MASTER IN BLENDER

Power of Open Source

ARENA ANIMATION ®
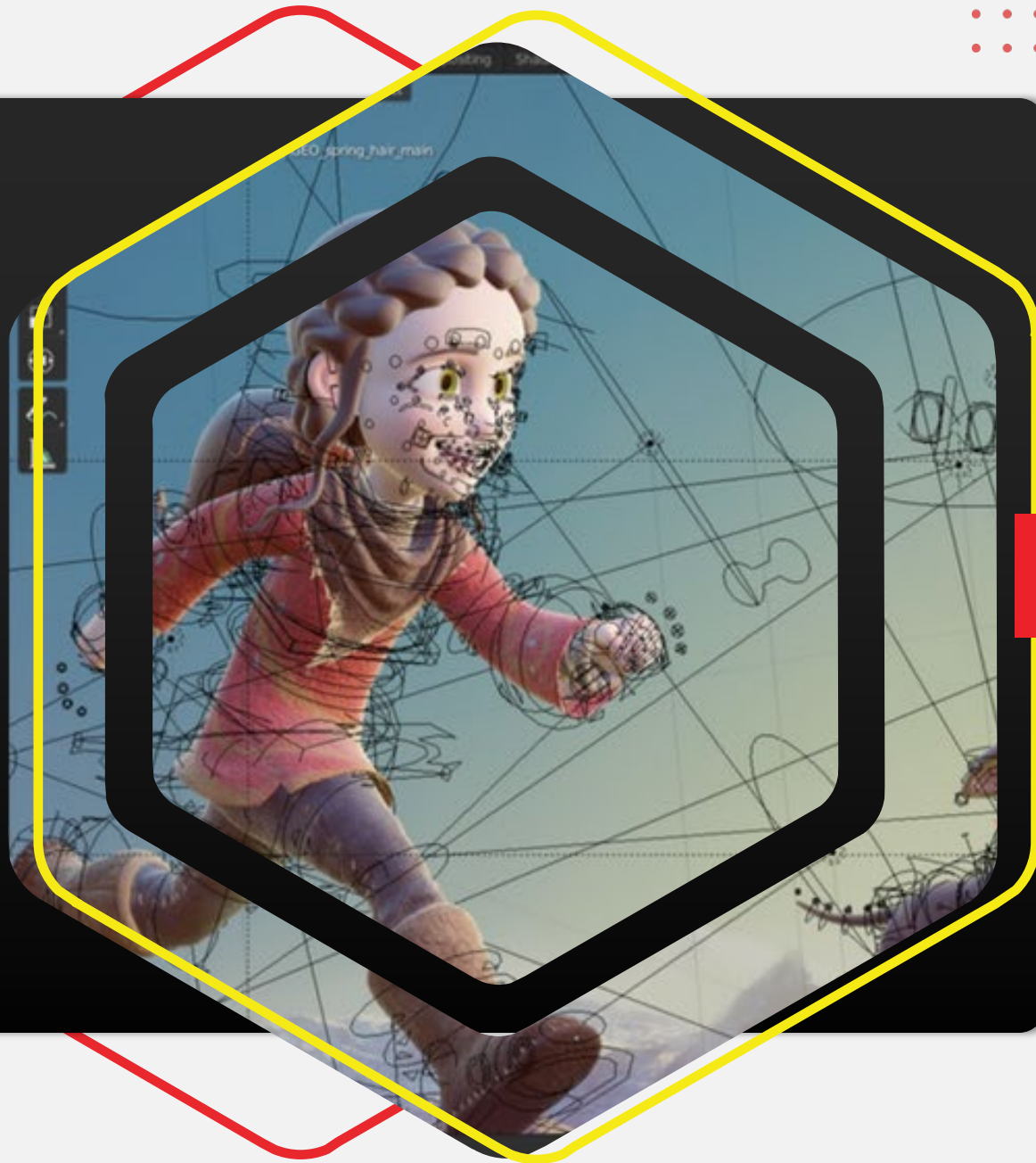
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INDUSTRY INSIGHT

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

The Master in Blender is an intensive short-term course designed to provide comprehensive training in 3D modeling, animation, and rendering using Blender, the industry-leading open-source 3D creation suite. This hands-on program covers essential aspects of 3D art, starting with an introduction to Blender's interface and core functionalities before progressing to advanced techniques in modeling, UV mapping, texturing, materials, and shading. Participants will learn professional lighting setups, character and object animation, as well as rendering and post-processing for high-quality output. With a balanced approach of theory and practical lab sessions, the course ensures that learners gain real-world skills applicable in game development, animation, visual effects, and architectural visualization. By the end of the program, students will have a strong portfolio-ready foundation in Blender, empowering them to pursue careers in 3D design or further specialize in advanced CGI workflows

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.

