ADVANCED PROGRAM IN ANIMATION & VFX

Light Camera Action

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INDUSTRY INSIGHT

The animation industry is rapidly transforming with advancements in real-time rendering, AI-driven automation, and virtual production. Unreal Engine is revolutionizing animation workflows by enabling real-time character animation, motion capture, and AI-assisted tools, significantly reducing production time and costs. The demand for high-quality animation in films, TV, gaming, advertising, and virtual experiences is surging, pushing studios to adopt more efficient and immersive techniques. The future of animation lies in real-time production, AI-powered automation, and interactive content creation, making Unreal Engine a game-changer in the industry.

India is Poised to Become a Global Hub for Animation
The growth of India's animation industry is driven by:
A Highly Skilled Workforce in 3D animation, character rigging, and real-time rendering
Cost-Effective Production attracting major global studios and streaming platforms
Increased Demand for Animated Content in films, OTT, gaming, and metaverse applications
Government Incentives & AVGC (Animation, VFX, Gaming & Comics) Policy Support
Growing Use of Unreal Engine for real-time animation, virtual production, and cinematic storytelling

Advantages of the Animation Industry in India
World-Class Animation Studios working on Hollywood, Bollywood, and global projects
Cutting-Edge Technology Adoption with Unreal Engine, AI-driven animation, and cloud-based workflows
Global Outsourcing Hub for major studios like Disney, Pixar, Netflix, and DreamWorks
Strong IT & Software Expertise enabling AI-powered animation and procedural workflows
Expanding Demand Across Industries including entertainment, gaming, and virtual experiences



About

The **Advanced Program in Animation and VFX** offers a rigorous, industry-aligned curriculum designed to transform learners into versatile professionals capable of excelling in animation, visual effects, and digital media production. Beginning with foundational principles of visual storytelling, students explore cinematography techniques, color theory, and lighting strategies to craft compelling narratives and evoke emotion. They hone skills in digital image manipulation, motion graphics, and audio-visual integration, creating polished content for diverse platforms. The program then transitions to advanced 3D artistry, where learners master character design, 3D modeling, texturing, and lighting to build realistic assets, while diving into rigging and animation techniques to breathe life into digital characters. The final phase focuses on cutting-edge visual effects, including dynamic simulations, procedural effects, and advanced compositing, enabling students to seamlessly blend digital elements with live-action footage and replicate natural phenomena.





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COURSE HIGHLIGHT:

- Job-oriented, industry centric curriculum
- Hands-on practical training using latest tools and software
- Certified faculty
- Exposure to industry interaction and workshops
- Placement assistance
- Access to , our exclusive e-learning platform
- Access to **Pro Connect**, a platform to showcase your portfolio

Course Duration : **484 Hours**

Delivery Pattern :
2 Hours, 3days / week

COURSE CONTENT



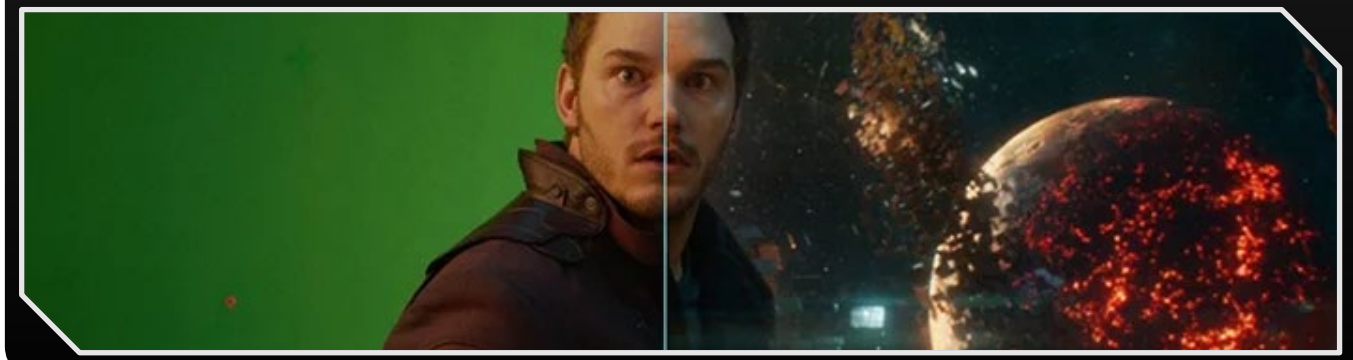
Creative Design & Digital Media

Duration: 132 hrs

Advanced 3D Design

Duration: 178 hrs





Advanced FX & Compositing

Duration: 174 hrs

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COURSE STRUCTURE

Term 1: Creative Design & Digital Media

Modules	Preferred Training Tools	Sessions	Theory Hours	Lab Hours	Total Hours	Home Assignments
Cinematography & Photography Basics	Theory / Conceptual	4	8	0	8	0
Color and Light Magic	Theory / Conceptual	4	8	0	8	0
Perspectives and Character Design	Theory / Conceptual	4	8	0	8	4
Pixel Perfect Painter	Adobe Photoshop CC	14	28	12	40	2
Cinematic Edits	Adobe Premiere Pro	10	20	6	26	4
Digital Sound Craft	Adobe Audition CC	4	8	2	10	2
Motion Graphics	Adobe After Effects CC	12	24	8	32	10
Total		52	104	28	132	22







