

ARENA
ANIMATION



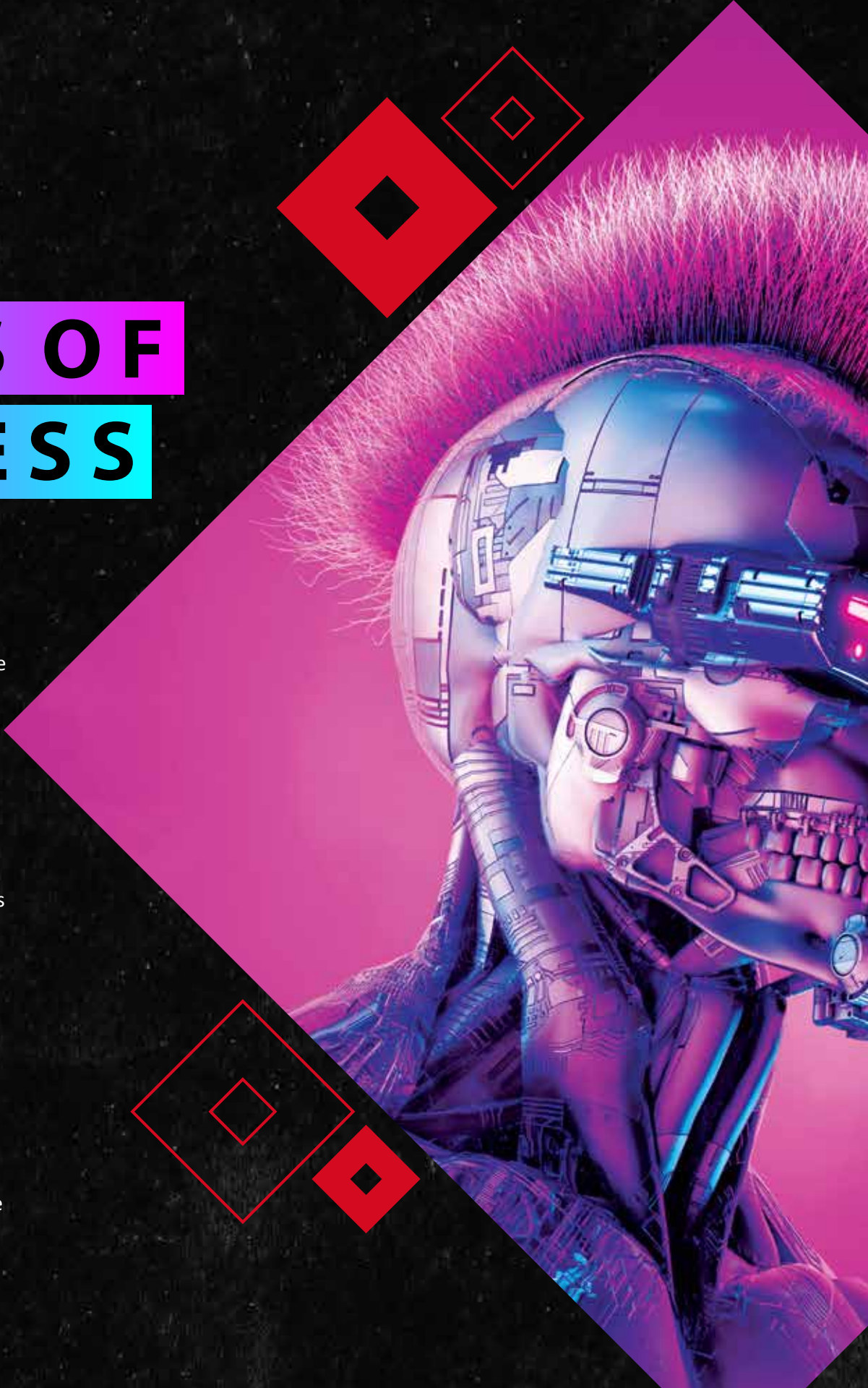
**UNLEASH YOUR
CREATIVE POTENTIAL
FOR SUCCESS.**

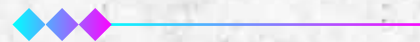
ANIMATION | VFX | GAMING | DIGITAL

ARENAS OF PROGRESS

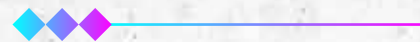
The growth of creativity

It's the age of creativity and imagination. The Media and Entertainment industry is perpetually expanding, thanks to the internet, which has almost become a mainstream media of entertainment. The average growth rate of India's Media & Entertainment industry was 17% from 2020-2023. And, in turn, promises thousands of job opportunities. Providing employment to more than 8.5 million people, including both direct and indirect employment, the Indian Media and Entertainment industry is gearing up for a spectacular future. And Arena Animation, the foremost name in Media and Entertainment education, is equipped to train individuals and turn them into job-ready professionals for this lucrative industry.

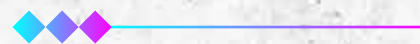




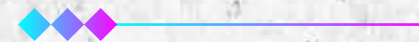
India's M&E industry is projected to reach **INR 3.08** trillion by **2026**.



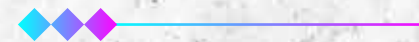
Online gaming is expected to grow at a **20.7%** CAGR, reaching **INR 388** billion by **2026**.



Annually, India produces over **200,000** hours of content, including **1,700** films and **3,000** hours of premium OTT content.



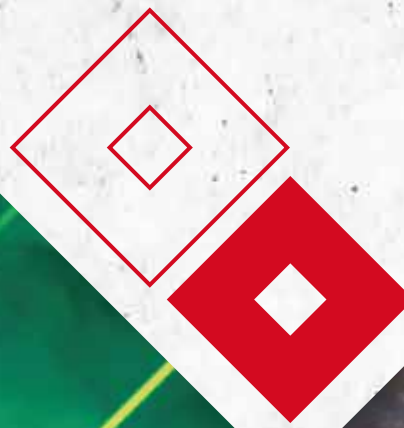
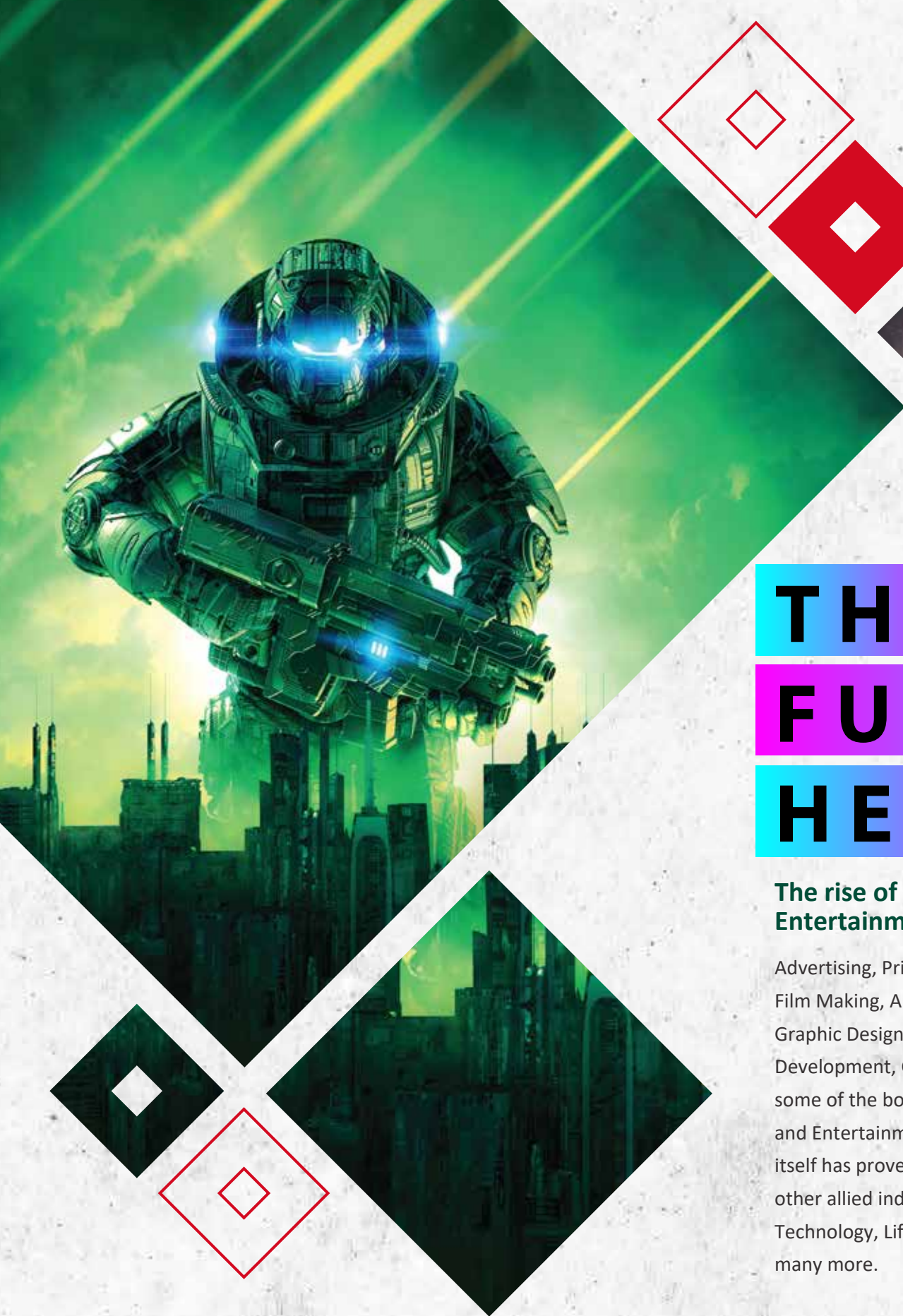
Digital media, with the highest growth at a **13.5%** CAGR, may surpass television as the leading segment by **2024**. Digital advertising grew **15%** in **2023** to **INR 576** billion.



