ADVANCED DIGITAL GRAPHICS AND ANIMATION (BLENDER)

Light Camera Action

ARENA ANIMATION®

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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

This **Advanced Digital Graphics and Animation with Blender** program prepares learners to excel in digital media production and 3D design through a blend of artistic and technical training. Students begin by mastering visual storytelling fundamentals, including cinematography, color theory, and lighting strategies to enhance mood and narrative impact. They refine skills in digital image editing, motion graphics, and audio-visual integration to create polished multimedia content. The curriculum then shifts to advanced 3D workflows, covering modeling, UV mapping, texturing, and shading to craft detailed assets, alongside animation and rendering techniques for lifelike motion and cinematic quality. Learners explore character design, dynamic lighting, and post-processing to produce professional-grade animations and scenes. The course culminates in portfolio development and career readiness training, empowering graduates to pursue roles in animation, 3D design, or visual effects with a robust blend of creativity, technical expertise, and industry-aligned experience.

Course Duration : **274 Hours**

Delivery Pattern :
2 Hours, 3days / week

Course Content



Creative Design & Digital Media

Duration: 132 hrs

3D Design with Blender

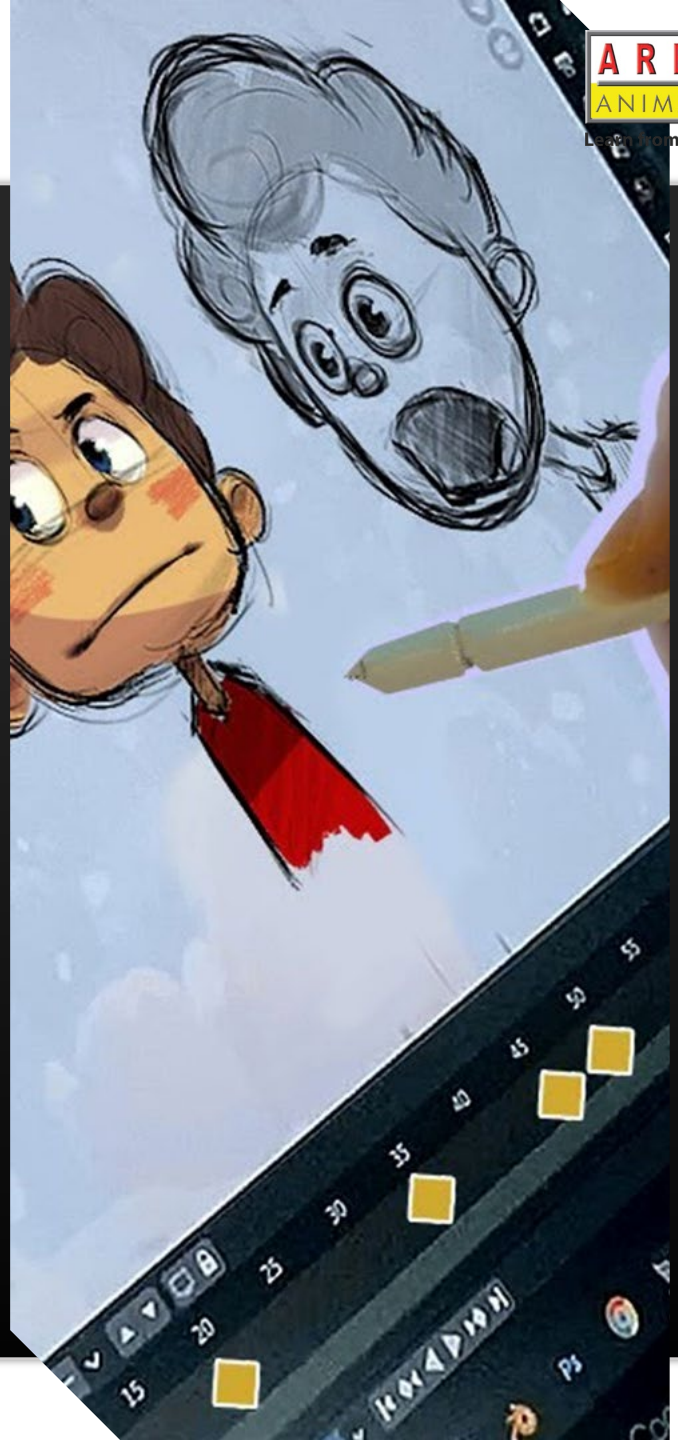
Duration: 142 hrs



Course Structure

Term 1: Digital Design and Graphics

Modules	Preferred Training Tools	Sessions	Theory Hours	Lab Hours	Total Hours	Home Assignments
Cinematography & Photography Basics	Conceptual	4	8	0	8	0
Color and Light Magic	Conceptual	4	8	0	8	0
Perspectives & Character Design	Conceptual	4	8	0	8	4
Pixel Perfect Painter	Adobe Photoshop CC	14	28	12	40	2
Cinematic Edits	Adobe Premiere Pro CC	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: With Blender Option

Modules	Preferred Training Tools	Sessions	Theory Hours	Lab Hours	Total Hours	Home Assignments
Understanding CG Pipeline	Conceptual	2	4	0	4	0
Introduction to Blender	Blender	3	6	6	12	0
Modelling Concepts and Techniques	Blender	9	18	18	36	0
UV Mapping and Texturing	Blender	5	10	10	20	0
Materials and Shading	Blender	5	10	10	20	0
Lighting Techniques	Blender	3	6	6	12	0
Animation in Blender	Blender	5	10	10	20	0
Rendering and Post Processing	Blender	3	6	6	12	0
Portfolio Powerhouse	Term-end Portfolio	1	2	2	4	20
Career Launchpad	LinkedIn, Upwork	1	2	0	2	10
Total		37	74	68	142	30



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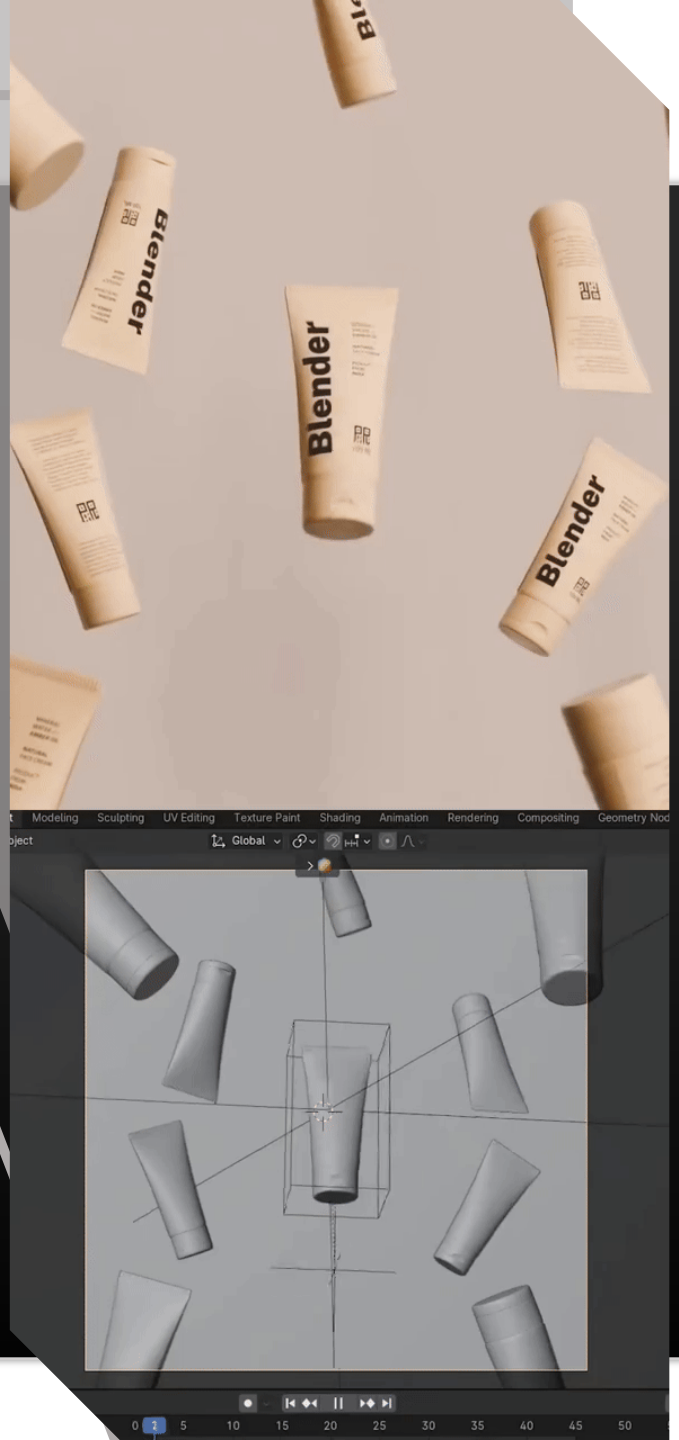


