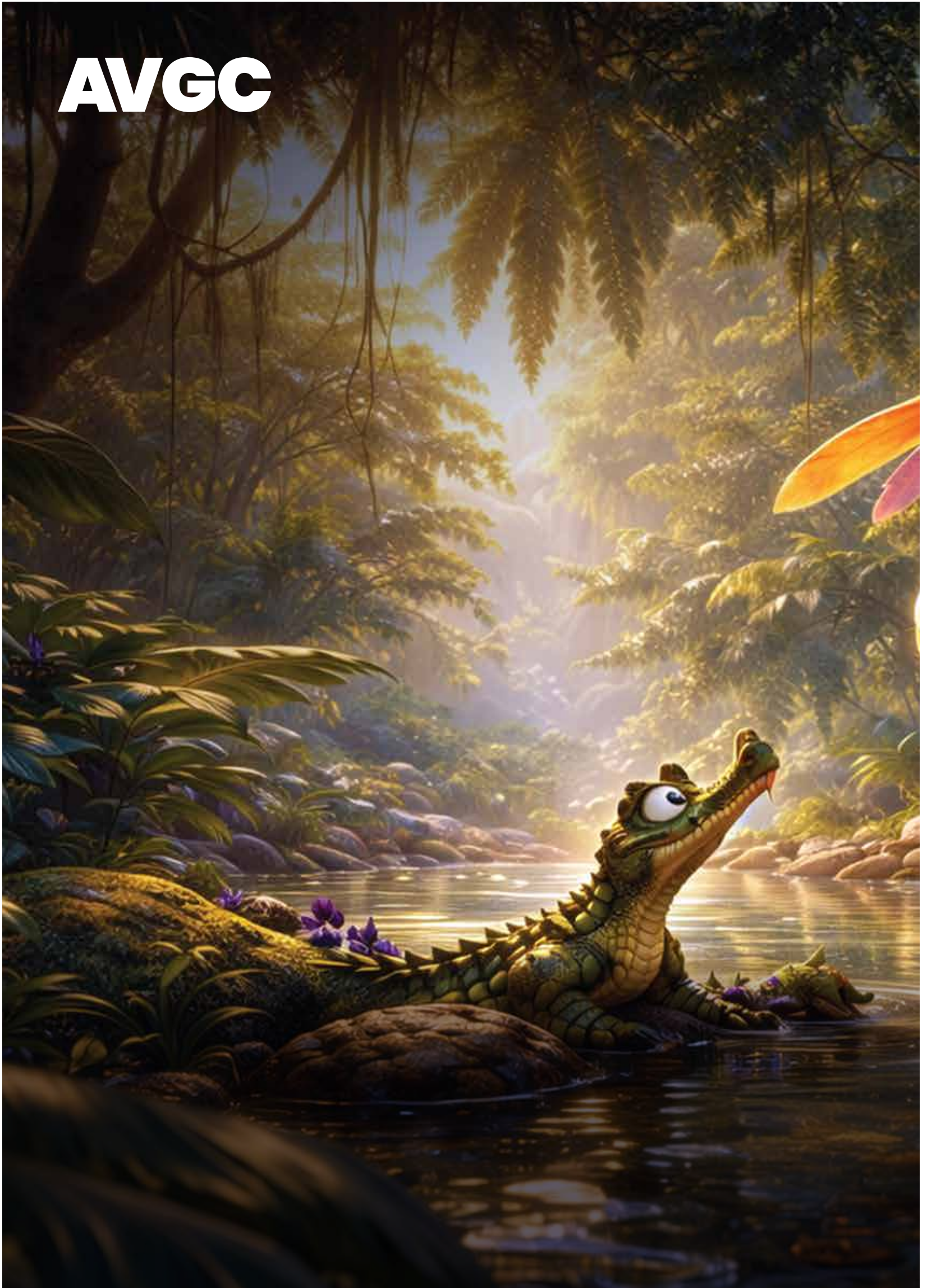
## Software/Tools Covered

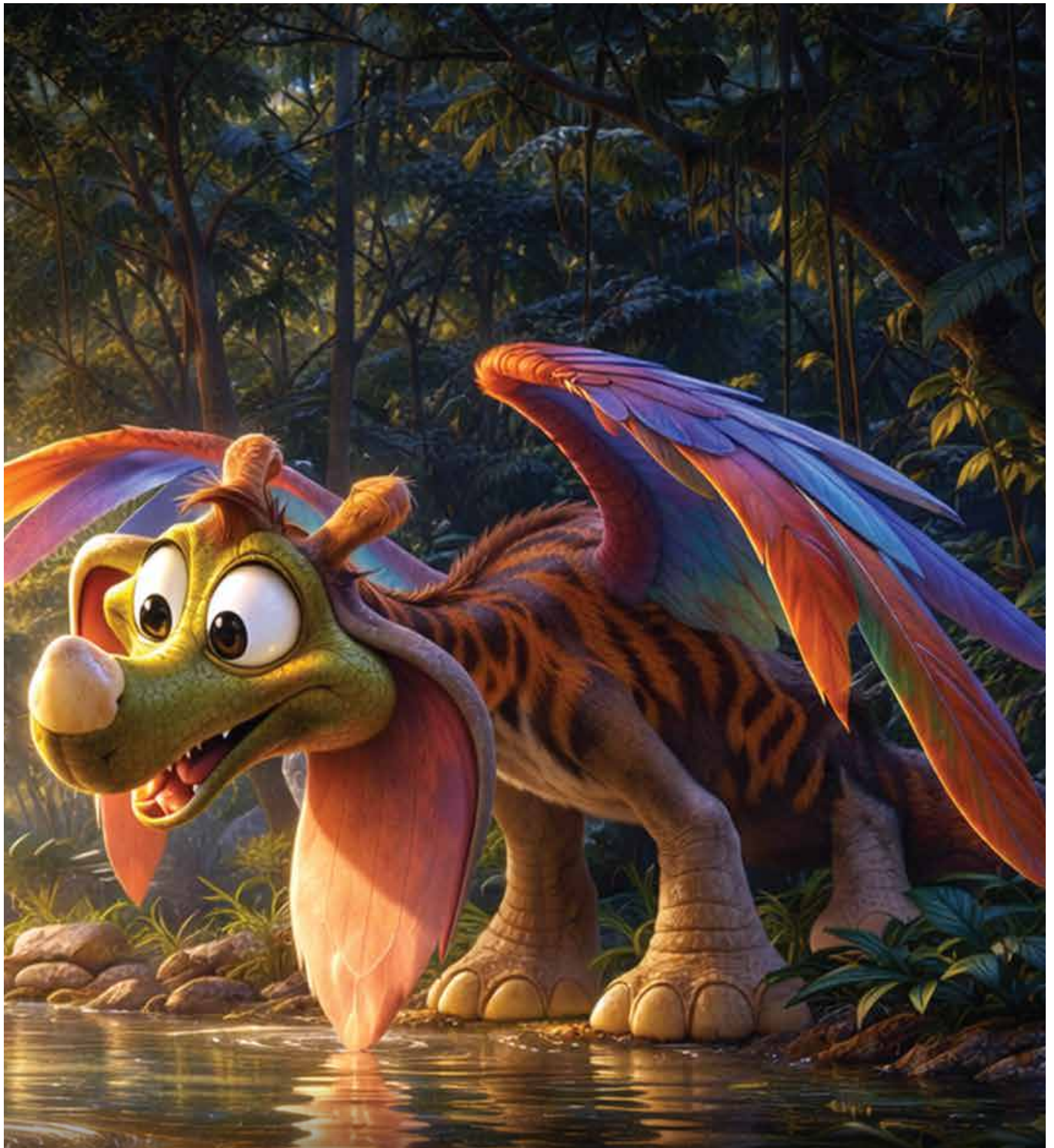
Adobe Photoshop CC | Storyboarder | Adobe Premiere Pro CC | Adobe Audition CC | Adobe Animate CC | Adobe After Effects CC | GenAI Tools | Autodesk AutoCAD | Autodesk 3ds Max | V-Ray | Adobe Substance Painter | SketchUp | Blender | Unreal Engine | Twinmotion

## Career Profile

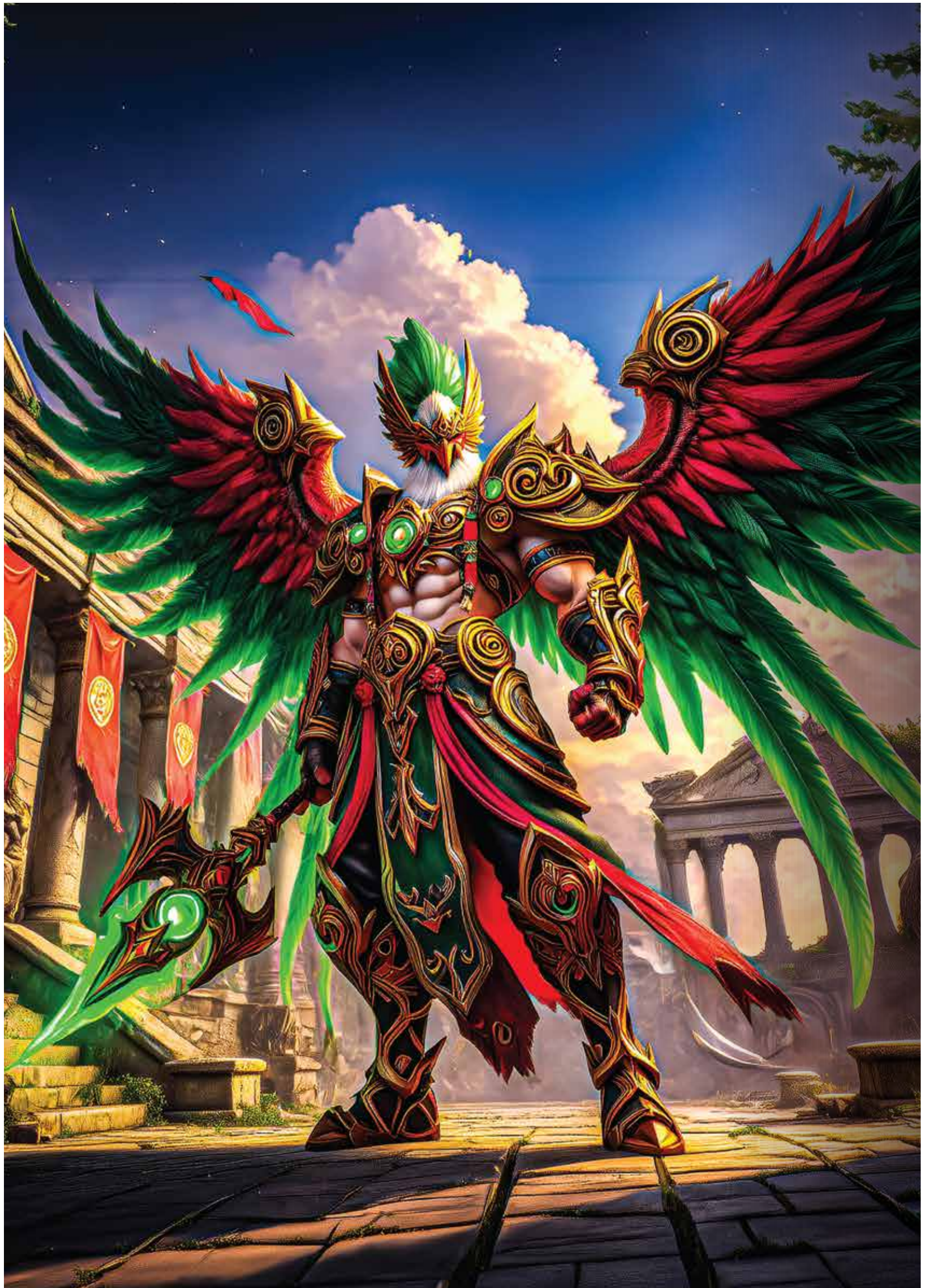
Concept Artist | 3D Artist | 3D Generalist | 3D Designer | 3D Product Designer | Archviz Artist | Interior Visualization Artist | Unreal Engine Archviz Specialist | 3D Rendering Artist

**AVGC**





The AVGC courses immerse you in animation, visual effects (VFX), and digital media, combining artistic vision with technical expertise. From design fundamentals to advanced 3D modeling, compositing, VFX filmmaking, and immersive content creation, students gain the skills to create world-class digital experiences.



