

ADVANCED DIGITAL GRAPHICS AND ANIMATION (MAYA)

Light Camera Action



Learn from the Leader



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 Maya program equips learners with the technical and creative skills to excel in digital media and 3D production. Students begin by mastering visual storytelling through cinematography, color theory, and lighting techniques to craft immersive narratives. They refine expertise in digital image editing, motion graphics, and audio-visual integration, producing polished multimedia content for diverse platforms. The curriculum then focuses on advanced 3D workflows, teaching detailed asset creation, texturing, lighting, and rendering to achieve photorealistic results. Learners delve into character rigging and animation, gaining proficiency in skeletal systems, motion principles, and expressive character performances. The program emphasizes industry-standard practices, from scene composition to dynamic simulations, while career-focused modules prepare graduates to build professional portfolios and navigate freelancing or studio roles. Graduates emerge ready to contribute to animation, game development, or visual effects pipelines with a blend of artistic vision and technical precision.

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

Course Duration : 290 Hours

Delivery Pattern :
2 Hours, 3days / week

Course Content



Creative Design & Digital Media

Duration: 132 hrs

3D Design with Maya

Duration: 158 hrs

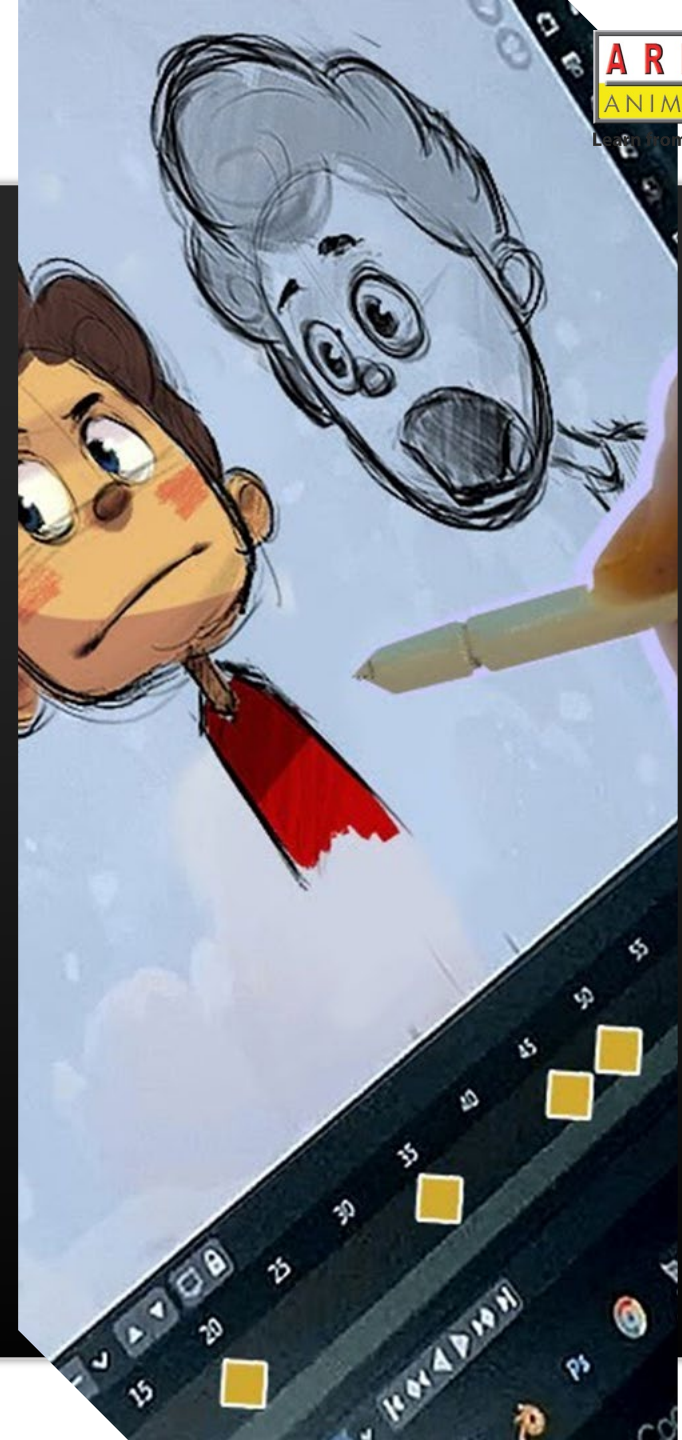


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Course Structure