AI can provide an **INR 450** billion boost to the Indian M&E sector by **2027**.



India is positioned as a potential global hub for creative industries, leveraging a growing talent pool in VFX, animation and gaming.



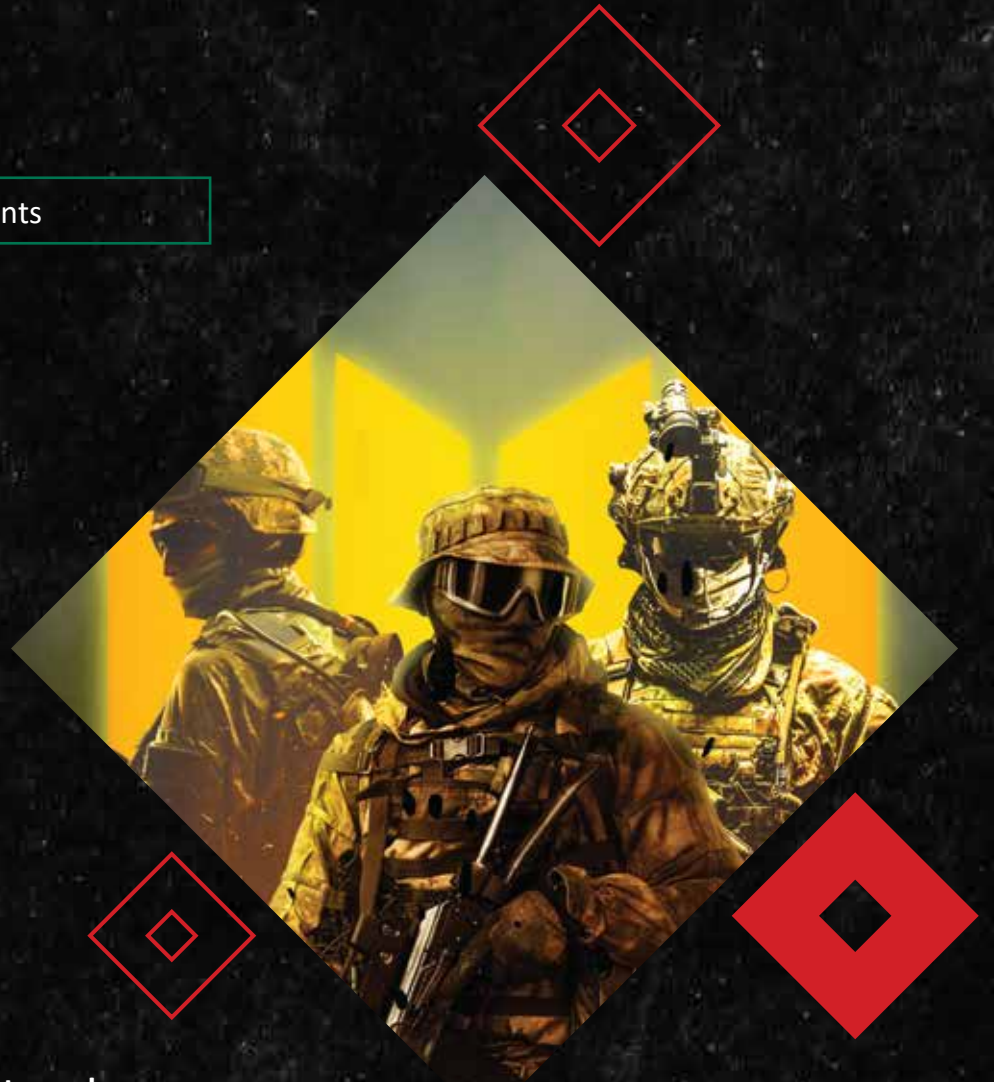
THE FUTURE IS HERE

The rise of Media and Entertainment

Advertising, Print, Television, OTT, Outdoor, Film Making, Animation & Visual Effects, Graphic Design, Web Design and Development, Gaming and Digital are some of the booming sectors of the Media and Entertainment industry. The industry itself has proven to be instrumental in other allied industries like Architecture, Technology, Life Sciences, Archaeology and many more.

Arena Animation equips its students with job-ready, industry-relevant skills for the Media and Entertainment industry through:

- ◆ Latest tools & technologies
- ◆ Skill enhancement
- ◆ Real-time exposure via formal and informal events
- ◆ Right platforms to showcase talent
- ◆ Pre-interview preparations



Arena Animation's reputed placement assistance has helped students find their feet and establish great careers in leading Media and Entertainment companies like:


Amazon | Technicolor | MPC | Double Negative | Prime Focus | Maya Digital Studios | Makuta Visual Effects | BYJU'S Xentrix Studios | Red Chillies | Green Gold Animation | Prana Studios | L&T | Prismart Productions | Biorev Studios | SuperDNA | Transpixel Studio | Sparrow Interactive | Lakshya Digital | Assemblage Entertainment | 88 Pictures | Resonance Digital | Golden Robot | Exigent 3D | Innovative Animation | Rockstar | Adnet Global | HERE Technologies | Firefly Creative Studio | Cimpres Vistaprint | GeoShot Technologies



A V A S T S C O P E

Offering a world of possibilities through new-age careers

Arena Animation - India's premier Media and Entertainment training institution offers power-packed courses that help to shape a student's creative career. With tailor-made programs catering to specific domains, Arena Animation trains students in industry-relevant, employment-oriented skills through the most advanced tools and technologies with the help of expert faculty.



Arena Animation offers a variety of relevant and comprehensive programs to make students ready for a successful future.