# Arena Animation Specialist Program in Trinity (AVG)

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.

## Duration: 872 Hours

## Software/Tools 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 | GenAI Tools | Autodesk Maya | Maxon ZBrush |  
Adobe Substance Painter | Reality Scan | Unreal Engine | Meta Human |  
Marvelous Designer | Houdini | Silhouette | 3D Equalizer | Nuke

## Career Profile

Character Designer | Storyboard Artist | Digital Artist | Concept Artist | 3D Generalist |  
3D Designer | Unreal Generalist | Real-time 3D Artist | 3D Visualizer | Composer |  
Matchmove Artist | VFX Generalist | FX Artist | Motion Graphics Artist | Matte Painter |  
Video Editor | Roto Artist | Game Designer | Game Producer | Level Designer |  
3D Game Artist | Technical Artist | Game Environment Artist | Cinematic Artist

\*Available in select centres

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# Advanced Program in Animation & Visual Effects

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

## Duration: 528 Hours

### Term 1 – Creative design & digital media

- Cinematography & Photography Basics
- Color & Light Magic
- Perspectives & Character Design
- Pixel Perfect Painter
- Cinematic Edits
- Digital Sound Craft
- Motion Graphics
- AI Art Innovator
- Portfolio Powerhouse

### Term 2 – 3D design with Maya

- Understanding CG Pipeline
- Asset Creation for CGI & Games
- Textures & Details
- Realistic Surface Creation
- Illuminating Assets
- Bringing Characters to Life with Rigging
- Art of 3D Animation
- Understanding Mocap Workflow for Animation
- AI-powered 3D Workflow
- Portfolio Powerhouse

### Term 3 – Advanced FX and compositing

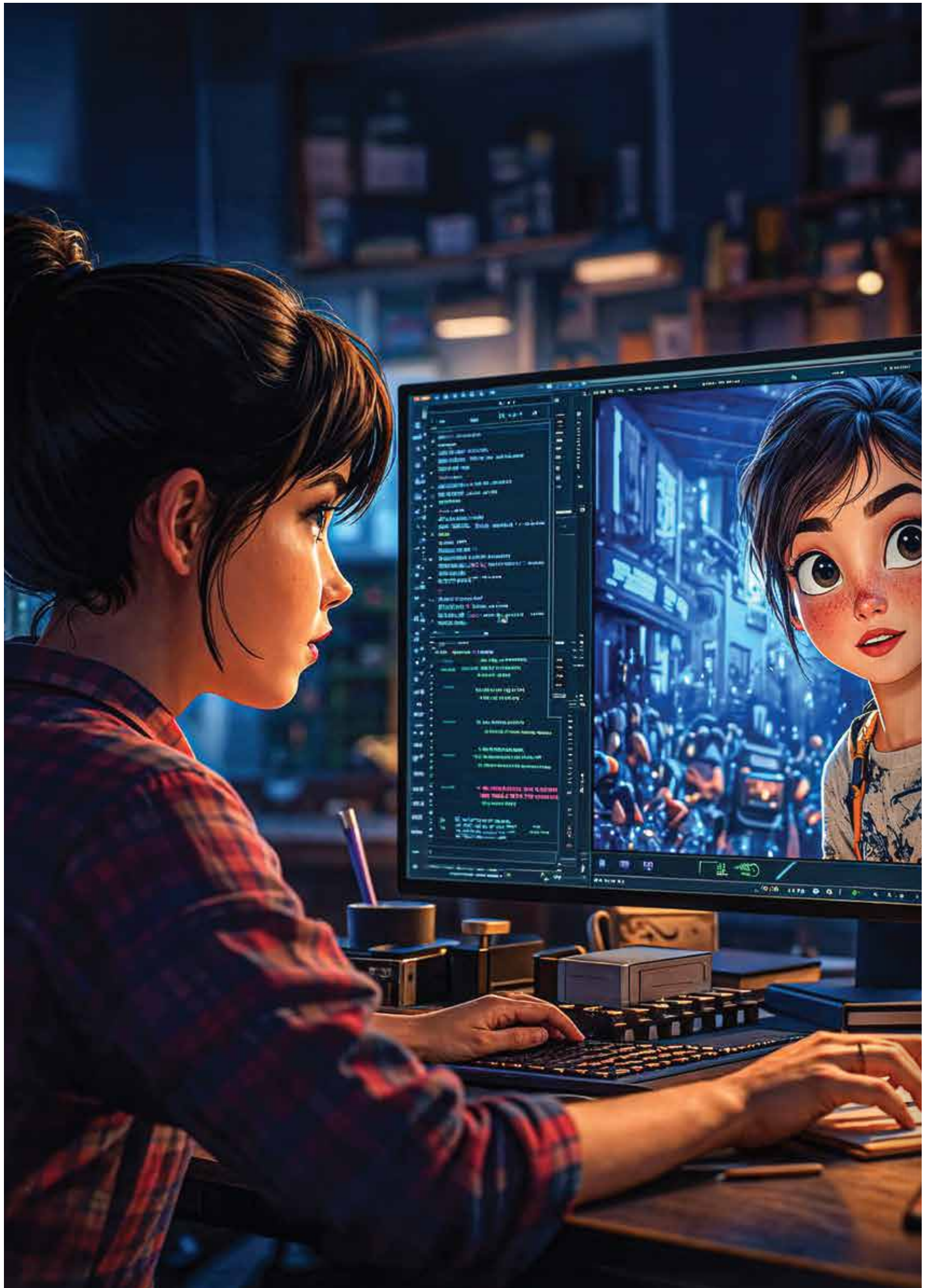
- Essentials of Houdini
- Procedural FX with Houdini
- GenAI Production Workflow
- Advanced Roto with Silhouette
- Art of Camera Tracking
- Essentials of Nuke
- Roto & Prep in Nuke
- Compositing in Nuke
- Portfolio Powerhouse
- Career Launchpad

## Software/Tools Covered

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

## Career Profile

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



# Advanced Digital Graphics & Animation (Maya/Blender)

The Advanced Digital Graphics and Animation program is a career-focused course designed to build strong foundations in creative design and professional 3D animation. Covering visual storytelling, motion graphics, digital media, and advanced 3D production, the program guides learners through asset creation, texturing, lighting, rigging, and character animation. Students develop practical skills through hands-on projects and build a professional portfolio. By completion, learners can independently create high-quality digital graphics and animated content, preparing them for studio roles or freelance creative careers.

## Duration: 350 Hours/340 Hours

### Term 1 – Creative design & digital media

- Cinematography & Photography Basics
- Color and Light Magic
- Perspectives & Character Design
- Pixel Perfect Painter
- Cinematic Edits
- Digital Sound Craft
- Motion Graphics
- AI Art Innovator
- Portfolio Powerhouse

### Term 2A – 3D design with Maya

- Understanding CG Pipeline
- Asset Creation for CGI & Games
- Textures & Details
- Realistic Surface Creation
- Illuminating Assets
- Bringing Characters to Life with Rigging
- Art of 3D Animation
- Understanding Mocap Workflow for Animation
- AI-powered 3D Workflow
- Portfolio Powerhouse

### Term 2B – 3D design with Blender

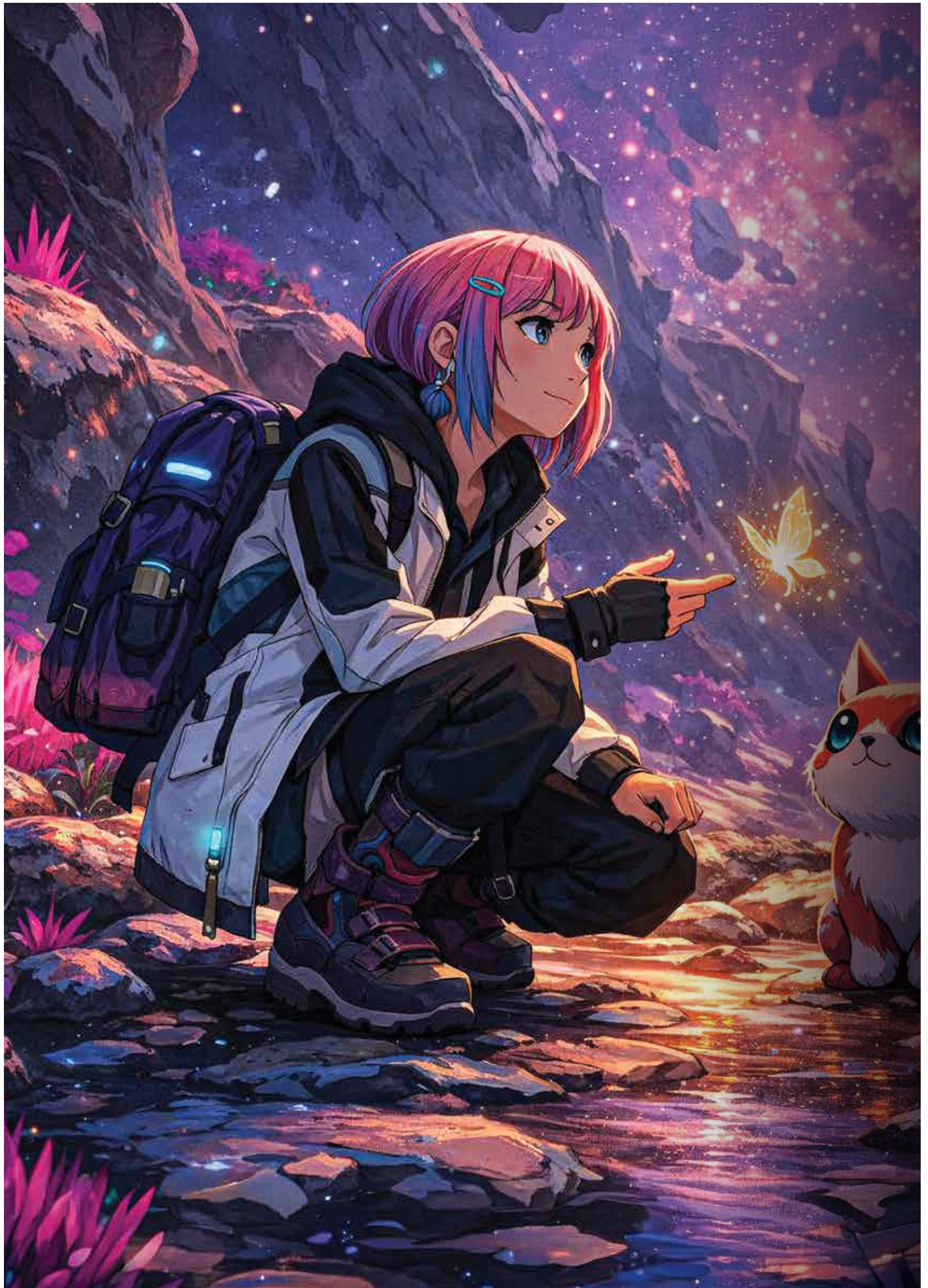
- Understanding CG Pipeline
- Introduction to Blender
- Modeling Concepts & Techniques
- UV Mapping & Texturing
- Materials & Shading
- Realistic Surface Creation
- Lighting Techniques
- Rigging Techniques
- Animation Techniques
- Understanding Mocap Workflow for Animation
- Rendering & Post Processing
- AI-powered 3D Workflow
- Portfolio Powerhouse

## Software/Tools Covered

Adobe Photoshop CC | Adobe Premiere Pro CC | Adobe Audition CC |  
Adobe After Effects CC | GenAI Tools | Autodesk Maya/Blender\* |  
Adobe Substance Painter

## Career Profile

Concept Artist | Character Designer | 3D Modeler | Texturing Artist | Lighting Artist | 3D Animator | Rigging Artist | 3D Generalist | 3D Designer | CGI Content Creator



# Advanced Program in CGI Filmmaking

The Advanced Program in CGI Filmmaking is a production-focused course for aspiring digital filmmakers, covering the complete CGI filmmaking pipeline — from concept development to screen-ready output. The program blends visual storytelling, animation, real-time cinematics, and post-production into a unified creative workflow. Students build a professional portfolio featuring concept art, animated scenes, cinematic sequences, and a finished CGI short film. Emphasis is placed on creative decision-making, shot composition, pacing, and workflow efficiency. By completion, learners can independently plan, produce, and deliver CGI films for studios or independent projects.