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COURSE HIGHLIGHT:

- 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 **Pro Connect**, a platform to showcase your portfolio

SUMMARY



Total Hours

274 hrs

Total Terms

2

Software's Covered

Adobe Photoshop CC, Adobe Premiere Pro CC, Adobe Audition CC, Adobe After Effects CC, Blender

Course Code

XXXXXXXXX

COURSE OUTCOME



This course provides a comprehensive journey into digital storytelling and 3D design, blending artistic creativity with technical expertise. Students learn to craft compelling narratives using cinematography, color theory, and lighting techniques, while honing skills in digital image editing, motion graphics, and multimedia integration. The program transitions into advanced 3D workflows, teaching modeling, texturing, animation, and rendering to create lifelike characters and scenes. Emphasis is placed on industry-standard practices, from UV mapping and shading to dynamic lighting and post-processing. Learners refine their ability to produce professional animations and polished portfolios, while career-focused modules prepare them for roles in animation studios, game development, or visual effects pipelines. Graduates emerge adept at transforming creative ideas into visually stunning, technically precise digital content.



CAREER OPPORTUNITIES

- Concept Artist
- 3D Modeler
- Texturing Artist
- Lighting Artist
- 3D Animator
- Rigging Artist
- 3D Generalist
- 3D Designer
- 3D Product Designer
- Blender Artist

ELIGIBILITY

Eligibility Criteria:

10 + 2

Certification: Advanced Digital Graphics and Animation - Blender

Certificate Type : Certificate of Accomplishment

REASON TO BELIEVE

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INDUSTRY-RELEVANT CURRICULUM

Designed with cutting-edge tools and technologies like Gen AI, ensuring students are industry-ready.



DIVERSE CAREER OPPORTUNITIES

Graduates can explore roles in Animation, VFX, Gaming, UI/UX, Graphic Design, Digital Content creation and more, offering flexibility and growth.



PRACTICAL HANDS-ON TRAINING

Real-world projects, live assignments, and immersive learning experiences bridge the gap between theory and application.



INDUSTRY EXPOSURE & PLACEMENT ASSISTANCE

Get access to workshops, mentorship from industry leaders, and placement support through our vast recruiter network.



PRO CONNECT

With a legacy of excellence, Arena Animation equips students with the skills, exposure, and expertise to thrive in the fast-evolving creative and digital industries.

BRAND ENGAGEMENT

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Industry Collaboration and Expert masterclass	Regular masterclasses and guest lectures from top industry professionals across animation, VFX, gaming, and design.
Immersive Experience Booths	Presenting student work at Comic-Con, industry expos, and recruitment summits.
On Ground engagement and Events	Creative Minds events where students showcase their projects to industry leaders.
Student centric Engagements	Internships & Industry Projects – Real-world learning opportunities with top brands and studios across all courses
Campus Workshops & Walk-Ins	Hands-on training sessions for prospective students to experience the program before enrolling.



THANK YOU

Reach out to us for any queries at:

arenaanimation@aptech.co.in