

AAIPP (ARENA ANIMATION INTERNATIONAL PREMIUM PROGRAM)

ADVANCED PROGRAM IN ARCH VIZ AND INTERIOR DESIGN

Building the Future



Learn from the Leader





INDUSTRY INSIGHT

The architectural visualization (Arch Viz) industry continues to grow, driven by increasing demand from real estate developers, architects, and interior designers who require high-quality visual presentations for marketing and concept validation. Advancements in real-time rendering, AI-powered automation, and immersive technologies are reshaping the field, with tools like **Gen AI**, **Unreal Engine** and **Twinmotion** enabling interactive experiences.

Looking ahead, real-time visualization and interactive experiences will become the norm, AI will continue to assist rather than replace human creativity, and global collaboration will further expand opportunities in the field.

ABOUT

Advanced Program in Arch Viz and Interior Design is a high-end career course which is a hybrid of traditional art and design theory. In this course, students have the option to specialize within the selected fields. The course is designed and taught by industry experts and prepares Students to work for different segments of productions and also broadens the career opportunities.



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 : **580 Hours**

Delivery Pattern :
2 Hours, 3days / week

COURSE CONTENT

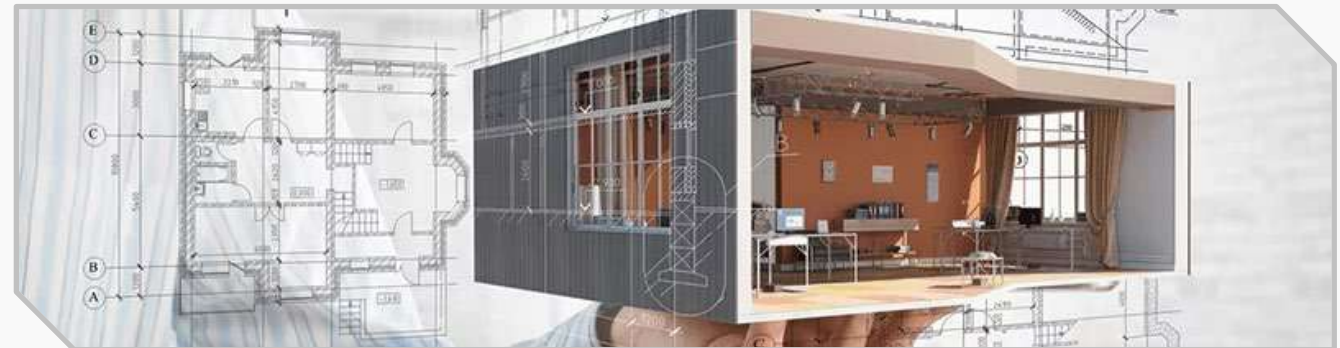


Design & Visualization

Duration: 220 hrs

Advanced 3D Visualisation

Duration: 164 hrs



Advanced Immersive Visualisation

Duration: 196 hrs

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COURSE STRUCTURE

Term 1: Design & Visualization

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
Mastering Digital Illustrations	Theory / Conceptual	10	20	8	28	0
Pixel Perfect Painter	Adobe Illustrator CC	14	28	12	40	2
Storyboard Mastery	Storyboarder	4	8	6	14	2
Cinematic Edits	Adobe Premiere Pro	10	20	6	26	4
Digital Sound Craft	Adobe Audition CC	4	8	2	10	2
2D Animation Mastery	Adobe Animate CC	10	20	6	26	10
Motion Graphics	Adobe After Effects CC	12	24	8	32	10
Ai Art Innovator	Gen Ai Tools	6	12	4	16	10
Portfolio Powerhouse		1	2	2	4	20
Total		83	166	54	220	64