## Duration: 434 Hours

### Term 1 – Filmmaking foundations & visual pre-production

Cinematography & Photography Basics  
Color & Light Magic  
Perspectives and Character Design  
Pixel Perfect Painter  
Storyboard Mastery  
AI Art Innovator  
Portfolio Powerhouse

### Term 3 – Real-time filmmaking & post-production mastery

Cinematic Realism with Unreal  
Cinematic Edits  
Digital Sound Craft  
GenAI Production Workflow  
Motion Graphics  
Short Film Project

### Term 2 – CGI production & cinematic storytelling

Foundation of Visual Storytelling & Narrative Design  
History of Animation & Fundamentals  
Understanding CG Pipeline  
Introduction to Blender  
Modeling Concepts & Techniques  
UV Mapping & Texturing  
Materials & Shading  
Realistic Surface Creation  
Lighting Techniques  
Rigging Techniques  
Animation Techniques  
Understanding Mocap Workflow for Animation  
Rendering and Post Processing  
Portfolio Powerhouse

## Software/Tools Covered

Adobe Photoshop CC | Storyboarder | GenAI Tools | Blender | Adobe Substance Painter | Unreal Engine | Adobe Premiere Pro CC | Adobe Audition CC | Adobe After Effects CC

## Career Profile

Concept Artist | Character Designer | Storyboard Artist | Previz 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 | CGI Content Creator | Social Media Content Creator

# DIGITAL CONTENT CREATION





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



# Digital Content Creation Program

The Digital Content Creation program is a comprehensive course designed to build versatile creative professionals across design, motion, and UI/UX. Covering visual design, branding, motion graphics, AI-enhanced creativity, and user experience design, the program blends artistic fundamentals with modern digital workflows. Students work on real-world projects, developing portfolios in social media content, interactive media, and responsive web design. By completion, learners are prepared for careers in digital design, motion media, UI/UX, and content creation.

## Duration: 376 Hours

### Term 1 – Visual design and branding

- Foundation of Visual Design & Communication
- Color & Light Magic
- Copyright & Design Ethics
- Typography Techniques
- Creative Vector Illustrations
- Digital Design
- Digital & Interactive Publishing
- GenAI-powered Social Media Content Creation
- Product Visualization and Branding
- Portfolio Powerhouse

### Term 2 – Motion graphics & AI-enhanced creativity

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

### Term 3 – Comprehensive UI/UX design

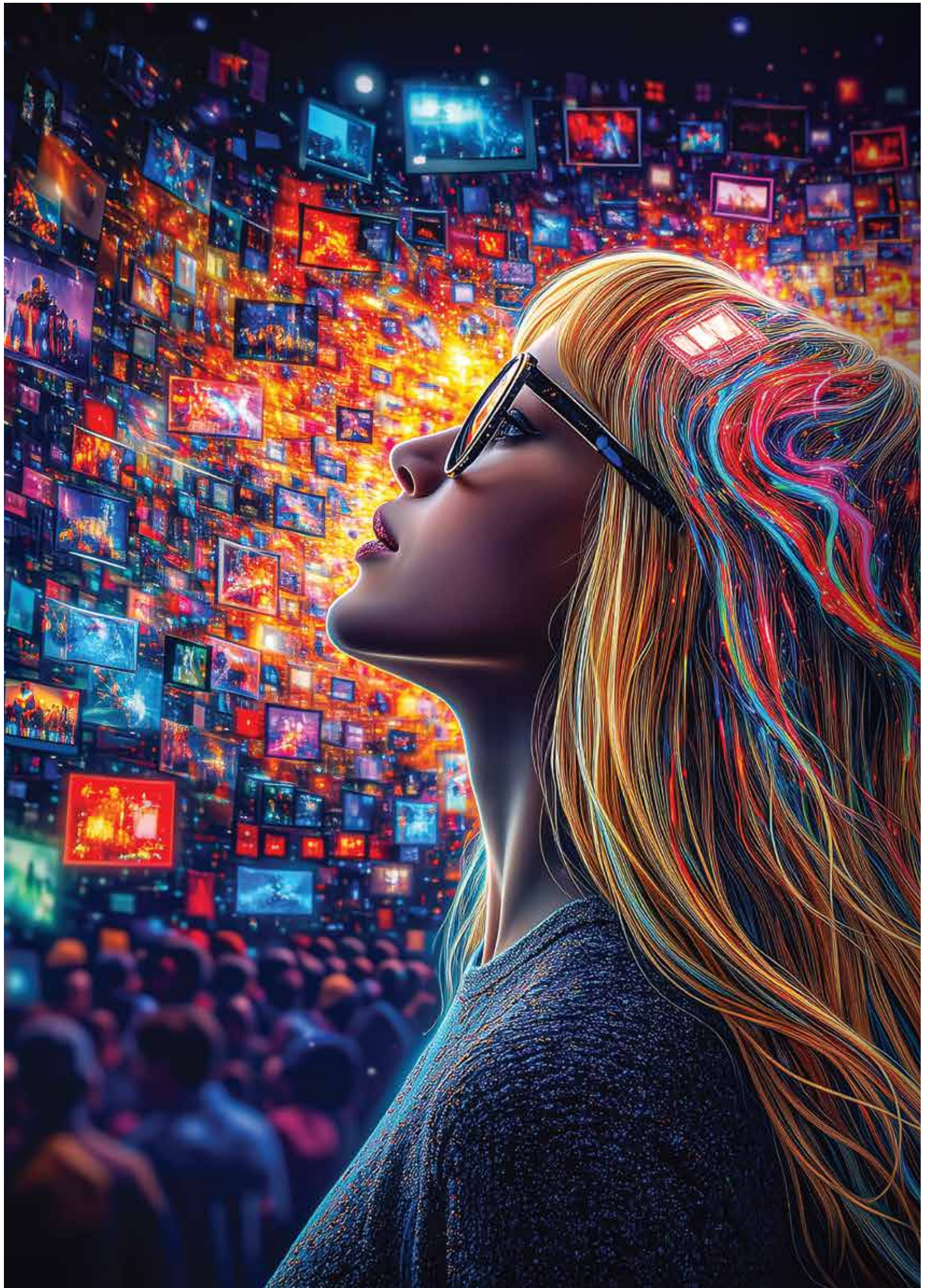
- Foundations of UI/UX Design
- UX Research & Design Thinking (EDIPT)
- UI Design System & Material Design
- Wireframing and Collaboration
- UI Design & App Screens in Figma
- Interactive Prototyping with Figma
- Front-end Responsive Development
- Website Designing with WordPress
- AI tools for UI/UX Designers
- Design Your Digital Presence
- Case Study & Capstone Project
- Portfolio Powerhouse
- Career Launchpad

## Software/Tools Covered

Adobe Photoshop CC | Adobe Illustrator CC | Adobe InDesign CC | Adobe Express | Adobe Dimensions | Adobe Premiere Pro CC | Adobe Audition CC | Adobe Animate CC | Adobe After Effects CC | GenAI Tools | DaVinci | Material Design System | Pencil Project | Figma | VS Code | WordPress | XAMPP

## Career Profile

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



# Next-Gen Visual Design & Motion Graphics

The Next-Gen Visual Design and Motion Graphics program is a future-focused course that blends strong design foundations with advanced motion and AI-powered creative workflows. Covering visual communication, branding, typography, digital illustration, video editing, motion graphics, and GenAI-assisted production, the program prepares learners for today's fast-evolving content landscape. Students build dynamic portfolios through hands-on projects, including social media content and animated visuals. By completion, learners are ready for careers in visual design, motion media, digital marketing, and creative production.

## Duration: 232 Hours

### Course Content:

- Foundation of Visual Design & Communication
- Cinematography and Photography Basics
- Copyright and Design Ethics
- Typography Techniques
- Color and Light Magic
- Digital Design
- Creative Vector Illustrations
- GenAI-powered Social Media Content Creation
- 2D Motion Magic
- Cinematic Edits
- Digital Sound Craft
- Motion Graphics
- AI Art Innovator
- GenAI Production Workflow
- Importance of Color Grading
- Portfolio Powerhouse
- Career Launchpad

## Software/Tools Covered

Adobe Photoshop CC | Adobe Illustrator CC | Adobe Express | Adobe Animate CC | Adobe Premiere Pro CC | Adobe Audition CC | Adobe After Effects CC | GenAI Tools | DaVinci

## Career Profile

Graphic Designer | Motion Graphics Designer | Audio-Video Editor | Brand Experience Designer | Social Media Designer | Digital Illustrator | GenAI Content Creator | Creative Visual Designer



# Advanced Program in UI/UX Design

The Advanced Program in UI/UX Design is a comprehensive course designed to develop user-centered designers with strong visual and technical foundations. Covering design principles, typography, UX research, wireframing, design systems, prototyping, and responsive development, the program blends creativity with practical implementation skills. Students work on real-world case studies and build interactive projects while integrating modern AI tools into their workflow. By completion, learners are prepared for roles in UI/UX design, product design, and front-end development across digital platforms.

## Duration: 176 Hours

### Course Content:

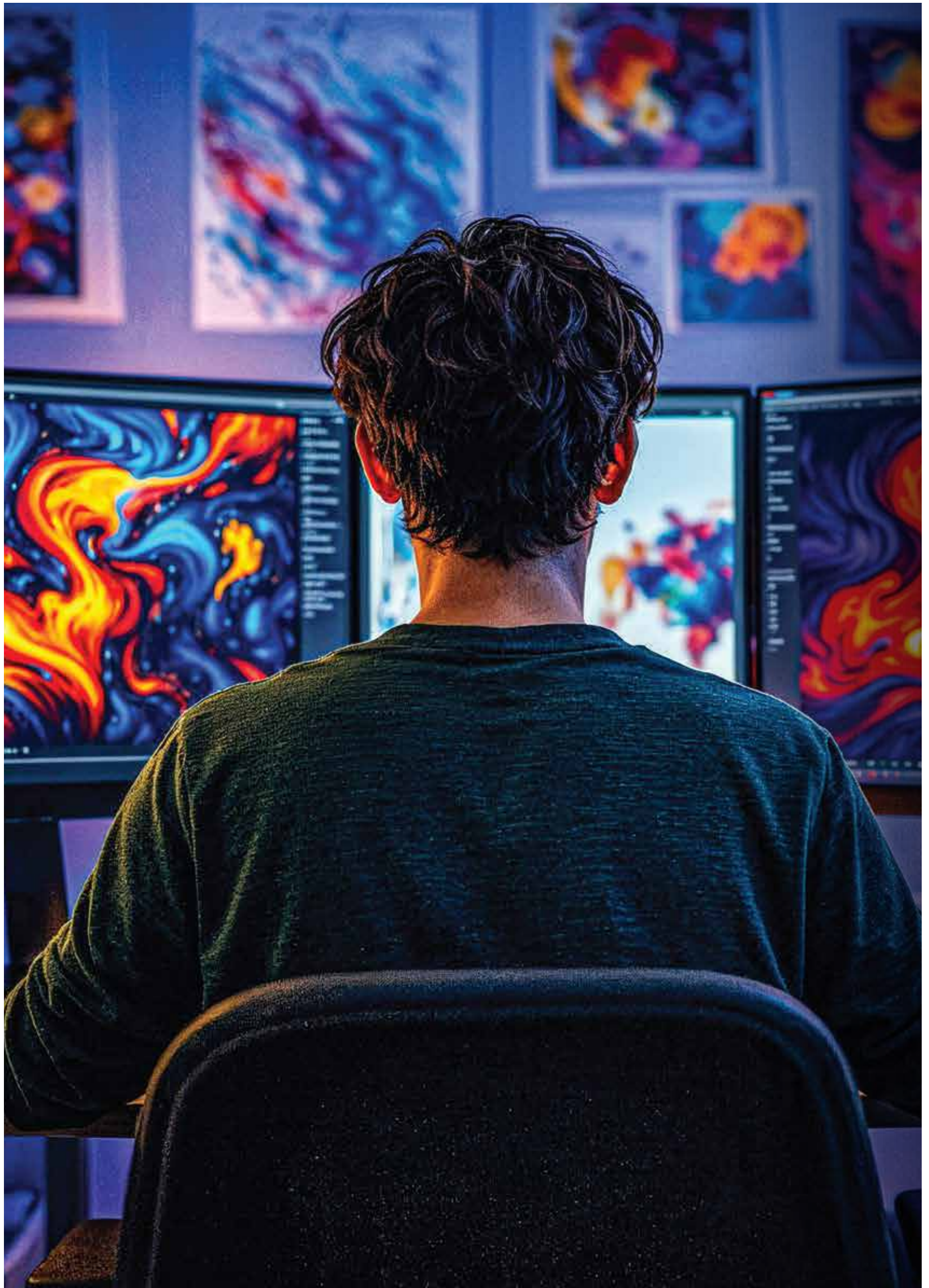
- Foundations of UI/UX Design
- Foundation of Visual Design & Communication
- Typography Techniques
- UX Research & Design Thinking (EDIPT)
- Digital Design
- Creative Vector Illustrations
- UI Design System & Material Design
- Wireframing and Collaboration
- UI Design & App Screens in Figma
- Interactive Prototyping with Figma
- Front-end Responsive Development
- Website Designing with WordPress
- AI Tools for UI/UX Designers
- Design Your Digital Presence

## Software/Tools Covered

Adobe Photoshop CC | Adobe Illustrator CC | Material Design System | Pencil Project | Figma | VS Code | WordPress | XAMPP | GenAI Tools

## Career Profile

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



# Next-Gen Graphic Design & Web Development

The Next-Gen Graphic Design and Web Development program is a career-oriented course that combines creative design with practical web development skills. Covering visual communication, branding, UI principles, AI-powered content creation, and responsive website development, the program bridges design and technology. Students build real-world projects, interactive prototypes, and fully functional websites while developing a professional portfolio. By completion, learners are prepared for roles in graphic design, web design, UI design, and front-end development across digital platforms and creative industries.