Term 1: Creative Design & Digital Media

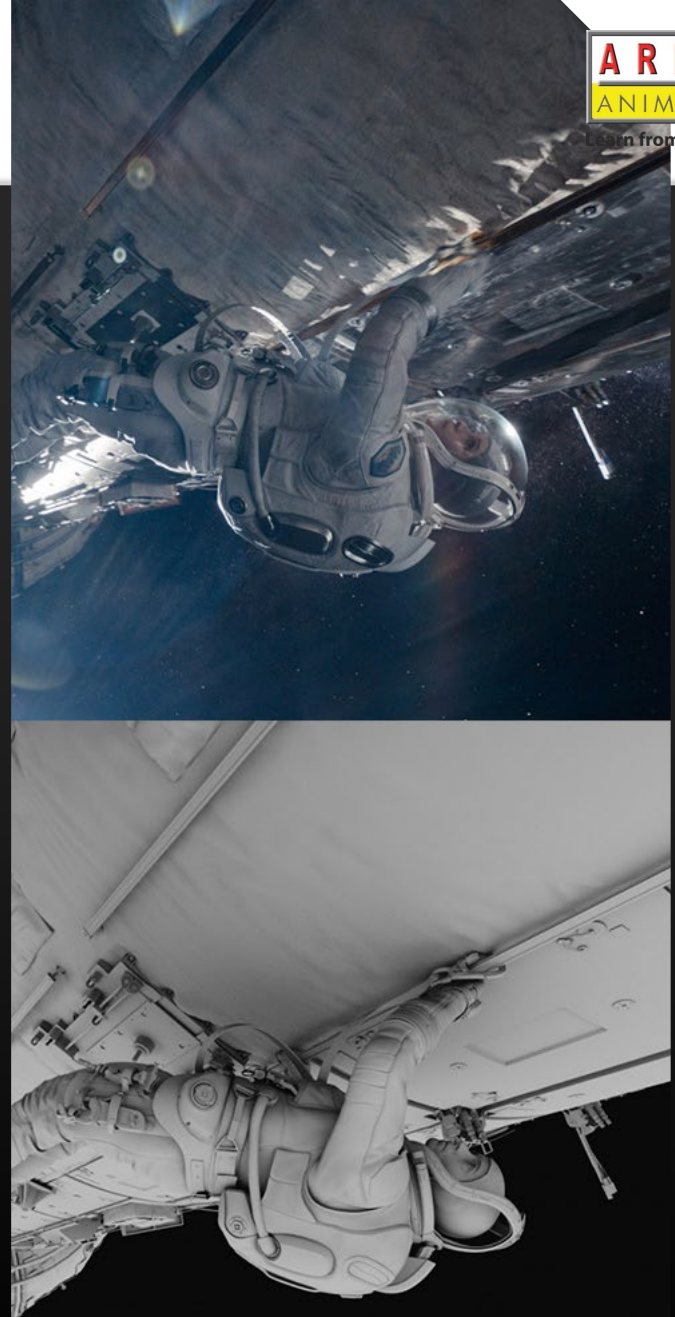
Modules	Preferred Training Tools	Sessions	Theory Hours	Lab Hours	Total Hours	Home Assignments
Cinematography & Photography Basics	Conceptual	4	8	0	8	0
Color and Light Magic	Conceptual	4	8	0	8	0
Perspectives & Character Design	Conceptual	4	8	0	8	4
Pixel Perfect Painter	Adobe Photoshop CC	14	28	12	40	2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



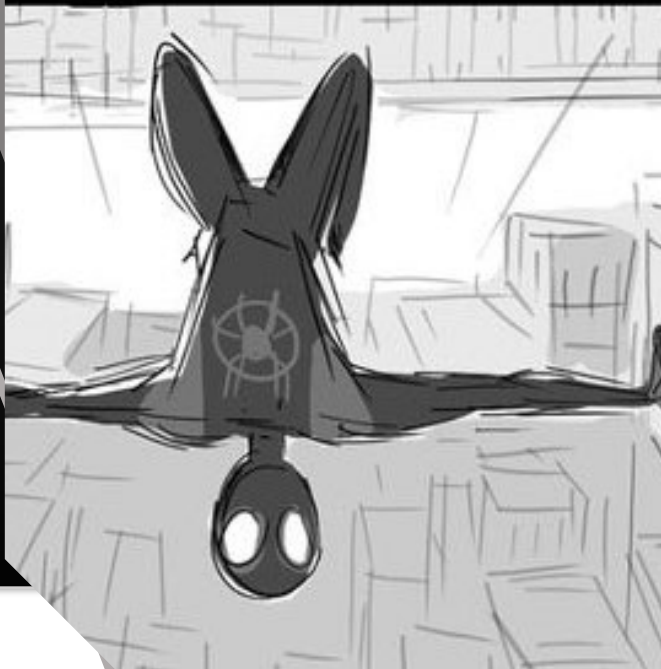
Course Structure

Term 2: 3D Design with Maya

Modules	Preferred Training Tools	Sessions	Theory Hours	Lab Hours	Total Hours	Home Assignments
Understanding CG Pipeline	Conceptual	2	4	0	4	0
Asset Creation for CGI & Games	Autodesk Maya	15	30	8	28	6
Textures and Details	Autodesk Maya	6	12	8	20	6
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
Portfolio Powerhouse	Term-end Portfolio	1	2	2	4	20
Career Launchpad	LinkedIn, Upwork	1	2	0	2	10
Total		55	110	48	158	60



SUMMARY



Total Hours

290 hrs



Total Terms

2



Software's Covered

Adobe Photoshop CC, Adobe Premiere Pro CC, Adobe Audition CC,
Adobe After Effects CC, Autodesk Maya



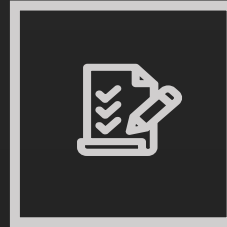
Course Code

3178-AVGC-ADGAM

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

ELIGIBILITY



Eligibility Criteria:

10 + 2



**Certification: Advanced Digital Graphics and Animation
- Maya**

Certificate Type :Certificate of Accomplishment



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.



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:

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