COURSE STRUCTURE

Term 2: Advanced 3D Visualisation

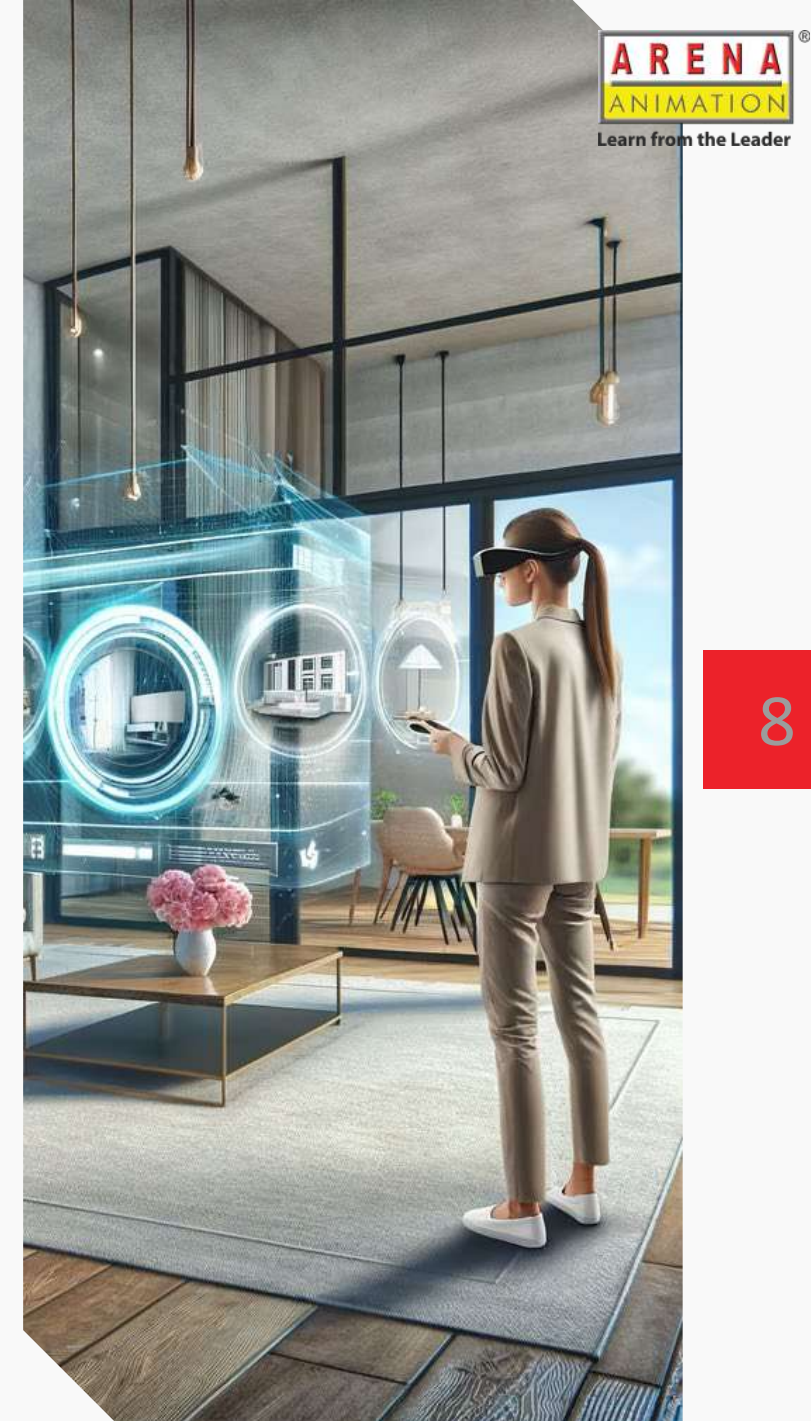
Modules	Preferred Training Tools	Sessions	Theory Hours	Lab Hours	Total Hours	Home Assignments
Understanding CG Pipeline	Theory / Conceptual	2	4	0	4	0
Introduction to AutoCAD	AutoCAD	4	8	4	12	0
Shaping World with 3ds Max	3ds Max	12	24	12	36	12
Mastering Texturing & Lighting with 3ds Max	3ds Max	6	12	8	20	4
Animating in 3ds Max	3ds Max	6	12	8	20	0
RenderCraft in 3ds Max	3ds Max with V-Ray	4	8	8	16	0
Realistic Surface Creation	Adobe Substance Painter	9	18	8	26	4
Introduction to SketchUp	SketchUp	5	10	8	18	0
Ai Powered 3D Workflow	Gen Ai Tools	3	6	2	8	10
Portfolio Powerhouse		1	2	2	4	20
Total		52	104	60	164	50