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Course Structure

Modules	Preferred Training Tools	Sessions	Theory Hours	Lab Hours	Total Hours	Home Assignments
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
TOTAL		**33**	**66**	**66**	**132**	**0**
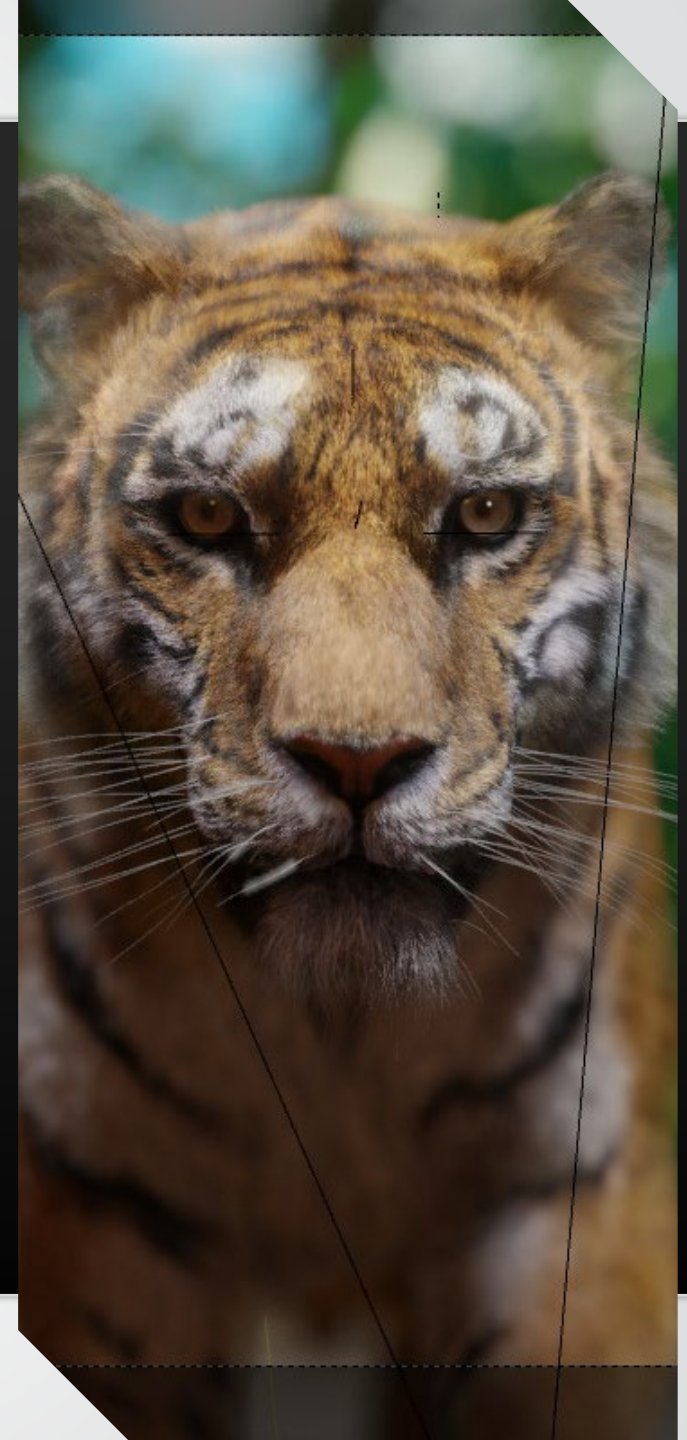
SUMMARY

Total Hours

132 hrs

Total Terms

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Software's Covered

Blender

Course Code

664-MBL

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COURSE OUTCOME

Upon completing the Master in Blender course, students will gain comprehensive skills in 3D modeling, animation, and rendering using Blender. They will master the software's interface and core tools, enabling them to create detailed 3D assets, apply textures and materials, and optimize lighting for realistic scenes. Participants will also learn key animation techniques, from basic keyframing to motion principles, and develop proficiency in rendering high-quality outputs for games, films, or architectural visualization. By the end of the program, students will have hands-on experience with Blender's full pipeline and a portfolio-ready project, preparing them for professional opportunities in the 3D industry.

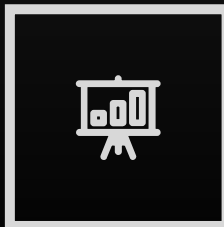ARENA ANIMATION
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CAREER OPPORTUNITIES
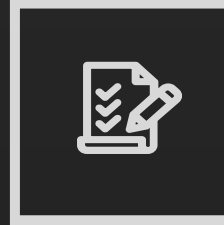
- 3D Artist
- 3D Designer
- 3D Lighting and Rendering Artist
- 3D Animator
- 3D Product Visualizer
- 3D Modeler

ELIGIBILITY

Eligibility Criteria:

10th

Certification: STC – Master in Blender

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.

ARENA ANIMATION

BRAND ENGAGEMENT

ARENA ANIMATION

☑ 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

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