REAL-TIME 3D & VFX

DIGITAL CONTENT CREATION

DIGITAL CONTENT UI DESIGN

**DIGITAL CONTENT CREATION
MOTION GRAPHICS**

ANIMATION PRIME

VFX PRIME

**ANIMATION VFX &
GAMING PRIME**

ANIMATION VFX PRIME

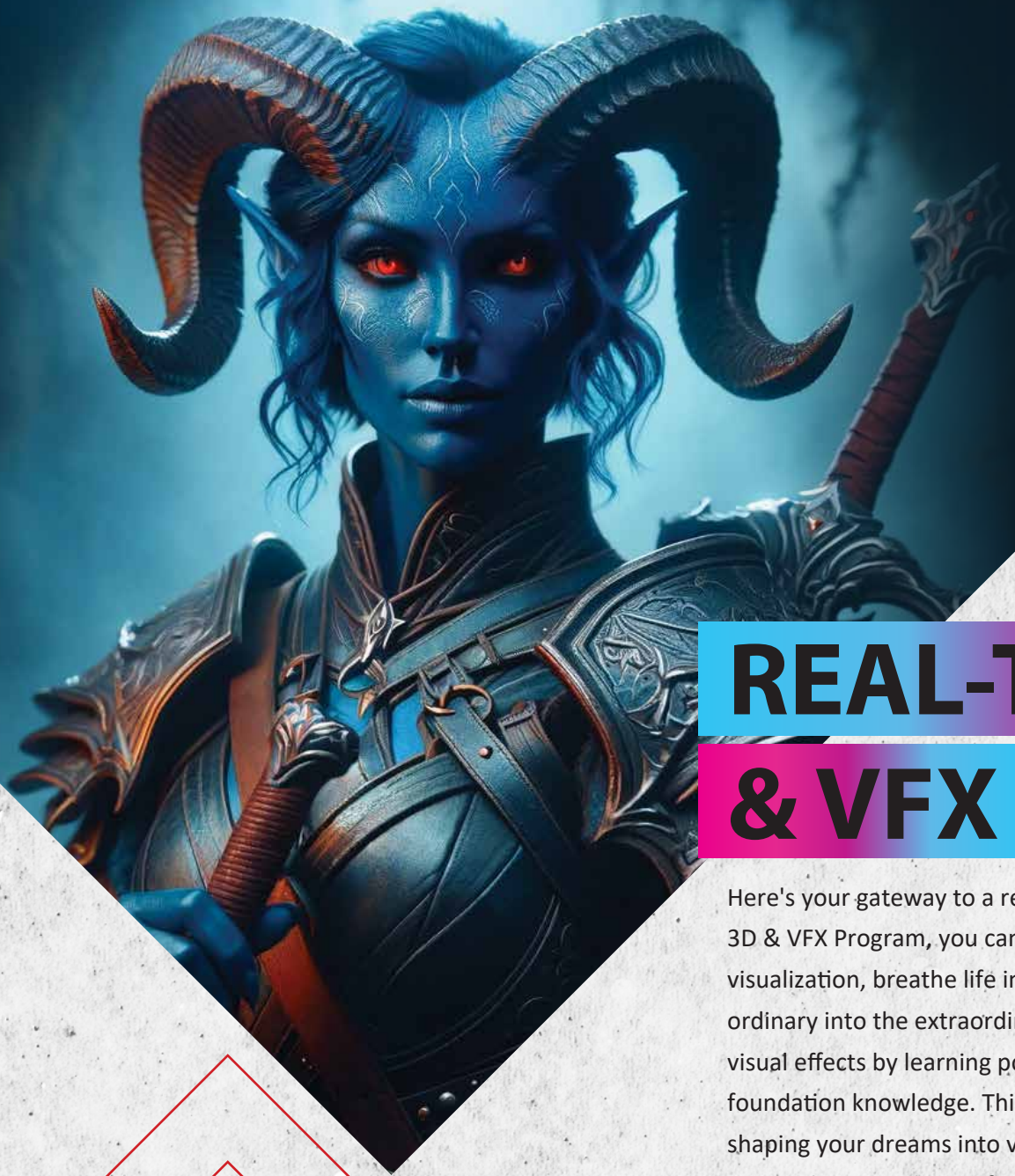
**VFX COMPOSITING &
EDITING**

**GRAPHICS, WEB DESIGN &
DEVELOPMENT**

PRINT & PUBLISHING

WEB DESIGNING

UI/UX DESIGN



REAL-TIME 3D & VFX

Here's your gateway to a realm of endless possibility. With our Real-time 3D & VFX Program, you can weave the threads of design and visualization, breathe life into 3D models, master CGI to transform the ordinary into the extraordinary and also delve into the specific aspects of visual effects by learning post-production techniques enhancing on the foundation knowledge. This journey is more than just learning, it's about shaping your dreams into vibrant, visual reality; preparing you for a career that stretches as far as your creativity can soar.

Powered by Generative AI

This program offers advanced Generative AI tools and methodologies for superior outcomes, enabling you to discover its broad applications and seamlessly integrate AI-driven techniques into your creative workflow.

ARENA REAL-TIME 3D & VFX PROGRAM OVERVIEW

This comprehensive four-term program ensures a deep understanding and proficiency in visualization, foundations of 3D, CGI, Real-time 3D & VFX, preparing you for a dynamic career in the digital realm.

TERM 1 Design & Visualization

Concepts of Graphics & Illustrations
Cinematography & Photography Basics
Pixel Perfect
Graphic Art & Illustrations
Video Magic
Storytelling in Motion
Sound Magic
Digital Visual Effects

TERM 2 3D Foundation

Beginners Guide to 3D
3D Pre-Visualization
Art of Maya Modeling
Art of Maya Texturing
PBR Texturing Workflow
Art of Maya Lighting & Rendering
Introduction to Rigging with Maya
Introduction to 3D Animation with Maya
Introduction to Generative AI

TERM 3 Select any 1

TERM 3A Visual Effects

Dynamic Paint FX with Maya
Introduction to Procedural VFX Workflow
Rotoscopy Techniques with Silhouette
Art of Camera Tracking
Nuke Basics
Wire Removal
Colour Correction with Nuke
Green and Blue Screen Magic
Matte Painting Magic
2D Tracking
3D Tracking
Render Pass and Open EXR

TERM 3B CGI (3D) & Real-time 3D

Art of Digital Sculpting
Character Setup (Rigging) with Maya
Art of Maya Character Animation
Crowd Replication
Elements of Photogrammetry
Real-time 3D

TERM 4 Industry Ready & Portfolio Development

Production Management

(Introduction to Production Management, Pre-Production Planning, Production, Post-Production & Delivery)

Specialization & Digital Portfolio Development

(Choose 1 elective - Graphic Design, 3D, VFX, Real-time 3D)

TOTAL HOURS 654

On completion, this program opens up a wide range of job roles for the students:

JOB PROFILES

3D: 3D Modeler | Texturing Artist | Lighting Artist | Render Wrangler | 3D Animator | Rigging Artist | 3D Generalist
3D Designer | 3D Product Designer | Real-time 3D Artist | Unreal Generalist | 3D Visualizer

VFX: VFX Generalist | CGI Visual Effects Specialist | FX Artist | Compositor | Pre-Viz Artist | Roto-Paint Artist
Matchmove Artist | BG Prep Artist | Matte Painter | Video Editor | Motion Designer

Creative: Storyboard Artist | Character Designer | Concept Artist

TERM 1 Design & Visualization

Concepts of Graphics & Illustrations
Typography Techniques
Vector Illustrations
Digital Photo Art
Design for Print & Advertising
Digital & Interactive Publishing
Introduction to Generative AI
(Introduction/Generating Text/Image/Music/Code)
Digital Art Portfolio

TERM 3 UI & Front End Design

Web Designing Concepts
Building Next Generation Websites
Web Development using AngularJS
Bootstrap
Design & Development using Programming Language
Elements of User Interface (UI) Design
Pillars of UI Design
Designing for Interaction

TERM 2 Motion Design

Motion Design
Adobe Premiere Pro CC
Audio Craft
Adobe Audition CC
Motion Graphics
Adobe After Effects CC
Digital Art and Animation
Adobe Animate CC

TERM 4 Specialization & Digital Portfolio Development

Students choose one elective:

Digital Design (Branding & Social Media)
Motion Graphics
Web Design
UI Design



On completion, this program opens up a wide range of job roles for the students:

Visual Communication Design

Graphic Designer | Vector Illustrator | Brand Designer | Photo Editor
Typography Designer | Digital Publication Designer | Visual Designer



Front End & UI Design

UI Designer | Creative Designer | Product Designer | Web Designer
UI Design Consultant | Wireframe and Prototype Designer

Motion Design & 2D Content

Audio-Video Editor | Motion Graphic Designer | Storyboard Artist | 2D Animator
Production Assistant (Digital Film) | Digital Media Producer | Colourist | Motion Designer | Generative AI Artist

TOTAL HOURS 402





DIGITAL CONTENT UI DESIGN

Dive into the realm of user interface design with our Digital Content – UI Design Program. Here, design meets functionality, guiding your journey through the art of creating intuitive and aesthetically pleasing digital interfaces. Learn to shape user experiences, design with user-centric principles and create interfaces that not only look great but feel right. This path is designed to convert your vision into engaging and user-friendly digital interfaces, crafting a portfolio that stands out in the digital design world. Engage, design, innovate – the interface of tomorrow awaits your touch.

ARENA DIGITAL CONTENT CREATION UI DESIGN PROGRAM OVERVIEW

Our three-term comprehensive program offers a deep dive into the world of UI Design. Starting with the basics of user interface principles, the program advances through the intricacies of user experience design, interactive design elements and modern interface trends. By the end of this journey, you'll have honed a unique set of UI design skills, culminating in the creation of an outstanding portfolio that showcases your ability to blend aesthetics with functional design in the ever-evolving digital space.