## Duration: 296 Hours

### Term 1 – Graphic & visual design

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

### Term 2 – Web design & development

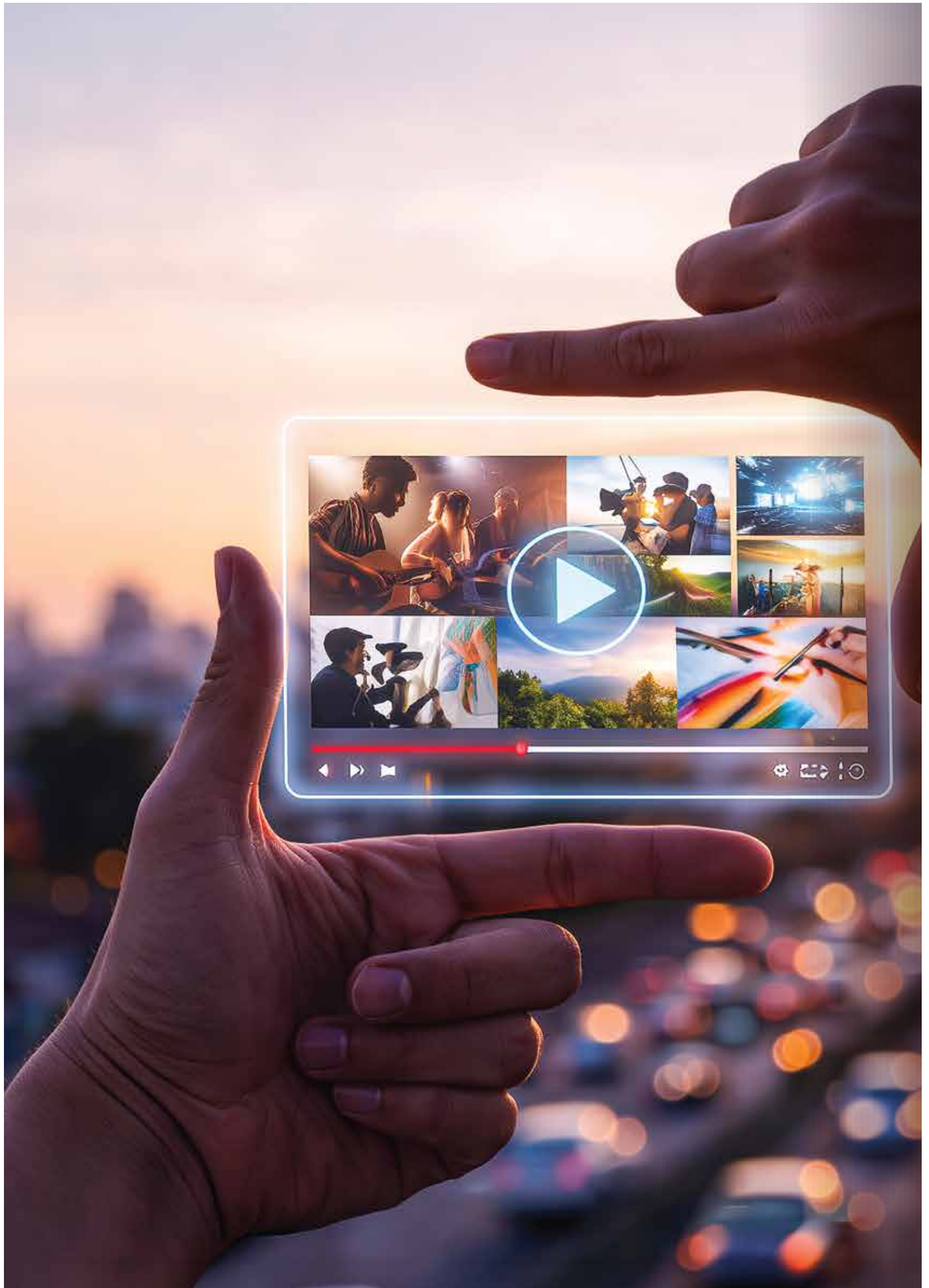
Concepts of Web Design and Development  
UI Design & App Screens in Figma  
Interactive Prototyping with Figma  
Foundations of Modern Web Design  
Responsive Web Development with Bootstrap  
Dynamic Web Interactions  
Website Designing with WordPress  
Intro to SEO and Digital Marketing Concepts  
AI Tools for UI/UX Designers  
Website Project  
Career Launchpad

## Software/Tools Covered

Adobe Photoshop CC | Adobe Illustrator CC | Adobe InDesign CC |  
Adobe Express | Adobe Dimensions | GenAI Tools | Pencil Project |  
Figma | HTML5 | CSS3 | Bootstrap | JavaScript | WordPress | XAMPP

## Career Profile

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



# Video Production & Content Creation

The Video Production & Content Creation program is a hands-on course designed to train creators in complete video production workflows — from concept to final delivery. Covering cinematography, storytelling, editing, motion graphics, sound design, AI-assisted content creation, and real-world shoot execution, the program blends creative vision with technical skills. Students work on projects, including ad and corporate productions, while learning content packaging and monetization strategies. By completion, learners are prepared for careers in video production, digital media, content creation, and freelance filmmaking.

## Duration: 192 Hours

### Course Content:

Cinematography & Photography Basics

Color and Light Magic

Digital Design

Storyboard Mastery

Cinematic Edits

Motion Graphics

Digital Sound Craft

Foundations of Visual Storytelling & Narrative Design

Production Techniques & Shoot Execution Workflow

AI Art Innovator

Production Implementation

Content Packaging, Publishing & Monetization

Portfolio Powerhouse

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## Software/Tools Covered

Adobe Photoshop CC | Storyboarder | Adobe Premiere Pro CC |  
Adobe After Effects CC | Adobe Audition CC | GenAI Tools |

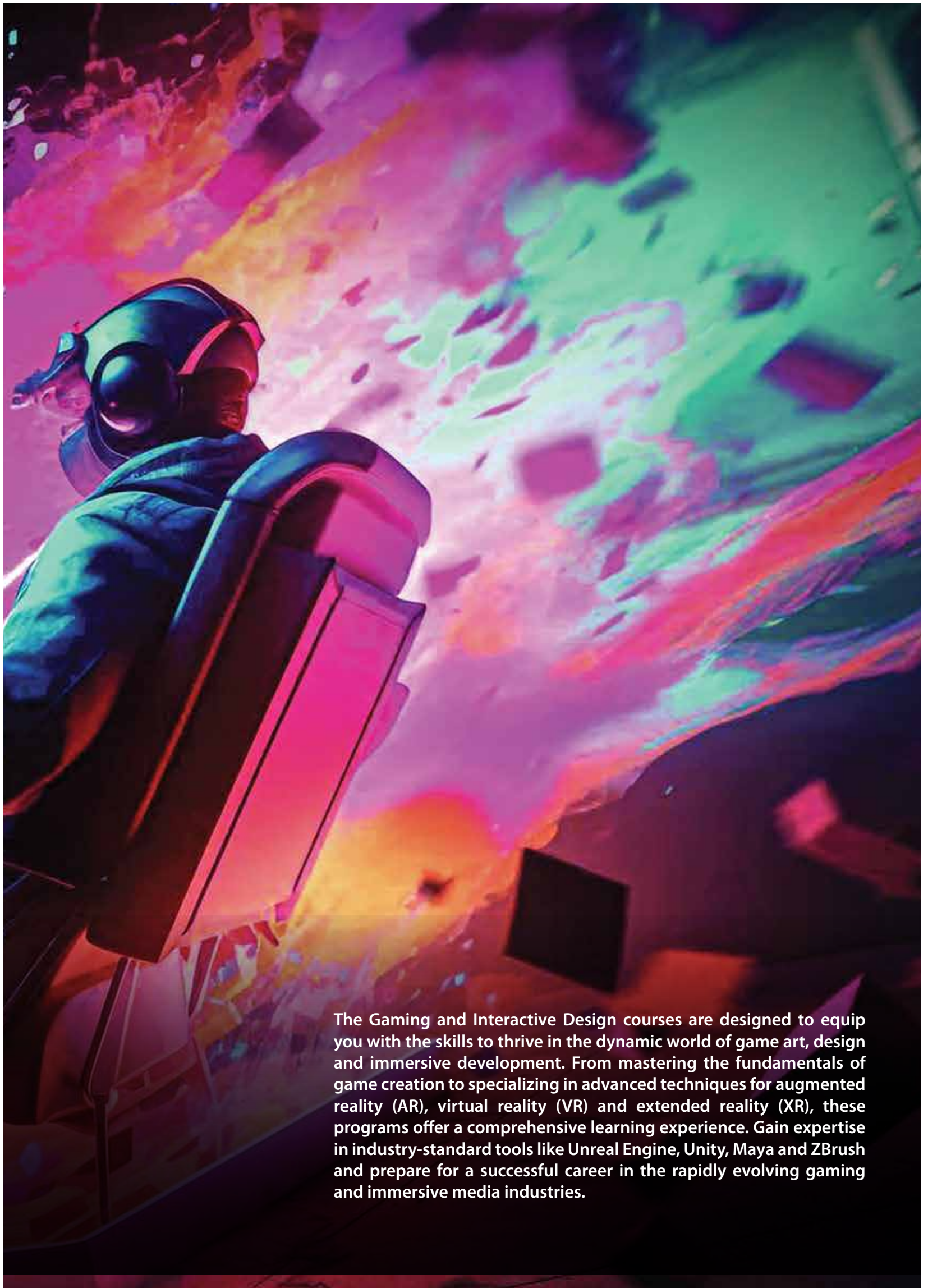
## Career Profile

Content Creator | Brand Content Producer | Video Editor | Video Producer |  
Motion Graphics Artist | Freelance Video Producer | Event Video Producer |  
Creative Video Strategist | GenAI Video Creator

\*Available in select centres

# GAMING & INTERACTIVE DESIGN





The Gaming and Interactive Design 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.



# Master in Game Art, Design & Prototyping with XR

The Master in Game Art, Design and Prototyping is an advanced program designed to prepare students for professional careers in game development and interactive media. The course covers the complete game creation pipeline — from game design fundamentals, digital art, and UI/UX for games to advanced 3D asset creation, character animation, and cinematic production. Students also learn level design, gameplay prototyping, and immersive experiences using AR and VR technologies. Through hands-on projects and portfolio milestones, learners develop the ability to design, build, and prototype playable game environments. Students are prepared for roles in game art, level design, technical art, and immersive experience development.