COURSE STRUCTURE

Term 2: Advanced 3D Design

Modules	Preferred Training Tools	Sessions	Theory Hours	Lab Hours	Total Hours	Home Assignments
Understanding CG Pipeline	Theory / Conceptual	2	4	0	4	0
Asset Creation for CGI & Games	Autodesk Maya	15	30	8	38	6
Textures and Details	Autodesk Maya	6	12	8	20	6
Realistic Surface Creation	Adobe Substance Painter	9	18	8	26	4
Illuminating Assets	Autodesk Maya with Arnold	12	24	8	32	8
Bringing Characters to life with Rigging	Autodesk Maya	6	12	10	22	4
Art of 3D Animation	Autodesk Maya	12	24	12	36	6
Total		62	124	54	178	34



COURSE STRUCTURE

Term 3: Advanced FX & Compositing

Modules	Preferred Training Tools	Sessions	Theory Hours	Lab Hours	Total Hours	Home Assignments
3D FX, Dynamics and Simulations	Autodesk Maya nCloth & X-Gen	12	24	12	36	8
Procedural FX with Houdini	Houdini	12	24	12	36	12
Advanced Roto with Silhouette	Silhouette	6	12	6	18	6
Art of Camera Tracking	3D Equalizer	6	12	6	18	6
Magic of Compositing with Nuke	Nuke	20	40	20	60	32
Portfolio Powerhouse	Term-end Portfolio	1	2	2	4	20
Career Launchpad	LinkedIn, Upwork	1	2	0	2	10
Total		58	116	58	174	94





SUMMARY

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Total Hours

484 hrs

Total Terms

3

Software's Covered

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

Course Code

XXXXXXXXX

COURSE OUTCOME



This program equips learners with advanced skills to excel in animation, visual effects, and 3D design. Students master visual storytelling through cinematography, color theory, and lighting techniques to evoke mood and narrative depth. They develop expertise in digital image editing, motion graphics, and audio-visual integration for polished multimedia content. In 3D design, learners create detailed models, apply realistic textures and lighting, rig characters for lifelike movement, and produce expressive animations. The course emphasizes procedural effects, dynamic simulations, and advanced compositing to seamlessly blend digital elements with live-action footage. Graduates gain hands-on experience in replicating natural phenomena (e.g., cloth, hair) and solving complex creative challenges, culminating in a professional portfolio. Career readiness is enhanced through freelancing strategies and job market preparation, ensuring graduates thrive in animation, VFX, or game development roles with technical precision and artistic innovation.

CAREER OPPORTUNITIES

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- Concept Artist
- 3D Artist
- Lighting Artist
- 3D Generalist
- 3D Designer
- 3D Animator
- Compositor
- Match Moving Artist
- VFX Generalist
- FX Artist
- Motion Graphic Artist
- Matte Painter
- Video Editor
- Roto Artist

ELIGIBILITY

Eligibility Criteria:

10 + 2

Certification: Advanced Program in Animation and VFX

Certificate Type :Certificate of Accomplishment

REASON TO BELIEVE

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INDUSTRY-RELEVANT CURRICULUM

The program is designed with a blend of traditional art, design theory, and the latest tools like Gen AI, Unreal Engine, and Twinmotion, ensuring students are future-ready.



DIVERSE CAREER OPPORTUNITIES

Graduates can pursue roles such as 3D Visualizer, ArchViz Artist, Lighting Artist, Interior Designer, and Unreal Engine Specialist, making it a versatile career path.



HANDS-ON PRACTICAL TRAINING

Students get real-world experience with cutting-edge software and immersive technologies, essential for high-quality visual presentations in real estate, architecture, and interior design.



INDUSTRY EXPOSURE & PLACEMENT ASSISTANCE

The program provides direct interaction with industry leaders, certified faculty, workshops, and Pro Connect, a platform for showcasing portfolios.



EXCLUSIVE ACCESS TO ONLINEVARSITY

A dedicated e-learning platform that enhances learning with additional resources, assignments, and networking opportunities.

BRAND ENGAGEMENT

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Industry Collaboration and Expert masterclass	Regular masterclasses and **guest lectures** from leading architects, interior designers, and Arch Viz professionals.
Digital and Social media Integration	**Instagram Reels, YouTube Shorts, LinkedIn Features** – Showcasing student work, success stories, and behind-the-scenes campus life and engaging with Influencers
On Ground engagement and Events	At Comic-Con and Creative Minds to showcase Arch Viz innovations, at student outreach program talk about these courses
Student centric Engagements	Hands-on learning with real-world projects from real estate developers and interior design firms.
Placement and career growth Initiative	Industry mentors guiding students on project execution and career growth.



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THANK YOU

Reach out to us for any queries at:

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