TERM 1 Design & Visualization

Concepts of Graphics & Illustrations
Typography Techniques
Vector Illustrations
Digital Photo Art
Design for Print & Advertising
Digital & Interactive Publishing
Introduction to Generative AI
(Introduction/Generating Text/Image/Music/Code)
Digital Art Portfolio

TERM 2 UI Design

Web Designing Concepts
Building Next Generation Websites
Web Development using AngularJS
Bootstrap
Design & Development using Programming Language
Elements of User Interface (UI) Design
Pillars of UI Design
Designing for Interaction

TERM 3 Specialization & Digital Portfolio Development

Students choose one elective:

Digital Design (Branding & Social Media)
Web Design
UI Design

On completion, this program opens up a wide range of job roles for the students:

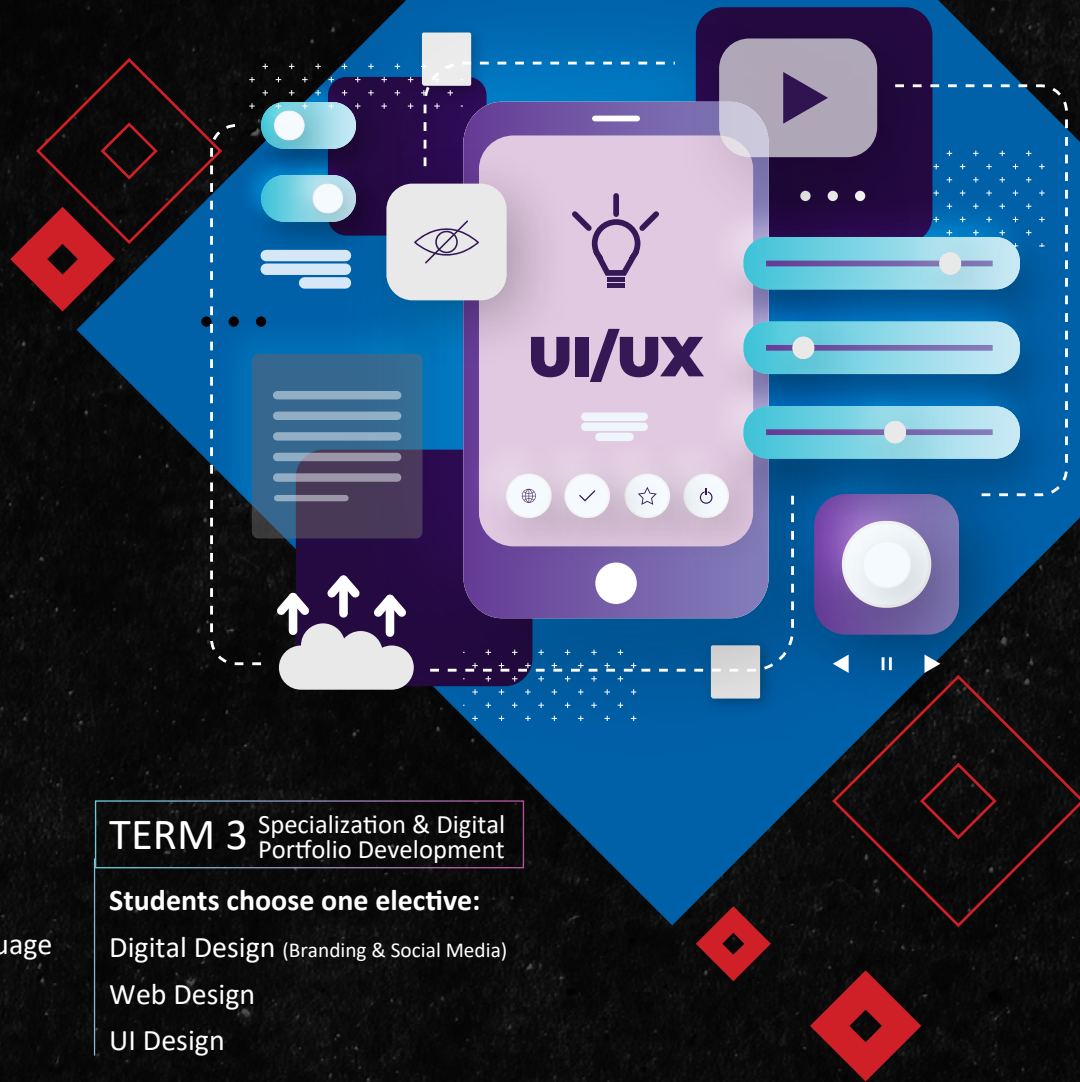
Visual Communication Design

Graphic Designer | Vector Illustrator | Brand Designer | Photo Editor
Typography Designer | Digital Publication Designer | Visual Designer

Front End & UI Design

UI Designer | Creative Designer | Product Designer | Web Designer
UI Design Consultant | Wireframe and Prototype Designer

TOTAL HOURS 300



DIGITAL CONTENT CREATION MOTION GRAPHICS

Unleash the dynamic world of motion graphics with our Digital Content – Motion Graphics Program. Immerse yourself in the synergy of animation and graphic design, where your creativity brings stories to life through movement. Master the art of visual narratives, embrace the rhythm of animation and design with motion in mind. This journey is an invitation to transform your ideas into captivating animated experiences, ready to energize the digital landscape. Step into a world of motion, animate with intent, design with agility – your animated canvas is waiting.

ARENA DIGITAL CONTENT CREATION MOTION GRAPHICS PROGRAM OVERVIEW

This three-term intensive program is meticulously crafted to empower you with the skills necessary to animate ideas with fluidity and flair. Learn the fundamentals of motion graphics, explore advanced animation techniques and delve into creating engaging visual effects. Your progress culminates in developing a specialized skill set, enabling you to craft a stunning motion graphics portfolio, poised to leave a lasting impression in the digital realm.



TERM 1 Design & Visualization

Concepts of Graphics & Illustrations

Typography Techniques

Vector Illustrations

Digital Photo Art

Design for Print & Advertising

Digital & Interactive Publishing

Introduction to Generative AI
(Introduction/Generating Text/Image/Music/Code)

Digital Art Portfolio

TERM 3 Specialization & Digital Portfolio Development

Students choose one elective:

Digital Design (Branding & Social Media)

Motion Graphics

Web Design

UI Design

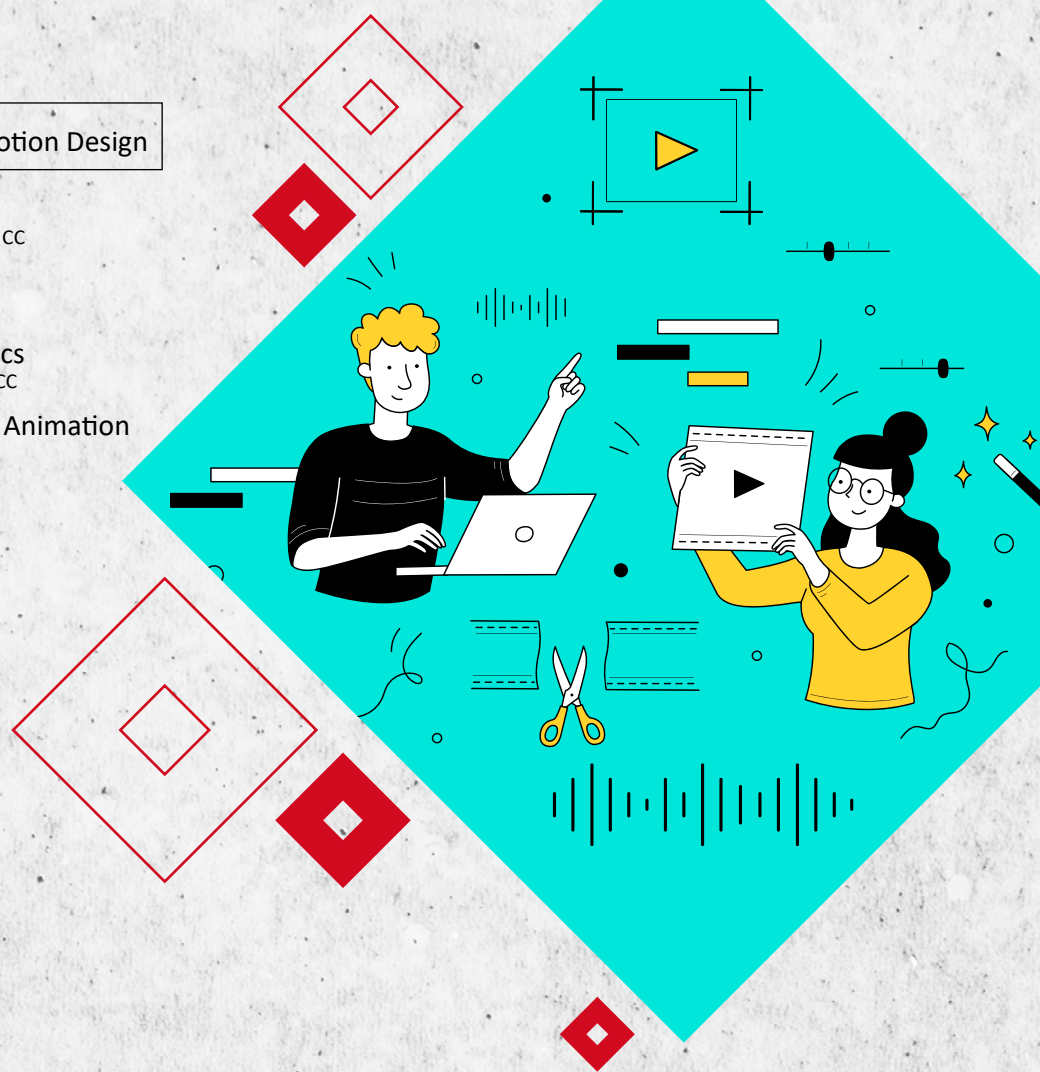
TERM 2 Motion Design

Motion Design
Adobe Premiere Pro CC

Audio Craft
Adobe Audition CC

Motion Graphics
Adobe After Effects CC

Digital Art and Animation
Adobe Animate CC



On completion, this program opens up a wide range of job roles for the students:

Visual Communication Design

Graphic Designer | Vector Illustrator | Brand Designer | Photo Editor

Typography Designer | Digital Publication Designer | Visual Designer

Motion Design & 2D Content

Audio-Video Editor | Motion Graphic Designer | Storyboard Artist | 2D Animator

Production Assistant (Digital Film) | Digital Media Producer | Colourist | Motion Designer | Generative AI Artist

TOTAL HOURS 280

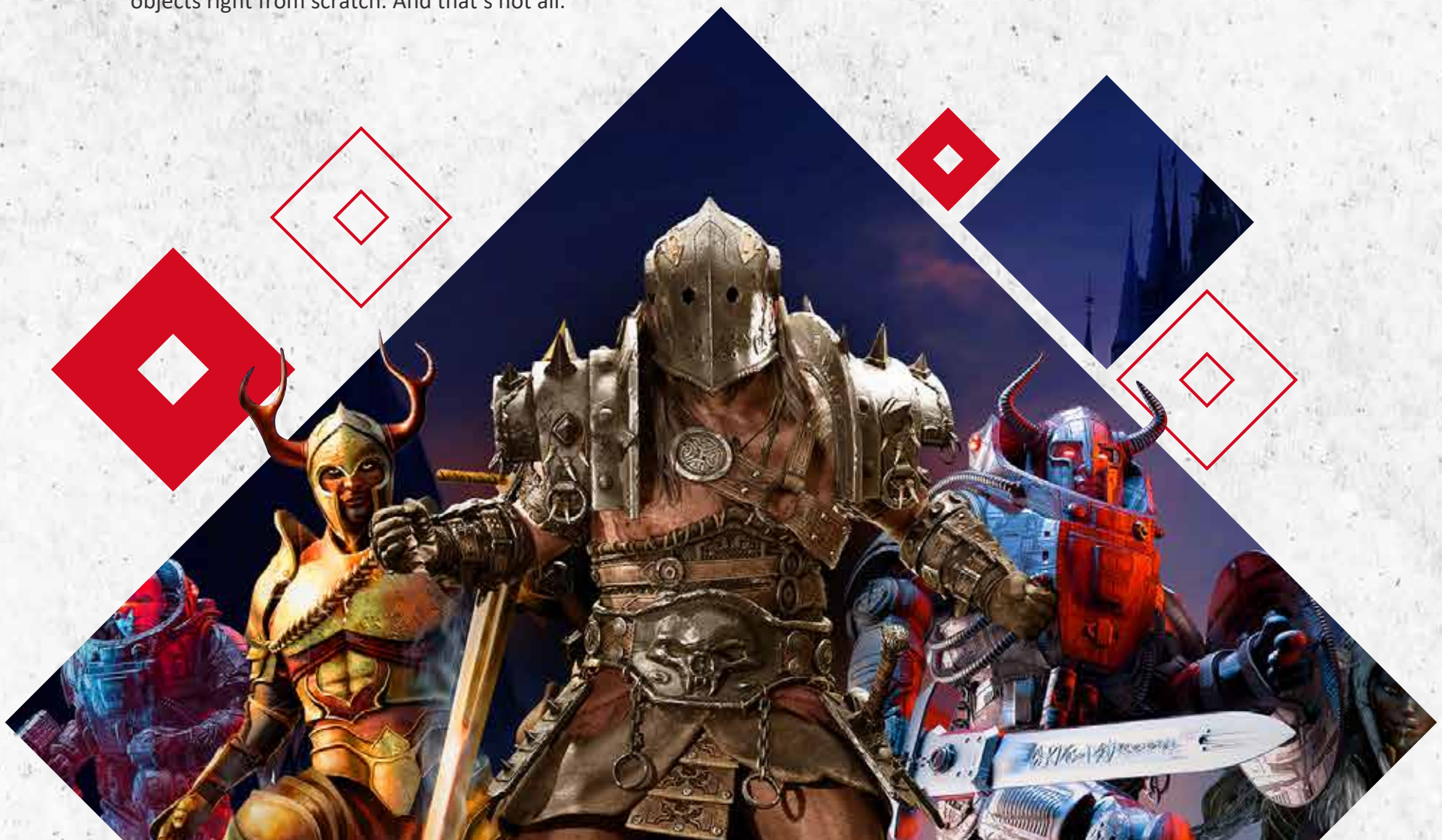
ANIMATION PRIME

Animate your imagination

Whatever one can imagine, now it's possible to create it. Well, not literally, but on screen.

Animation makes it all possible. It's a world that offers students countless opportunities to realise their dreams. They can create and build characters, cartoons and other inanimate objects right from scratch. And that's not all.

Students can create unlimited number of things, ranging from humans to robots to extinct animals like mammoths, as well as creatures from stories and fables like fairies and monsters. The demand for excellent animated content and animators is constantly on the rise. With top animation studios like Pixar, Disney, DreamWorks and others churning out quality content on a massive scale, the animation industry is scouting for fresh and dynamic talent to cater to the ever-increasing demands.



Animation Prime, a comprehensive training program in the fundamentals and techniques of animation, provides all-inclusive understanding of the latest tools and software used in the animation process. It prepares students to set their imagination free through a lively animation career.

ANIMATION PRIME OVERVIEW

It offers complete training in all aspects of animation to make its students capable of employment and progress in the animation industry.

Animation Prime comprehensively trains students in a duration of three terms:

TERM 1

Concepts of Graphics and Illustrations
Typography Design
Digital Art
Concepts of Cinematography & Photography
Concepts of 2D Digital Animation
Art of Storytelling & Script Writing
Anatomy Study
Character Design
Magic with Images
Digital Sound Track
Editing Digital Video
Storyboarding and Animatics
Digital Art and Animation
Design Portfolio

TERM 2

Clay Modeling and Animation
3D Basics - Modeling to Animation
Modeling for 3D Artists
CG Lighting and Texturing
3D Animation and FX
3D Photorealistic Rendering
Creating Motion Graphics
3D Animation Portfolio

TERM 3

Introduction of Metaverse
3D Basics - Modeling to Animation
Modeling 3D Objects with Maya
Character Sculpting with ZBrush
Texturing 3D Objects with Maya
Lighting and Rendering 3D Objects with Maya & Arnold
Rigging 3D Objects with Maya
Character Animation with Maya
Paint FX and Dynamics using Maya
Matchmoving and Camera Tracking
Crowd Simulation
Specialisation & Digital Portfolio Development

Job Profiles:

Graphic Designer | Illustrator | Storyboard Artist | Video Editor | 3D Modeler
Compositor | 3D Animator | Rigging Artist | Texturing Artist | Lighting Artist | Rendering Artist

Software:

Adobe Illustrator CC | Adobe Photoshop CC | Adobe Audition CC | Adobe Premiere Pro CC | Adobe Animate CC
Stop Motion Pro | Autodesk 3ds Max, Chaos V-Ray 5 | Adobe After Effects CC | Autodesk Maya | Maxon ZBrush
3D Equalizer | Golaem Crowd



VFX

PRIME

Enhance your imagination with special effects

Where reality meets and blends with the imagination, VFX begins. The demand for VFX has been rising relentlessly with the production of movies and television shows set in fantasy worlds with imaginary creatures like dragons, magical realms, extraterrestrial planets and galaxies and more. VFX helps transform the ordinary into something extraordinary.

VFX has gained prominence for the following reasons:

FILMS AND TELEVISION

The increasing use of VFX across the globe and in Indian films and the stupendous success of these movies with its spectacular visual effects have led to the advent of an even greater number of studios specialising in VFX.

GAMING

From intellectual games to gore to fantasy games, the demand for video games across genres and ages is on the rise.

ADVERTISING

Use of VFX in advertisements is on the rise, helping products stand out in this cut-throat world of competition.