## Duration: 788 Hours

### Term 1 – Game design and art essentials

- Fundamentals of Game Art and 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 3 – Game art specialist

- Specialization in Game Art
- Procedural Texture Creation
- Realtime Lookdev
- Real World Replication

### Term 4 – Game level designing

- Introduction to Game Design & Level Design Principles
- Level Blockout & Greyboxing Techniques
- Environment Asset Integration & Scene Building
- Landscape Creation & Open World Design
- Lighting & Atmosphere for Game Levels
- Materials, Textures & Surface Creation
- Gameplay & Level Interaction
- Optimization & Performance for Game Levels
- Game Prototyping
- Portfolio Powerhouse

### 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
- Understanding Mo-Cap Workflow for Animation
- AI-powered 3D Workflow
- Cinematic Realism with Unreal
- 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

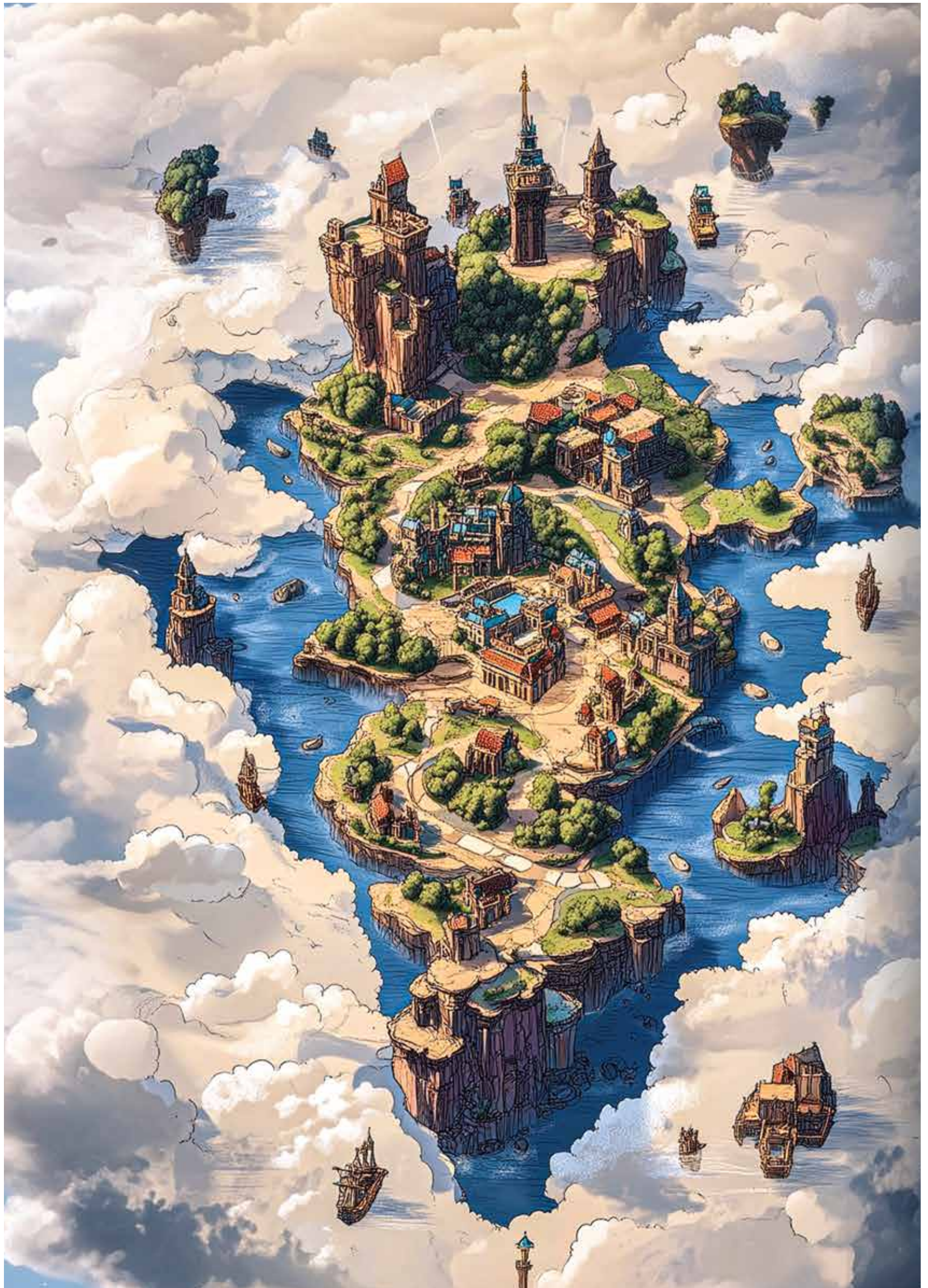
Adobe Photoshop CC | Adobe Illustrator CC | Figma | Adobe Animate CC |  
GenAI Tools | GDevelop.io | Autodesk Maya | Maxon ZBrush | Adobe Substance  
Painter | Unreal Engine | Blender | Adobe Substance Designer | Adobe  
Substance 3D Stager | Reality Scan | Lens Studio | Unity3D

## Career Profile

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

\*Available in select centres

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# Advanced Program in Game Art & Design with Specialization

The Advanced Program in Game Art & Design with Specialization is a career-focused course designed to prepare artists for the modern game development pipeline. The program begins with fundamentals of game design, digital illustration, UI/UX for games, and 2D game creation. Students then progress into advanced 3D game art, learning asset creation, digital sculpting, texturing, lighting, character rigging, animation, and real-time cinematic production. The specialization phase focuses on high-quality game art, procedural texturing, real-time look development, and environment replication. Through hands-on projects and portfolio development, learners graduate ready for roles as game artists, environment artists, character artists, and real-time content creators in the gaming industry.

## Duration: 578 Hours

### Term 1 – Game design & art essentials

Fundamentals of Game Art and 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 3 – Game Art Specialist

Specialization in Game Art  
Procedural Texture Creation  
Realtime Lookdev  
Real World Replication

### 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  
Understanding Mo-Cap Workflow for Animation  
AI-powered 3D Workflow  
Cinematic Realism with Unreal  
Portfolio Powerhouse

## Software/Tools Covered

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

## Career Profile

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

\*Available in select centres

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# Advanced Program in Game Art & Design with Prototyping

The Advanced Program in Game Art & Design with Prototyping is a comprehensive course designed to prepare students for careers in game development and interactive media. The program begins with fundamentals of game art, digital illustration, UI/UX for games, and 2D game creation, helping learners understand gameplay mechanics and visual storytelling. Students then progress into advanced 3D game art, covering asset creation, sculpting, texturing, lighting, rigging, animation, and real-time cinematic production. The final phase focuses on game level design and prototyping, where learners build interactive environments and gameplay experiences. Through hands-on projects and portfolio development, students are prepared for roles as game artists, environment artists, and level designers.

## Duration: 574 Hours

### Term 1 – Game design and art essentials

- Fundamentals of Game Art and 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 & Details
- Realistic Surface Creation
- Illuminating Assets
- Bringing Characters to Life with Rigging
- Art of 3D Animation
- Understanding Mo-Cap Workflow for Animation
- AI-powered 3D Workflow
- Cinematic Realism with Unreal
- Portfolio Powerhouse

### Term 3 – Game level designing

- Introduction to Game Design & Level Design Principles
- Level Blockout & Greyboxing Techniques
- Environment Asset Integration & Scene Building
- Landscape Creation & Open World Design
- Lighting & Atmosphere for Game Levels
- Materials, Textures & Surface Creation
- Gameplay & Level Interaction
- Optimization & Performance for Game Levels
- Game Prototyping
- Portfolio Powerhouse

## Software/Tools Covered

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

## Career Profile

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

\*Available in select centres



# Advanced Program in Immersive Design

The Advanced Program in Immersive Design is a comprehensive, industry-oriented program designed to train students in game art, interactive environments, and immersive technologies such as AR and VR. The program begins with foundations of game art, digital illustration, UI/UX for games, and 2D game development. Students then progress into advanced 3D asset creation, sculpting, texturing, lighting, rigging, animation, and real-time cinematic production using modern game engines. The course further explores game level design, interactive prototyping, and immersive experience creation using Unreal Engine and Unity. By the end of the program, learners build a strong portfolio and gain the skills required for careers in game development, immersive media, and interactive design.

## Duration: 556 Hours

### Term 1 – Game design & 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 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

### 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
- Understanding Mo-Cap Workflow for Animation
- AI-powered 3D Workflow
- Cinematic Realism with Unreal
- Portfolio Powerhouse

## Software/Tools Covered

Adobe Photoshop CC | Adobe Illustrator CC | Figma | Adobe Animate CC |  
GenAI Tools | GDevelop.io | Autodesk Maya | Maxon ZBrush | Adobe  
Substance Painter | Unreal Engine | Lens Studio | Unity3D

## Career Profile

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

\*Available in select centres

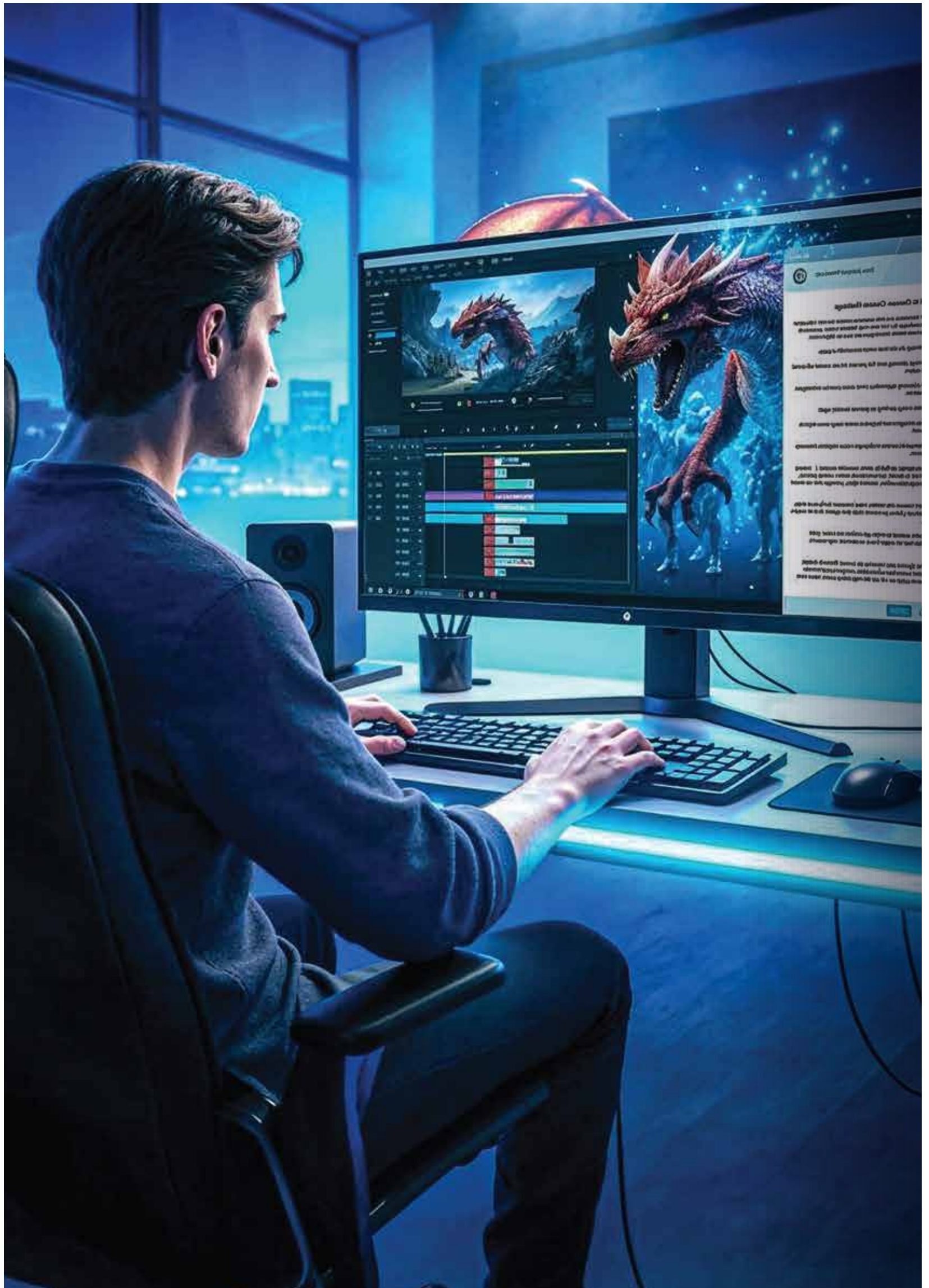
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# SHORT-TERM COURSES





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.