COURSE STRUCTURE

Term 3: Advanced Immersive Visualisation

Modules	Preferred Training Tools	Sessions	Theory Hours	Lab Hours	Total Hours	Home Assignments
Introduction to Blender	Blender	3	6	6	12	0
Modeling 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
Immersive Media with Unreal Engine	Unreal Engine	18	36	10	46	22
Archi viz with Twinmotion	Twinmotion	4	8	4	12	0
Portfolio Powerhouse	Term-end Portfolio	1	2	2	4	20
Career Launchpad	LinkedIn, Upwork (freemium)	1	2	0	2	10
Total		57	114	82	196	52



SUMMARY



Total Hours

580 hrs



Total Terms

3



Software's Covered

Gen AI, Adobe Illustrator CC, Storyboarder, Adobe Premier Pro CC ,
Adobe Audition CC , Adobe Animate CC , Adobe After Effects CC ,
AutoCAD, 3Ds Max, Vray, Substance Painter, Sketchup, Blender, Unreal
Engine, Twinmotion



Course Code

3171-AAIPP-APAVID

COURSE OUTCOME

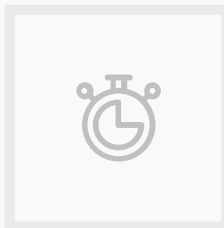
Upon completing this program, students will master the art of transforming architectural and interior design concepts into immersive, photorealistic visual experiences. They will build a strong foundation in design principles, such as lighting, perspective, and spatial storytelling, while advancing to create detailed 3D models, textures, and animations using industry-leading tools. Learners will gain expertise in technical drafting, realistic material creation, and dynamic lighting techniques, enabling them to craft lifelike architectural renders and interactive walkthroughs. The curriculum integrates AI-driven workflows to optimize asset creation, automate repetitive tasks, and enhance creative problem-solving. Students will explore cutting-edge immersive technologies, including real-time rendering and virtual environments, to produce client-ready visualizations for residential, commercial, and industrial spaces. By blending technical precision with artistic flair, graduates will develop polished portfolios showcasing their ability to collaborate with architects, designers, and developers, delivering compelling visual narratives that bridge creativity with functionality.

CAREER OPPORTUNITIES



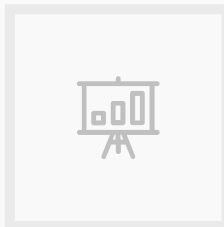
- Concept Artist
- 3D Artist
- Lighting Artist
- 3D Generalist
- 3D Designer
- 3D Product Designer
- Archviz Artist
- Interior Designer
- 3D Visualizer
- Unreal Engine Arch viz Specialist
- 3D Rendering Artist

ELIGIBILITY



Eligibility Criteria:

10 + 2



Certification: AAIPP-Advanced Program in ArchViz and Int Design

Certificate Type :Certificate of Accomplishment

REASON TO BELIEVE



INDUSTRY-RELEVANT CURRICULUM

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



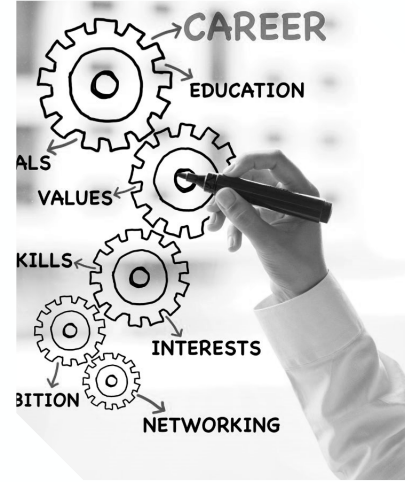
DIVERSE CAREER OPPORTUNITIES

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



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.

THANKS!

Reach out to us for any queries at:

arenaanimation@aptech.co.in