INTERNET

The internet is here to stay and its reach is only going to grow further. There is a growing demand for VFX professionals to build websites and microsites and create digital content that is of the next level. VFX Prime trains students to become all-round VFX specialists. Right from the fundamentals to the most advanced techniques, the program provides an in-depth understanding of the latest software and tools. VFX Prime is designed to make students a fully equipped VFX Professional.



VFX PRIME OVERVIEW

VFX Prime offers end-to-end training on the latest and most advanced tools in the industry. The program is structured across three terms:

TERM 2

3D Basics - Modeling to Animation
Modeling 3D Objects with Maya
Character Sculpting with ZBrush
Texturing 3D Objects with Maya
Lighting and Rendering 3D Objects with Maya
Rigging 3D Objects with Maya
Character Animation with Maya
Paint FX and Dynamics using Maya
Matchmoving and Camera Tracking
Crowd Simulation
Creating Motion Graphics
3D Animation Portfolio

Job Profiles:

Storyboard Artist | VFX Artist | VFX Composer | VFX Designer
Rotomation Artist | Matchmoving Artist | Tracking Artist | Video Editor | 3D Asset Artist | Pre-visualization Artist

Software:

Adobe Illustrator CC | Adobe Photoshop CC | Adobe Audition CC | Adobe Premiere Pro CC | Adobe Animate CC
Autodesk Maya | Maxon ZBrush | 3D Equalizer | Golaem Crowd | Adobe After Effects CC | Foundry Nuke | Boris FX Silhouette

TERM 1

Concepts of Graphics and Illustrations
Typography Design
Digital Art
Concepts of Cinematography & Photography
Concepts of 2D Digital Animation
Art of Storytelling & Script Writing
Anatomy Study
Character Design
Magic with Images
Digital Sound Track
Editing Digital Video
Storyboarding and Animatics
Digital Art and Animation
Design Portfolio

TERM 3

VFX Film Making
Pre-visualization
Introduction to Nuke
Rotoscopy using Silhouette
Wire Removal
Colour Correction
Green/Blue Screen
Matchmoving and Camera Tracking
Matte Painting
Specialisation & Digital Portfolio Development

TOTAL DURATION 560 Hours

GRAPHIC DESIGN PRIME

Design your life!

Graphic design is the art and practice of creating visual content to communicate information and ideas to the world. Since graphic design is an essential part of modern marketing and communication, our program is built to strengthen your creative imagination and skills.

TERM 1

- Design and Visualization Fundamentals
- Graphics & Illustration Fundamentals
- Web Designing Concepts
- UI/UX for Responsive Design
- Typography Techniques
- Illustrations for Print
- Image Magic with Photoshop CC
- Design for Print and Advertising
- Web Animation using Animate CC
- Design Portfolio

Job Profiles:

Graphic Designer | Illustrator
Layout Designer | Visualizer

Software:

Adobe Photoshop CC | Adobe Illustrator CC | Animate CC

LAYOUT

DESIGN



TOTAL DURATION 164 Hours

ANIMATION

VFX &

GAMING PRIME

Give your artistry a special effect!

The growing demand for Animation, VFX and Gaming professionals has significantly led to a tremendous need for professionals. Our Animation, VFX and Gaming Prime Program is designed to fulfil this demand by equipping students with the latest tools & techniques. The state-of-the-art curriculum will empower your creativity and bring out the best in you!

TERM 2

3D Animation
Introduction of Metaverse
3D Basics - Modeling to Animation
Modeling 3D Objects with Maya
Character Sculpting with ZBrush
Texturing 3D Objects with Maya
Lighting and Rendering 3D Objects with Maya
Rigging 3D Objects with Maya
Character Animation with Maya
Paint FX and Dynamics using Maya
VFX in Maya
Photogrammetry and 3D Printing
Creating Motion Graphics
3D Animation Portfolio

TERM 3

Game Development in Unreal Engine
Introduction to Unreal Engine
Level Editor
Actors
Blueprints
Players and Input
Collisions
User Interfaces
Working with Audio
Packaging & Exporting Demo Game
3D Portfolio

Job Profiles:

Graphic Designer | Storyboard Artist | Video Editor
3D Modeler | 3D Animator | Rigging Artist | Texturing Artist
Lighting Artist | Rendering Artist | Composer
Game Designer | Unreal Artist

Software:

Adobe Photoshop CC | Adobe Animate CC | Stop Motion Pro | Adobe Audition CC
Adobe Premiere Pro CC | Final Draft | Autodesk Maya
XGen & RealFlow | Agisoft Metashape/3DF Zephyr
Adobe After Effects CC | Unreal Engine | ZBrush

TERM 1

Pre-production Design & Visualization
Magic with Images
Concepts of Design and Composition
Light, Colour and Perspective
Concepts of Cinematography & Photography
Application of 2D Animation Principles
Anatomy - Clay Modeling and Animation
Character Sketching
Digital Sound Track
Editing Digital Video
Storytelling and Script Writing
Storyboarding and Animatics
Pre-production Design Portfolio

TOTAL DURATION 700 Hours

Only available in the selected centres.

3D MOTION GRAPHIC PRIME

Set your imagination into motion!

Master simple to complex principles of design & motion graphics with 3D Motion Graphic Prime. The program enables you to understand the concepts of photography, cinematography, graphics & illustrations with utmost precision.



TERM 1

- Concepts of Graphics and Illustrations
- Typography Design
- Digital Art
- Magic with Images
- Design for Print and Advertising
- Publishing for the Media
- Concepts of Cinematography & Photography
- Digital Sound Track
- Editing Digital Video
- 3D Design with Blender
- Motion Graphics
- Portfolio Project

Job Profiles:

Graphic Designer | Illustrator | Layout Designer | Visualizer | Composer

Software:

Adobe Illustrator CC | Adobe Photoshop CC | Adobe InDesign CC | Adobe Audition CC
Adobe Premiere Pro CC | Blender | Adobe After Effects CC

TOTAL DURATION 236 Hours



REAL-TIME 3D CINEMATICS

Transform your animations into 3D reality!

The introduction of Real-Time 3D Cinematics now gives you the advantage to give your imagination a 3D edge. Convey compelling stories by blending in colours & creativity with Unreal Engine. Our program will train you with the latest design tools & techniques.

TERM 1

Cinematics with Unreal Engine

Introduction to Unreal Game Engine - The Interface, Workflow

Working with the Level Editor

3D Asset Workflow

Working with the Actors

Materials in Unreal

Blend Material with Quixel Megascans

Working with Textures

Working with Lights

Working with Terrain

Adding Vegetation/Foliage

Environments in Unreal-1

Environments in Unreal-2

Working with MetaHuman - Unreal Engine

Working with Animated Character Assets

Camera and Cinematics

Post-processing Effects

Project Optimization

Compositing and Editing

Introduction to Blueprint

Job Profiles:

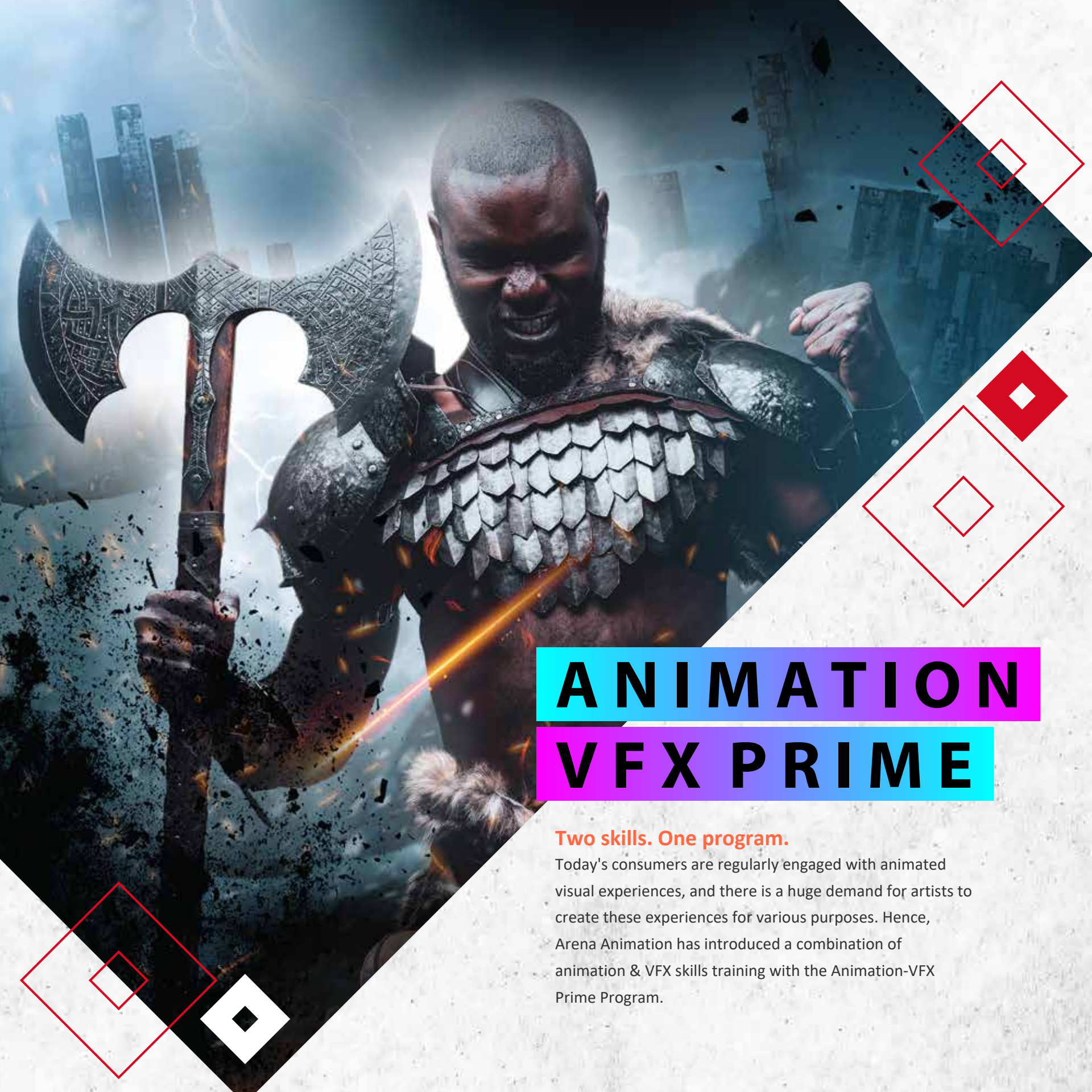
Unreal Generalist | VAD Artist | Unreal Environment Artist
Unreal Designer | Unreal Technical Artist