# GenAI Workflow for Storytelling

The GenAI Workflow for Storytelling program is a hands-on course designed to help creators use generative AI for visual storytelling and modern content production. Blending creative fundamentals with AI-assisted workflows, learners ideate, design, and produce compelling visual narratives efficiently. Students build a professional portfolio featuring AI-driven visuals, storyboards, edited sequences, and narrative content through practical projects. By completion, learners can independently create AI-enhanced stories, marketing visuals, short videos, and digital media assets — preparing them for roles in content creation, creative marketing, digital storytelling, or freelance production.

## Duration: 160 Hours

### Course Content:

- Cinematography & Photography Basics
- Pixel Perfect Painter
- AI Art Innovator
- Storyboard Mastery
- Cinematic Edits
- Digital Sound Craft
- Foundation of Visual Storytelling & Narrative Design
- GenAI-powered Social Media Content Creation
- GenAI Production Workflow
- AI Workflow Open Source
- Copyright & Design Ethics
- Portfolio Powerhouse

## Software/Tools Covered

Adobe Photoshop CC | GenAI Tools | Storyboarder | Adobe Premiere Pro CC |  
Adobe Audition CC | Adobe Express | Comfy UI

## Career Profile

AI Storytelling Artist | AI Pre-production Artist | AI Previz Artist | AI Concept Artist | AI Video Content Creator | AI Motion Graphic Artist | AI Post-production Artist | GenAI-powered Indie Producer | AI Podcast Producer | AI IP Developer | AI Pipeline Designer

\*Available in select centres



# Master in 2D Animation

The Master in 2D Animation is a comprehensive program designed to build strong foundations in traditional animation principles and modern digital production techniques. The course covers storytelling, character design, visual design fundamentals, and the core principles of 2D animation. Students learn digital illustration, storyboarding, and advanced animation using industry tools while also gaining skills in video editing and sound integration for complete animated content. Through hands-on projects and portfolio development, learners develop the creative and technical abilities required for careers in animation studios, digital media production, and independent animation content creation.

## 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 & 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

## Career Profile

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



# Master in Blender

The Master in Blender program is designed to help learners develop strong skills in 3D modeling, texturing, animation, and rendering using Blender. The course begins with the fundamentals of the Blender interface and modeling techniques, progressing into UV mapping, materials, lighting, and realistic scene creation. Students also learn rigging, character animation, and motion capture workflows to bring digital characters and assets to life. The program concludes with rendering and post-processing techniques, enabling learners to create professional-quality visuals and animations suitable for games, films, and digital media production.

## Duration: 146 Hours

### Course Content:

- Introduction to Blender
- Modeling Concepts and Techniques
- UV Mapping and Texturing
- Materials and Shading
- Lighting Techniques
- Rigging Techniques
- Animation Techniques
- Understanding Mo-Cap Workflow for Animation
- Rendering and Post-processing

## Software/Tools Covered

Blender

## Career Profile

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



# Master in Unreal Engine

The Master in Unreal Engine program is designed to provide hands-on training in real-time game development and interactive environment creation. Students learn to build game worlds using the Unreal Engine level editor, create gameplay elements with actors, and implement game logic using Blueprints. The course also covers player controls, collision systems, UI design, and audio integration to enhance gameplay experiences. Through practical projects, learners develop a playable game demo and a professional portfolio. By the end of the program, students gain the skills required to create interactive games, simulations, and immersive digital experiences using Unreal Engine.

## 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

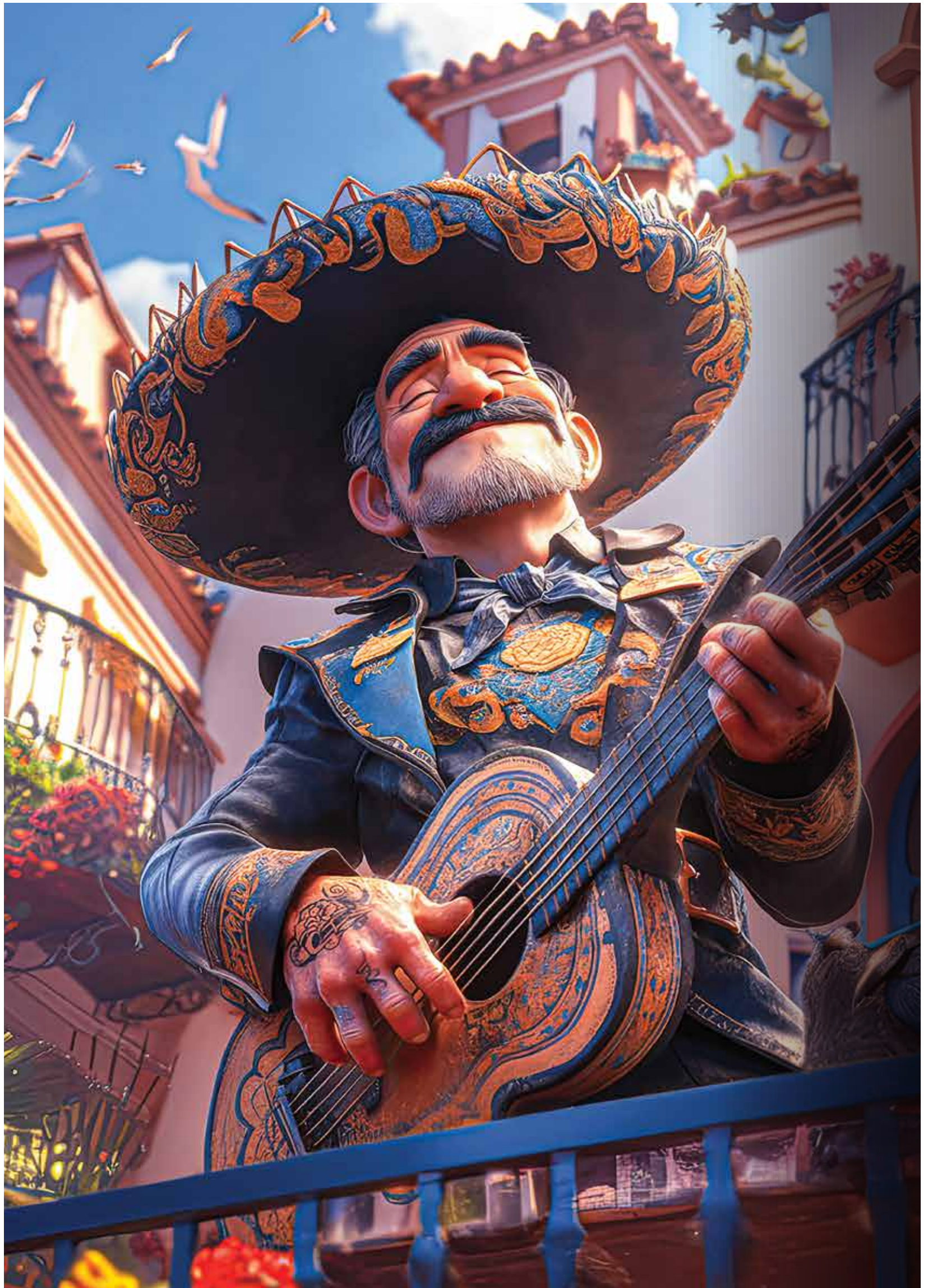
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## Software/Tools Covered

Unreal Engine

## Career Profile

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



# Master in Maya

The Master in Maya program is designed to build strong skills in 3D modeling, animation, and visual effects using Autodesk Maya. The course covers the complete CG pipeline, including asset creation, texturing, lighting, rigging, and character animation. Students also learn motion capture workflows and advanced techniques such as dynamics, cloth simulation, and hair generation using nCloth and XGen. Through practical projects and portfolio development, learners gain hands-on experience in creating production-ready 3D assets and animations, preparing them for careers in animation studios, VFX production, game development, and digital content creation.

## Duration: 196 Hours

### Course Content:

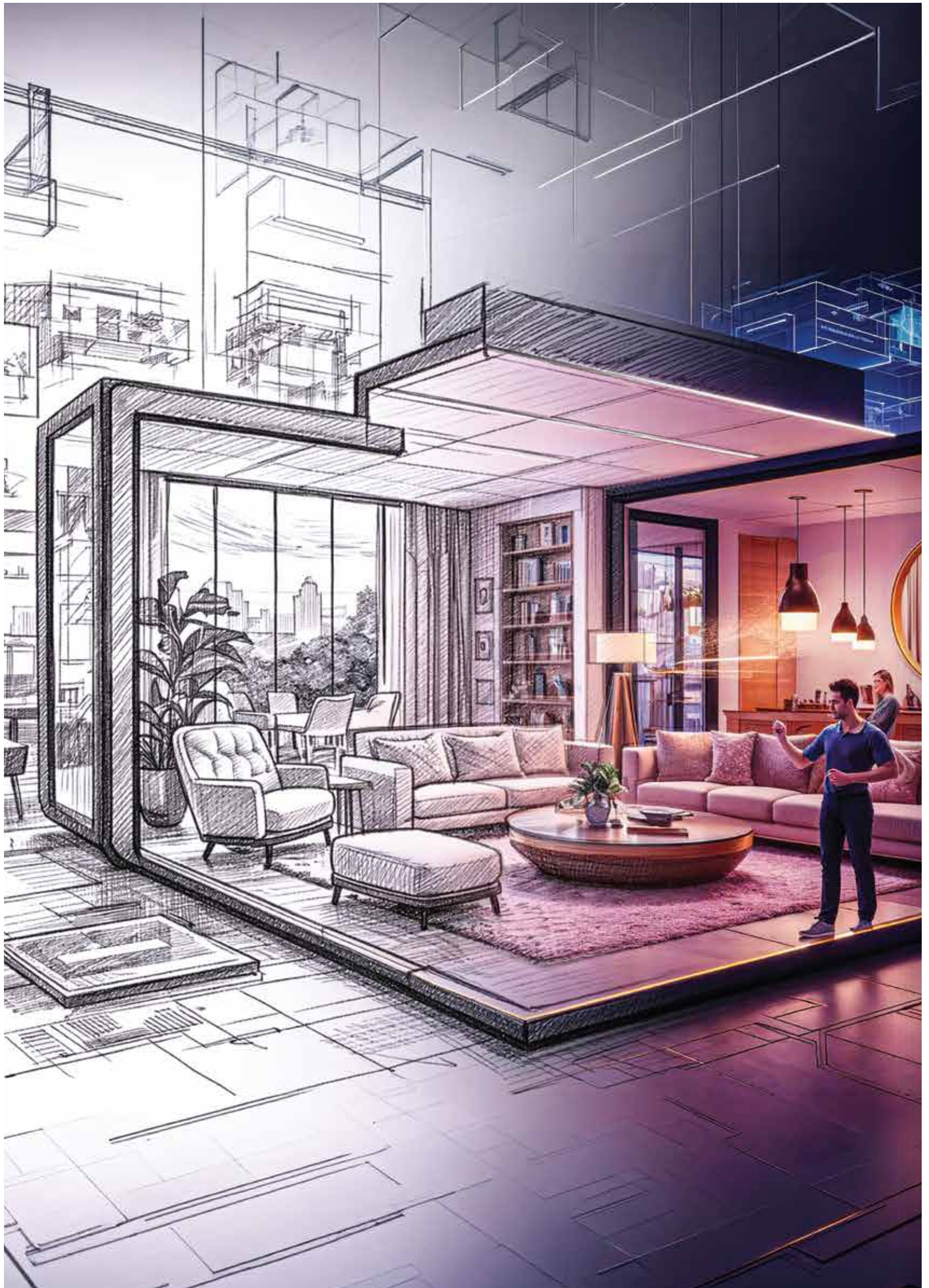
- Understanding CG Pipeline
- Asset Creation for CGI & Games
- Textures and Details
- Illuminating Assets
- Bringing Characters to Life with Rigging
- Art of 3D Animation
- Understanding Mo-Cap Workflow for Animation
- 3D FX, Dynamics and Simulations

## Software/Tools Covered

Autodesk Maya

## Career Profile

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



# Digital Architecture & Interior Design

The Digital Architecture and Interior Design program is designed to equip learners with the skills required to create professional architectural visualizations and interior design presentations. The course covers digital design fundamentals, technical drafting with AutoCAD, and 3D modeling using 3ds Max. Students learn texturing, lighting, animation, and high-quality rendering with V-Ray to produce realistic architectural scenes. The program also introduces real-time visualization using Twinmotion for immersive walkthroughs and presentations. Through hands-on projects and portfolio development, learners gain the practical skills needed for careers in architectural visualization, interior design presentation, and real estate marketing.

