ARENA
ANIMATION ®

DOUBLE IMPACT

Dear Student,

Today's consumers are consuming animated visual experiences in theatres watching a movie with engaging visual effects and realistic animation, through immersive experiences on ultra-high-definition TVs, smartphones or tablets, or through AR-VR experiences at entertainment parks, malls, reality expos & exhibitions & by playing games. There is a huge demand for artists to create these animated visual experiences for various purposes. Hence Arena Animation has introduced a combination of animation & VFX skills with the Animation-VFX Prime Program.

The Media and Entertainment industry is expected to reach ₹3.07 trillion in 2024.[*] The Indian Animation & VFX industry is estimated to reach ₹151.80 billion in 2023.[*] The Media & Entertainment industry is also expected to provide 65 lakh jobs by 2022.[*]

*Source: economictimes.indiatimes.com

Q. WHY IS ANIMATION-VFX PRIME AN IDEAL COURSE FOR STUDENTS?

• Learn & demonstrate the understanding of concepts of Design, Composition, Color Theory, Light & Perspectives
• Understand the script to create Storyboards, Animatics for Animation & VFX Productions
• Understand and utilize the 3D Animation production pipeline and the workflow of 3D Modeling, Texturing, Lighting, Rigging, Animation & Rendering
• Model & Digitally sculpt 3d Assets and Characters using Maya and ZBrush, demonstrate the VFX pre-production process of Animatics and 3D Previsualization (Previz)
• Learn and demonstrate the VFX process of Roto, Paint, Roto-prep, Keying, Matchmoving, Live Action Matte Painting & Compositing
• Understand and utilize the VFX Compositing workflow using industry-relevant software - Nuke, Silhouette & 3D Equalizer

Q. WHAT WILL STUDENTS GET TRAINED IN?

• Digital Design
• Application of 2D Animation Principles
• Storyboarding and Animatics
• Texturing 3D Models with Maya
• 3D Character Animation
• Digital Compositing
• VFX Storytelling & 3D Pre-visualization
• Matchmoving
• VFX Compositing with Nuke

• Adobe Photoshop
• Stop Motion Pro
• Adobe Audition & Adobe Premiere
• Maya Unlimited 2018
• ZBrush 4R8
• Arnold Renderer for Maya
• iClone
• 3D Equalizer
• Nuke

Q. WHAT KIND OF JOB PROFILES ARE AVAILABLE AFTER THE PROGRAM?

Students can choose from multiple job profiles such as:

• Pre-production Artist
• Character Designer
• 2D Digital Artist
• Storyboard Artist
• Animatics Artist
• 3D Asset Artist
• 3D Modeller
• Texturing Artist

• Lighting Artist
• Rigging Artist
• 3D Generalist
• 3D Animator
• FX Artist
• Photogrammetry Artist
• Motion Graphic Designer
• CG Compositor

• Previz Artist
• Roto Artist
• Roto-Prep Artist
• Paint Artist
• Matte Paint Artist
• MatchMove Artist
• 3D Tracking Artist
• Compositor

Q. WHAT IS THE DURATION OF THE PROGRAM?

26 Months

TODAY, ARENA STUDENTS ARE NOT ONLY HIRED BY TOP CREATIVE FIRMS, BUT ALSO BY COMPANIES FROM OTHER INDUSTRIES:

• Amazon
• Decathlon
• Digitoonz Media and Entertainment
• DNEG
• Firefly Interactive
• Golden Robot Animation
• Jaquar and Company
• Lakshya Digital
• Maya Digital Studios

• Power Weave
• Prime Focus
• Probability Gaming Studio
• Trace VFX
• Wipro
• Cimpress
• PWC

Best regards, **Team Arena Animation.**