Software:

Unreal Engine

TOTAL DURATION 58 Hours





ANIMATION VFX PRIME

Two skills. One program.

Today's consumers are regularly engaged with animated visual experiences, and there is a huge demand for artists to create these experiences for various purposes. Hence, Arena Animation has introduced a combination of animation & VFX skills training with the Animation-VFX Prime Program.

TERM 1

Magic with Images
Concepts of Design and Composition
Light, Colour and Perspective
Concepts of Cinematography & Photography
Application of 2D Animation Principles
Anatomy - Clay Modeling and Animation
Character Sketching
Digital Sound Track
Editing Digital Video
Storytelling and Script Writing
Storyboarding and Animatics
Pre-production Design Portfolio

TERM 2

Introduction of Metaverse
3D Basics - Modeling to Animation
Modeling 3D Objects with Maya
Character Sculpting with ZBrush
Texturing 3D Objects with Maya
Lighting and Rendering 3D Objects with Maya
Rigging 3D Objects with Maya
Character Animation with Maya
Paint FX and Dynamics using Maya
VFX in Maya - XGen and Fluid Simulation
Photogrammetry and 3D Printing
Creating Motion Graphics
3D Animation Portfolio

TERM 3

VFX Storytelling and 3D Pre-visualization
Introduction to Nuke
Rotoscopy using Silhouette
Wire Removal
Colour Correction
Green/Blue Screen
Matchmoving and Camera Tracking
Matte Painting
Digital Portfolio Development with
Nuke Specialisation

Job Profiles:

3D Animator | Character Design | Rigging Artist | Texturing Artist | Pre-production Artist
3D Modeler | 3D Generalist | CG Composer | Motion Graphic Designer | Lighting Artist | Storyboard Artist

Software:

Adobe Photoshop CC | Adobe Animate CC | Stop Motion Pro | Adobe Audition CC | Adobe Premiere Pro CC | Final Draft
Autodesk Maya | Maxon ZBrush | Agisoft Metashape | Reallusion iClone | Foundry Nuke | Boris FX Silhouette | 3D Equalizer

TOTAL DURATION 590 Hours

VFX COMPOSITING & EDITING

Master the craft of compositing

The world of visual effects relies on VFX Compositors & Video Editors who integrate live action footage and computer graphics and draw out the emotion of the story. Therefore, Arena Animation has introduced the VFX Compositing & Editing Program.

TERM 1

Magic with Images
Cinematography & Photography Concepts
Light, Colour and Perspective
Digital Sound Track
Editing Digital Video
Storyboarding and Animatics
VFX Storytelling & 3D Pre-visualization
Creating Motion Graphics
Introduction to Nuke
Rotoscopy using Silhouette

Professional Compositing Techniques
Matchmoving and Camera Tracking
Live Action Matte Painting and Compositing
Film Editing
Colour Grading
VFX Portfolio

Job Profiles:

Roto & Paint Artist | Illustrator | Roto & Roto-prep Artist | Matte Paint Artist
Video Editor | Lighting Artist | Texturing Artist | Matchmoving Artist | Compositor

Software:

Adobe Photoshop CC | Adobe Audition CC | Adobe Premiere Pro CC | Storyboarder | Reallusion iClone
Adobe After Effects CC | Foundry Nuke | Boris FX Silhouette | Blackmagic DaVinci Resolve

TOTAL DURATION 268 Hours

GRAPHICS, WEB DESIGN AND DEVELOPMENT

Make the web look wow

Today, everything is progressing towards digital. Companies across the world and across industries are taking the digital route, opening up a great number of career opportunities. While the projected job growth for web developers from 2014 through 2024 is 27%*, the graphic design industry is predicted to grow 7% from 2015 to 2022**. Thus, graphics, web design & development offer great scope for a successful career in the near future.

GRAPHICS, WEB DESIGN AND DEVELOPMENT (GWDD) PROGRAM OVERVIEW

Spread across two terms, this program trains you in all aspects of Graphic Design, Web Design as well as Development. Arena Animation also offers programs focused on Web Design and Print & Publishing.

TERM 1

- Concepts of Graphics and Illustrations
- Web Designing Concepts
- UI/UX for Responsive Design
- Typography Design
- Digital Art for Web
- Layout Design for Web
- Web Animation
- UI Design
- Web Design Portfolio

TERM 2

- Concepts of Programming
- Building Next Generation Websites
- Web Development using AngularJS
- Bootstrap
- Design and Development using Programming Language
- Content Management System
- Search Engine Optimization
- Web Adwords
- Web Analytics
- Web Design & Development Portfolio

Job Profiles:

Web Designer | Flash Animator | UI Designer | Layout Designer | Graphic Designer
Web Developer | SEO Consultant | Content Management System Specialist

Software:

Adobe Illustrator CC | Adobe Photoshop CC | Adobe Animate CC
Adobe XD | HTML5 | CSS3 | JavaScript ES7
AngularJS | Bootstrap 5 | PHP | Drupal 9



TOTAL DURATION 314 Hours



MOTION GRAPHICS

TERM 1

Concepts of Graphics and Illustrations
Typography Design
Digital Art
Magic with Images
Design for Print and Advertising
Publishing for the Media
Concepts of Cinematography & Photography
Digital Sound Track
Editing Digital Video
Broadcast Design with Cinema 4D
Creating Motion Graphics
Portfolio Project

TOTAL DURATION 196 Hours

Job Profiles:

Web Designer | Flash Animator | UI Designer | Layout Designer | Graphic Designer | Web Developer
SEO Consultant | Content Management System Specialist | Illustrator | Visualizer

Software:

Adobe Illustrator CC | Adobe Photoshop CC | Adobe Animate CC | HTML5 | CSS3 | JavaScript ES7

WEB DESIGNING

TERM 1

Concepts of Graphics and Illustrations
Web Designing Concepts
UI/UX for Responsive Design
Typography Design
Digital Art for Web
Layout Design for Web
Web Animation
Building Next Generation Websites
Web Design Portfolio

TOTAL DURATION 144 Hours



UI/UX

Enter a revolutionary world

Today, there's no business that doesn't have an online presence. Digital is slowly yet steadily becoming mainstream and seems to be the need of the hour. That's how UI/UX has become a fundamental part of the digital world; be it through e-commerce, company websites or mobile apps.

While UX is focused on the user's journey to solve a problem, UI is focused on how a product's surfaces look and function. These days, there's a growing tendency for companies to hire for very specific roles, such as UX researcher or interaction designer, to cover all of the different aspects of user experience.

UI/UX OVERVIEW

The UI/UX Program is a gateway into the revolutionary world of UI/UX through 3 terms of extensive learning on this extremely vast, multidisciplinary and fascinating field.