## 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  
Archiviz with Twinmotion  
Portfolio Powerhouse

## Software/Tools Covered

Adobe Photoshop CC | Autodesk AutoCAD | Autodesk 3ds Max |  
V-Ray | Twinmotion

## Career Profile

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



# Master in 3Ds Max

The Master in 3Ds Max program is designed to help learners develop strong skills in 3D modeling, lighting, animation, and rendering using Autodesk 3Ds Max. The course begins with an introduction to the CG pipeline and progresses into creating detailed 3D models, applying textures, and designing realistic lighting setups. Students also learn animation techniques and high-quality rendering using V-Ray to produce visually compelling scenes. Through practical projects and portfolio development, learners gain the ability to create professional 3D visuals suitable for architectural visualization, product visualization, and digital media production.

## 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

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## Software/Tools Covered

Autodesk 3ds Max

## Career Profile

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

# Students' Hall of Fame



## **It's a win-win situation**

Arena Animation students are the real champions and their names will always be etched in the Arena Hall of Fame, where their accomplishments will inspire a whole new generation of students in the years to come.

## **Hall of Fame**

Here's a list of our students who have made their mark in the Media and Entertainment industry by working in Hollywood and Bollywood movies as VFX Artist, Final QC Artist, Lighting Artist, Animator, Asst. Creative Head, etc.



- ★ **Pratik Govilkar** | 120 Bahadur
- ★ **Swaroop Shinde** | Ghosts Season 4
- ★ **Gautami Sonawane** | Son of Sardaar 2
- ★ **Anchal Panchal** | Do Little
- ★ **Adamy Mehta** | Superman
- ★ **Riddhi Upadhyay** | Deep Cover, Black Mirror, Last Frontier
- ★ **Nilesh Vyas** | Bahubali 2D Webseries
- ★ **Suriya V** | Garfield, That Christmas, Munjya, Kalki 2898 AD, Heads of State (Movie)
- ★ **Yashwant More** | Kurukshetra
- ★ **Akshay Khot** | Play Dirty
- ★ **Vinay Bandathe** | Border 2
- ★ **Krutika Lonandkar** | Do Little
- ★ **Nisarg Parikh** | Cats, Kraven, Fast X
- ★ **Omkar Prabhu** | Bhediya
- ★ **Sandeep Kumar Hadapad** | Top Gun: Maverick
- ★ **Paras Shah** | Ponnin Selvan: 1

**and many more from the Arena Animation Hall of Fame...**



# Student Testimonials

**"Arena Animation is the best animation institute, as it helps students secure good jobs in production houses all over India. It has also helped me get a good job and paved the way for a great career."**

I really appreciate how approachable and supportive the placement team was

I'm thankful for the constant guidance and encouragement

Arena Animation felt like a second home

**"Joining Arena Animation helped me in having a great start to my career as a design lead, and I would suggest students to join Arena to fulfil their career dreams."**

My time at Arena was more than just learning software

The training sessions really helped

The placement process was smooth and well-organized

Grateful to the ARENA placement team and mentors

The support and guidance I received at Arena Animation played a huge role

I'm truly thankful to the Arena Animation team for being there every step of the way

**"It was a wonderful experience associating with Arena as I could become a trained professional and secure a great job. Thank you Arena Animation!"**

Arena Animation helped me turn my passion into a profession

My journey at Arena was full of learning

The Regional Placement process was smooth and well-organized

**"Arena Animation is the best place to start your career in the digital industry. The insights and training enhance your creativity and prepare you to face the professional world with confidence."**

I've started my professional journey with confidence

**"Arena Animation has given me a wonderful opportunity to grow in my life and reach at a great professional level."**

The Arena team was like a family

Grateful to the Regional placement team for helping me secure a job

**"Arena Animation is a great institute to start your journey in the world of animation and take your career to the top."**

I'm thankful for the constant guidance and encouragement

Their support and training were key to my success

My journey at Arena Animation was incredibly enriching

**"I have learnt a lot from Arena Animation, which has helped me become a trained professional. The faculty at Arena is extremely supportive and has helped me build great confidence to face the professional world."**

Arena Animation has been the turning point in my journey

**"Joining Arena Animation has changed my life and career. Leading a team of designers is giving me great job satisfaction. I am proud to be associated with Arena Animation."**

Arena Animation provided a supportive and inspiring environment

Grateful to the Regional placement team for helping me secure a job

Thanks to Arena Animation, I discovered my true potential

Grateful to the Regional placement team for helping me secure a job

Arena Animation wasn't just about classes and software

Arena Animation has been a big part of my journey



# Industry Testimonials



**Mohit Soni**  
CEO, MESC

India's AVGC sector is on the brink of rapid expansion, offering immense potential for employment and innovation. With immersive technologies, the industry is transforming experiences, making them more interactive and life-like. For years, the AVGC sector and Arena Animation have forged a transformative alliance grounded in industry-focused education and cutting-edge talent development. As the CEO of the Media and Entertainment Skills Council, I have witnessed firsthand how this rigorous, industry-aligned training not only prepares students for the evolving demands of the AVGC sector but also positions them as the creative force shaping its future. By actively supporting and promoting emerging talent from Arena Animation, we are ensuring that India continues to emerge as a global leader in Media and Entertainment innovation.



**Jayakumar P**  
Founder, KYNZO Media Group

I've always had a great deal of respect for Arena and the role it has played over the last three decades in shaping creative education in India. Your initiative to re-examine curriculum, pedagogy, and industry alignment - especially at a time when the Media, Entertainment, Animation, and Digital Content landscape is changing so rapidly - is both timely and encouraging.



**Veerendra Patil**  
Director/Founder, Zebu Animation Studios

Arena Animation, the Market Leader, has been associated with Zebu Animation for years. Arena Courses are as per the Industry Expectation, in terms of Quality Training, Activities, Workshops and Placements.



## Niloy Kanti

**CEO, Wackytoon Studio Pvt. Ltd.**

Arena Animation provides state-of-the-art training in pre-production, concept and character design, storyboarding and various other skills both in 2D and 3D animation, VFX Live Action Movies. Their guidance has launched the careers of innumerable students to produce some of the finest animation seen today. Their students are involved in domestic as well as international projects, working with various OTT platforms, television channels such as Sony YAY, Cartoon Network, Pogo, Disney, Nickelodeon, Discovery Kids, Netflix, Amazon, Disney Hotstar, YouTube channel, movie cinema halls and many more audio visual platforms. Even our company, Wackytoon Studio Pvt. Ltd. boasts of a good population of animators trained by Arena Animation. With their help, these young artists have found their rightful place in the world of animation.

My best wishes to Arena Animation students, faculties and Management team.



## Saharsh Shah

**Vice President - HR, 88 Pictures**

At 88 Pictures, we have had the pleasure of collaborating with Arena Animation for several years, and our hiring experience with their students has consistently exceeded our expectations. As a leading animation studio with locations in Mumbai, Bengaluru and Toronto, we seek talented individuals who not only possess strong technical skills but also demonstrate creativity, teamwork and a passion for the industry. The graduates from Arena Animation have proven to be exceptional candidates. Their comprehensive training in VFX and animation equips them with the necessary expertise to excel in our fast-paced environment. We have found that Arena's curriculum effectively combines theoretical knowledge with practical applications, allowing students to develop a robust portfolio that stands out in the competitive landscape of animation. Moreover, the professionalism and work ethic displayed by Arena Animation graduates have made the recruitment process seamless and enjoyable. We appreciate their preparedness for real-world challenges and their eagerness to contribute to our projects. The synergy between 88 Pictures and Arena Animation continues to grow, and we are proud to welcome their talented graduates into our team. I highly recommend Arena Animation to any organization seeking skilled professionals in the animation and VFX industry. Their commitment to excellence is evident in the quality of their graduates, and we look forward to many more successful collaborations in the future.



## Yogesh Chhag

**Vice President, NY VFXWAALA, a division of Ajay Devgn Films**

Arena Animation, the market leader for over a decade, has always had our support at NY VFXWAALA. Their courses meet industry standards in terms of quality, training, activities, workshops and sessions. We have consistently supported them in placements, internships and more. We look forward to welcoming talented interns from Arena Animation in the future.



## Dr. Rajeev Rastogi

**Founder, White Apple**

ARENA, being one of the most reputed training academy for VFX, Animation and Gaming, upholds a very high standard of excellence. I'm very fortunate to be associated with Arena Animation since last few years. It feels very good to have their students being placed in our company and we are very happy to assist and train each of them.



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**Meher Prasad J**  
**Lead HR, Green Gold Animation Pvt. Ltd.**

We appreciate the quality of talent ARENA institution produces to intern with us. Pass outs from ARENA have been a valuable addition to our team over the decade, bringing creative sense, great passion and a professional approach to their roles. As much as we understand that it is not easy to produce industry-ready freshers to work directly on live projects, we recognize the effort your faculty and curriculum put into preparing students for the industry, and we look forward to continuing our collaboration in the future.



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**Syed Nadim Akhtar**  
**Co-Founder, DigiToonz**

Arena Animation is a big educational institute in India. It shapes the future of thousands of children every year. It is one of the selected animation institutes in India.



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**John Varghese**  
**VFX Director, Hybrid 360**

Hybrid Art Tech Private Limited has endorsed Arena Animation Institution, recognizing its status as a leading provider of animation, visual effects, gaming, web and graphic design courses. This endorsement highlights Arena's commitment to delivering industry-relevant, career-oriented education in the creative technology sector.



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**Vinod Kumar P**  
**VFX Supervisor, Firefly Creative Studio**

Firefly doors are always open to welcome talented and skilled students.



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**Pradeep Kumar**  
**Art Director, Lakshya Digital**

Arena Animation provides dynamic opportunities to get into creative industry with trainings in Animation, Graphics, VFX and Game development industry.



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**Rajat Ojha**  
**CEO, Gamitronics**

For the past 10 years, Gamitronics and Arena have shared a strong association built on a foundation of industry-driven education and talent development. Arena has consistently provided students with the best of education, equipping them with the skills and passion needed for the game industry. Recognizing this, Gamitronics has actively hired talented individuals from Arena. This partnership continues to bridge the gap between academia and industry, fostering the next generation of game developers.



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**Vichar BN**  
**Art Director & Digital Sculptor**

Arena Animation gives your creativity wings, empowering students to master the art of animation and digital art.



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**Dr. Bhavesh Suthar**  
**CEO, Aswaforce**

The students of Arena Animation and Aptech Limited emerge as highly skilled professionals, equipped with a perfect blend of creativity, technical expertise and industry-ready proficiency. Their knowledge of industry-standard tools like Autodesk Maya, 3ds Max and Substance Painter, combined with their creative vision, sets them apart in the competitive world of 3D artistry.

The passion and dedication instilled in them by their mentors are evident in their exceptional work, making them well-prepared for real-world challenges in animation, gaming and VFX. Arena Animation and Aptech Limited have truly created a benchmark in nurturing world-class 3D talent!



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**Nagavishni VK****HR, Phantom FX Studios**

Phantom FX has a great partnership with Arena Animation, when it comes to hiring fresh talent. Over my six years here, I've witnessed firsthand how their students light up our teams with innovation and enthusiasm. What sets Arena Animation apart isn't just the pool of skilled candidates; it's the relentless dedication of their placement team. They work tirelessly to match bright minds with great opportunities, ensuring that every new hire not only possesses talent but also fits seamlessly into our culture. We've welcomed many graduates from these institutes, and they've consistently impressed us with their performance and positive attitudes. It's a breath of fresh air to see such passion and eagerness to learn. Each new addition feels like a spark that ignites creativity within our projects. In short, Arena Animation is not just an institute; it serves as a launchpad for the next generation of leaders and innovators at Phantom FX. We're excited to continue this partnership and watch their students shine!