TERM 1

- UX Design Overview
- Basics of Usability
- UXD Process & Workflow
- UX Research Phase
- UX Design Phase
- Validation & Implementation Phase
- UX Design Portfolio - 1

TERM 2

- Elements of User Interface (UI) Design
- Pillars of UI Design
- Dashboards & Data Visualization
- UI Design for Mobile Devices, Web & Software
- Web Technology for UI Designers
- Wireframing & Prototype for UI Design
- Usability & Testing for UI Design
- UI Design Portfolio

TERM 3

- Basics of Interaction Design
- Interaction Design & Usability
- Information Architecture
- User Flow
- Wireframes & Prototypes
- Design Pattern & Data Driven Validation
- UX Design Portfolio - 2

Job Profiles:

Visual Designer | User Interface Designer | Creative Designer | Product Designer | UI Developer
UX Designer | Information Architecture (IA) | Interaction Designer (IXD) | UX Tester

Software:

Adobe Photoshop CC | Adobe Illustrator CC | Sketch | Figma | Visual Code | HTML5
CSS3 | JavaScript | JQuery | Bootstrap | Material Design

TOTAL DURATION 270 Hours



SPECTACULAR RECOGNITION

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.

- ★ Omkar Prabhu | Bhediya
- ★ Sandeep Kumar Hadapad | Top Gun: Maverick
- ★ Paras Shah | PS-1
- ★ Mayank Shrivastav | Thor: Love & Thunder
- ★ Kartik Shinde, Nilesh Baraskar | Tu Jhoothi Main Makkaar
- ★ Darshan Thorat, Vishal Kadam, Rajesh Manda, Vikram Javaji, Prashath Panchshill | RRR
- ★ Shadab Ali | Pacific Rim Uprising • Mission: Impossible - Fallout • Venom • Fantastic Beasts: The Crimes of Grindelwald & 2.0
- ★ Avi Arora | Black Panther
- ★ Iqbal Khatat | Avengers: Infinity War
- ★ Vinay Tiwari | MI:6 • Aquaman • Jungle Book • Zero, etc.
- ★ Ruchi Chaturvedi | MI:6 • Aquaman • Jungle Book • Zero, etc.
- ★ Amit Prajapati | Motu Patlu
- ★ Ayush Chariniya | MTV Roadies 2
- ★ Bhakti Rajgor | 2.0 • Gold • Kesari - Upcoming Film
- ★ Usman C | Kokosnuss - Germany
- ★ Mayank Tyagi | Yeh Rishta Kya Kehlata Hai • Yeh Un Dinon Ki Baat Hai • Porus • Crime Patrol • Savdhaan India
Shaktipeeth Ke Bhairav • ATSS Cabs • Reform Shoes • Columbus Shoes
- ★ Latika Devrukhkar | MTV Roadies 2

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



Arena Students' Accolades & Achievements

Our students have also won awards and recognition on various national and international events and platforms.

Bit Film-12 Digital Film Festival, Hamburg, Germany

Winner of the 'Best Film Award' in the 3D Space (Animation) Awards Category

THE MONSTRA-Lisbon Animated Film Festival, Lisbon, Portugal

Official Selection

TASI Viewer's Choice Award at Anifest India

Best Animated Short Film (Student)

FICCI BAF AWARDS

Best Animated Short Film - Winner (Student)

FICCI BAF AWARDS

Best Animated Short Film - Winner (Student)

ASIFA INDIA IAD: AWARDS OF EXCELLENCE

Best 3D Animation Short Film

4th India International Cinema Today Short Film Awards (CTSFA), Chennai

Best Animation Short Film: Runner-up (Student Film Category)

TASI Viewer's Choice Award at Anifest India

Best Animated Short Film (Student)

CITTADELLA PADOVA ITALY 2017

Official Selection

Dada Saheb Phalke International Short Film Festival 2018

Best Animated Short Film

Kolkata International Short Film Festival 2018

Best Animated Short Film

Chandigarh University Animation Film Festival (CUAFF) 2018

Best Animation Film (Winner)

3rd Indapur National Short Film Festival 2019

Best Animation Film (Winner)

Chambal International Film Festival (Rajasthan, India) 2019

Festival Special Mention

Adobe Certified Associate India

Championship for MOST CREATIVE DESIGN

Student felicitated by Maharashtra's Chief Minister, Mr. Devendra Phadnavis for creating Logo of Maharashtra State Commission for Right to Service

FEEL THE PUNCH

RE-EVOLUTION

JOY RIDE

TWISTED

CECELIA

ONE SECOND

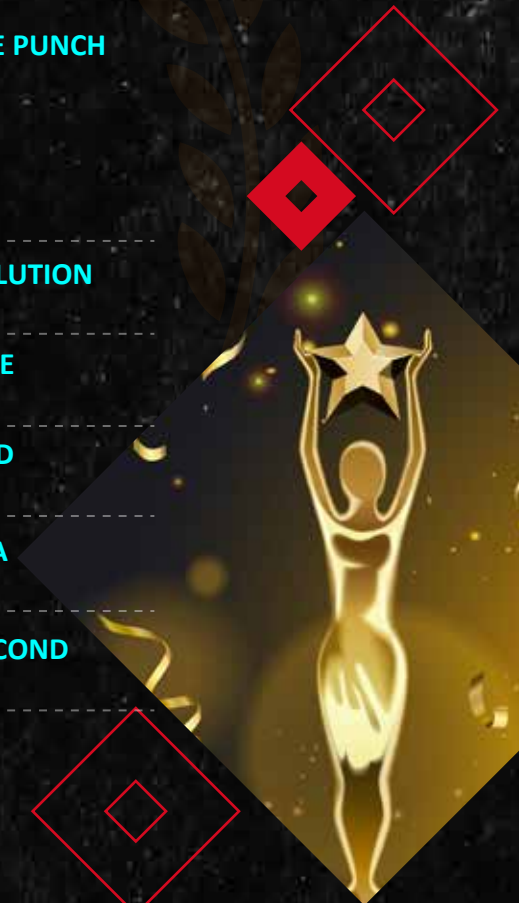
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TOILET - AB SE KHULE ME KHULASA NAHI

SUPREME SACRIFICE

JAL NA JAYE JAL

SHUBHAM SINGH



ALL-ROUND LEARNING

Arena Animation instills a winning spirit in its students through enriching experiences, which include a blend of concepts, industry-relevant tools and techniques as well as resources available online and through a host of live forums.

Onlinevarsity

Onlinevarsity is a unique learning portal that gives Arena students access to 24x7, anywhere, anytime learning. It also offers a host of facilities, like special student offers, peer-to-peer chats, online guidance, knowledge tools, etc.

Creosouls

Creosouls is a one-stop online portfolio management & social networking platform for Arena Animation students, where they can share their portfolio, exchange ideas and get access to networking and job opportunities.

CREATIVE ENGAGEMENTS



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 series of free workshops and demo classes held at Arena Animation centres to enable students gain insights on the Media and Entertainment segment.



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.

STUDENTS

SPEAK



◆ **Adruth Lingam**

“Arena Animation is the best animation institute in Vizag, 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.”

”

◆ **Akanksha Madaan**

“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.”

”

◆ **Kulwant Singh**

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

”

◆ **K. Chandra Mouli**

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

”

◆ **Kunal Kapoor**

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

”

◆ **Jyoti Barola**

“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.”

”

◆ **Sushant Arora**

“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.”

”

◆ **Rohit Kumar**

“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.”

”

कलाकारी

Kreative Kumbh

MAGNIFICENT EXPERIENCE

Kalakari is a tribute to India's rich cultural heritage as it celebrates its traditional art and craft through performances and more. Being the first creative festival of its kind, it never fails to offer students a magnificent experience by enabling them to:

- ◆ Showcase their creativity
- ◆ Compete and interact with peers
- ◆ Gain industry exposure
- ◆ Get inspired and revel in the spirit of youth



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 festival comprises of 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.



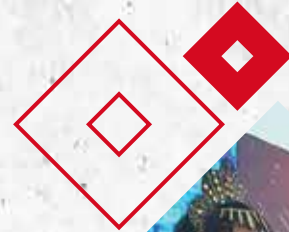
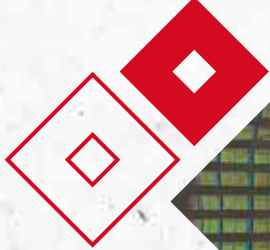


National Student Meet

The first-ever National Student Meet exclusively crafted for Arena Students was held in Goa, in 2019.

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.





Arena Fest

A celebration of creativity beyond books. Arena Fest boasts of energy packed competitive platform like fashion show, singing, dancing act to promote students multifaceted creativity strength. With over 6000 students attending the event - Arena Fest is a marquee event of Arena Animation.



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