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**Umang Shah****HR, Cimpres India**

The kind of candidates we onboard from Arena West are especially high quality and have excelled in interviews. Thank you for your continued partnership and excellent service. We look forward to onboarding more students for future recruitment needs.



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**Riya Pascal****Sr. Manager - HR, Cyindr Studios**

Our experience working with Aptech/Arena has been fruitful. Team was really quick to partner with us and help with our requirement. They have the expertise required to cater to such needs in this industry.



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# Our Preferred Recruiters

STUDIO REEL 9 TRD Studios  
 CONCEPT CO THE BOMBAY DIGITAL CO SQAURE ONE MEDIA SINGARAJAN VFX  
 FOLKS VFX BREAK THE CODE **Blueminch** | SNOWVIZ ENTERPRISES  
 DENTALKART **Saffronic** FALCONZ EYE DIGITAL  
 GREEN GOLD RUFFTAILS Saffronic  
**GALLERI 5**  
**COMPANY 3**  
**HOUSE OF EDTECH**  
**DASHVERSE**  
**ZEBU** PHANTOM FX **HOUSE OF SPARROW**  
**FLAT WORLD SOLUTIONS**  
**MYTHIK** ADFACTOR  
 ITANT OUTDOORS  
**Za Studios** XPLO Animation NY VFX WALA  
 CIMPRESS BOT VFX  
 BRAINED ARCHIVERSE  
 DIGITOONZ FLAT WORLD SOLUTIONS 4 PHASE MEDIA  
 ASWAFORCE PVT. LTD. SURINDER FILMS  
 WHITE APPLE STUDIO Company3 Method India Pvt. Ltd.  
 OYSTA ENTERTAINMENT

Ikarus

ZENTROID STUDIOS

TREXTOONZ  
DNEG  
SPEEDGAZE

PRIME FOCUS TECHNOLOGIES

Wackytoonz  
Small

ADNET GLOBAL

DIGITOONZ

CIMPRESS INDIA

UNIPLAY DIGITAL SOLUTION

88 PICTURES

BAYPORT  
VVE  
INVNT GROUP  
AVIAN

4 P SOLUTIONS

AFFINITY X

Logos of companies are used for representation purposes only. Appearance of logos does not constitute any formal partnership or guarantee of employment

# Top Placements



PRASHANTH V  
SAI 360  
**SALARY - ₹83,000**



NISHA PATEKAR  
NISHA PATEKAR VISUAL ARTS  
**SALARY - ₹70,000**



MUHAMMED MIDHLAJ V.P.  
DREAM WINGS ADVERTISING LLC  
**SALARY - ₹61,705**



SUMATHI V  
SCHNEIDER ELECTRIC  
**SALARY - ₹58,000**



KOLLIPARA SAI MAHESWARI PRANATHI  
MIRACLE SOFTWARE SYSTEMS, INC  
**SALARY - ₹57,000**



SALMAN FARIS A  
PIXCOM  
**SALARY - ₹56,618**



SAHAD PADATHU PEEDIYAKKAL  
PIXCOM  
**SALARY - ₹56,618**



VISHAL NARENDRA AHUJA  
PURATECH  
**SALARY - ₹55,000**



BEN JOWIN R  
GOOD BEE EVENTS AND MARKETING  
**SALARY - ₹55,000**



**MAYUR GANESH AMBEKAR**  
RAISING SUPER STARS  
**SALARY - ₹53,000**



**ARIJIT MONDAL**  
PROBE INFORMATION PVT. LTD.  
**SALARY - ₹50,000**



**SANJEEV KUMAR JENA**  
ADFACTORS  
**SALARY - ₹41,667**



**ALEENA CHAUHAN**  
HIVEMINDS INNOVATIVE  
MARKET SOLUTIONS  
**SALARY - ₹50,000**



**DURGA PRASAD JOSHI**  
NUWIZO  
**SALARY - ₹50,000**



**VINAY CHAND**  
29 MEDIA HOUSE  
**SALARY - ₹45,000**



**BENAKA GOWDA**  
ANUGRAHA EXCEED PVT. LTD. (AEPL)  
**SALARY - ₹45,000**



**AJMAL T**  
BRIGHT WAY PRINTING PRESS  
**SALARY - ₹44,427**



**VIJAY**  
ALNICHE LIFE SCIENCES  
**SALARY - ₹42,000**

# Top Placements



HIMANKUSH AGROL  
D'GENIUS SOLUTIONS  
**SALARY - ₹40,000**



BARKHA RAMSINGHANI  
ADFACTORS  
**SALARY - ₹41,000**



MUHAMMED SUFAIR K P  
PIXCOM  
**SALARY - ₹40,000**



YASHIKA NILESH TEJWANI  
MYTHIK ENTERTAINMENT  
**SALARY - ₹40,000**



MOHINI PANDIT  
RED & WHITE MULTIMEDIA  
**SALARY - ₹40,000**



SWAPNIL SHARMA  
ALPHA ZEAL MEDIA  
**SALARY - ₹40,000**



PREKSHA JAIN  
GLIDO.AI  
**SALARY - ₹40,000**



SOHAM GORAKH PANGARKAR  
MYTHIK ENTERTAINMENT  
**SALARY - ₹40,000**



AAYUSH SANDIP BEDSE  
MYTHIK ENTERTAINMENT  
**SALARY - ₹40,000**



**AMARATANSH RAGHUVANSHI**  
PREPLADDER  
**SALARY - ₹37,500**



**FAIZAN**  
B B SERVICES  
**SALARY - ₹38,000**



**CHRISTY MATHEWS**  
TEAMLEASE DIGITAL  
**SALARY - ₹37,917**



**ASHUTOSH CHANDRA**  
BREVITY  
**SALARY - ₹35,000**



**MANAV BHADIYADRA**  
CYLNDR STUDIOS  
**SALARY - ₹35,000**



**BINYAMEEN M**  
WILD ALA DIGITAL TECHNOLOGY  
**SALARY - ₹35,000**



**AKRISHTA JAIN**  
FLAT WORLD SOLUTIONS  
**SALARY - ₹30,833**



**SK NUR ISLAM**  
FLAT WORLD SOLUTIONS  
**SALARY - ₹30,833**



**VISHAL YOGESH KSHIRSAGAR**  
GALLERIS  
**SALARY - ₹33,000**

# Top Placements - AI-focused Roles



NIKETAN SANTOSH MALI  
MYTHIK ENTERTAINMENT  
**SALARY - ₹38,000**



SANJAY DATTATRAY SHEMAGE  
MYTHIK ENTERTAINMENT  
**SALARY - ₹38,000**



PREM MANOHAR GAIKWAD  
MYTHIK ENTERTAINMENT  
**SALARY - ₹38,000**



VIVEK RAVINDRA BHADANE  
MYTHIK ENTERTAINMENT  
**SALARY - ₹38,000**



LAXMI ATUL PAWAR  
MYTHIK ENTERTAINMENT  
**SALARY - ₹38,000**



ADITYA VINAYAK JANGAM  
GALLERIS  
**SALARY - ₹33,000**



MOHAMMED HADI  
DASHVERSE  
**SALARY - ₹30,000**



VINAYAKA KUMAR HUDIMANI  
DASHVERSE  
**SALARY - ₹30,000**



# Studio Immersion

## PHANTOMFX



## ANNAPURNA STUDIO & RAMOJI STUDIO TOURS



Placement assistance will be provided to eligible students; however, placements are subject to individual performance, industry requirements, and market conditions. Arena Animation does not guarantee any job or salary package\*.

# Alumni Meets

Across the country, Arena Animation hosted Alumni Meets, bringing together creators who began their journeys with us. The meets celebrated 30 years of Arena Animation and the countless alumni journeys inspiring the next generation of creative talent.



# All-round Learning



National Student Meet (NSM) is an event exclusively crafted for Arena students where they can explore a mix of learning and fun-filled, engagement-driven sessions throughout their stay in an exotic location, in a resort. The event offers an opportunity for the students to be part of the fun and learning with seminars, hands-on workshops and interactive sessions with industry experts from top studios, along with a range of frolic engagement activities.



# ORBIT LIVE

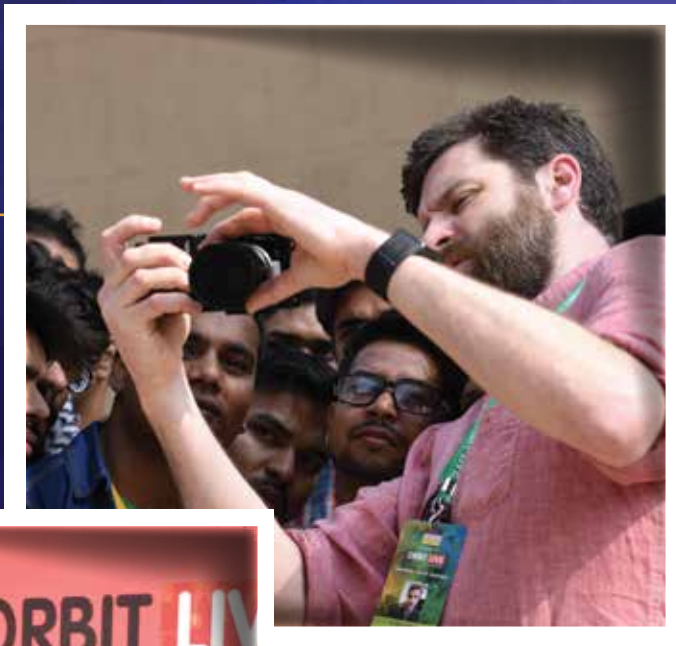
BE THE STAR

Arena Animation students get an invaluable opportunity to interact with the global masters of Media and Entertainment through Orbit Live - our internationally acclaimed festival.

The 3-day festival comprises a power-packed schedule to maximise your learnings and skills through:

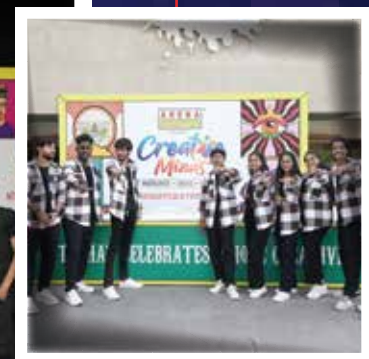
- ◆ Seminars
- ◆ Workshops
- ◆ Masterclasses
- ◆ Short Film Appreciation
- ◆ Star Lounge

After a hard day's work spent in the company of these stalwarts and peers from all over India, students let their hair down at the fun carnivals. The Media and Entertainment industry also converges at the venue on Day 3 to discuss upcoming trends and opportunities. The festival culminates in an Awards and Industry Honours Night where the best of Arena students share the stage and get an acknowledgement from leading lights in the Media and Entertainment industry.



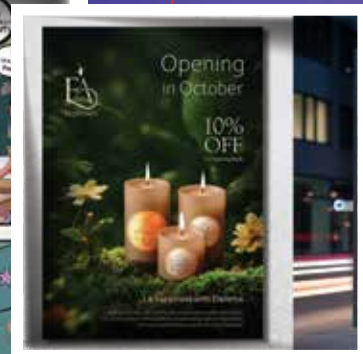
# Creative Minds

It is an exclusive forum for students of Arena Animation all over India. It gives them an opportunity to compete with peers, test their knowledge, apply their skills, be mentored by and gain insights from a jury of industry experts.





World Creative Excellence League (WCEL) is a pioneering global creative competition platform for Arena Animation students. Designed to encourage and celebrate artistic excellence, WCEL invites participation from Arena Animation students across the world. The competition aims to showcase creative talent on a global scale and marks a significant milestone in Arena Animation's journey as a truly global leader in creative education.





# PERSPECTIVES

A live platform where Media and Entertainment industry stalwarts from India and the world share insights and personal experiences about working and collaborating on some of the best creative work done worldwide. Students gain first-hand knowledge and exposure to the industry.





A celebration of creativity beyond books. Arena Fest boasts of energy packed competitive platforms like fashion show, singing, dancing act to promote students' multifaceted creativity strength. With over 6,000 students attending the event - Arena Fest is a marquee event of Arena Animation.

