



MASTER IN HOUDINI

World of Procedural Creation



Learn from the Leader



1

INDUSTRY INSIGHT

The VFX industry is evolving rapidly with advancements in real-time rendering, AI-driven automation, and virtual production. Unreal Engine is transforming VFX workflows by enabling photorealistic environments, real-time compositing, and AI-assisted effects, reducing production time and costs significantly. The demand for high-quality VFX in films, TV, gaming, advertising, and the metaverse is surging, pushing studios to adopt more efficient and immersive techniques. The future of VFX lies in real-time production, AI-powered automation, and cross-platform content creation, making Unreal Engine a game-changer in the industry.

India is Poised to Become a Global Hub for VFX

The growth of India's VFX industry is driven by:

- A Highly Skilled Workforce in CGI, compositing, and real-time rendering
- Cost-Effective Production attracting major Hollywood & global studios
- Increased Demand for High-Quality VFX in films, OTT content, and gaming
- Government Incentives & AVGC (Animation, VFX, Gaming & Comics) Policy Support
- Growing Use of Virtual Production using real-time technologies like Unreal Engine

Advantages of the VFX Industry in India

- World-Class VFX Studios working on Hollywood, Bollywood, and global projects
- Cutting-Edge Technology Adoption with Unreal Engine, AI, and cloud rendering
- Global Outsourcing Hub for major studios like Disney, Marvel, Netflix & Warner Bros.
- Strong IT & Software Expertise driving AI-powered VFX workflows
- Expanding Demand Across Industries including films, gaming, and the metaverse





ABOUT

This intensive Master in Houdini program is designed for aspiring VFX artists and technical directors seeking mastery in Houdini's procedural effects pipeline. Over 36 hours of hands-on training, students will dive deep into node-based workflows, dynamic simulations, and procedural modeling to create high-end visual effects. The curriculum covers particle systems, fluid dynamics (smoke, fire, water), rigid-body destruction, pyro effects, and crowd simulations, leveraging Houdini's unparalleled procedural power for scalable, efficient FX work.





COURSE HIGHLIGHT:

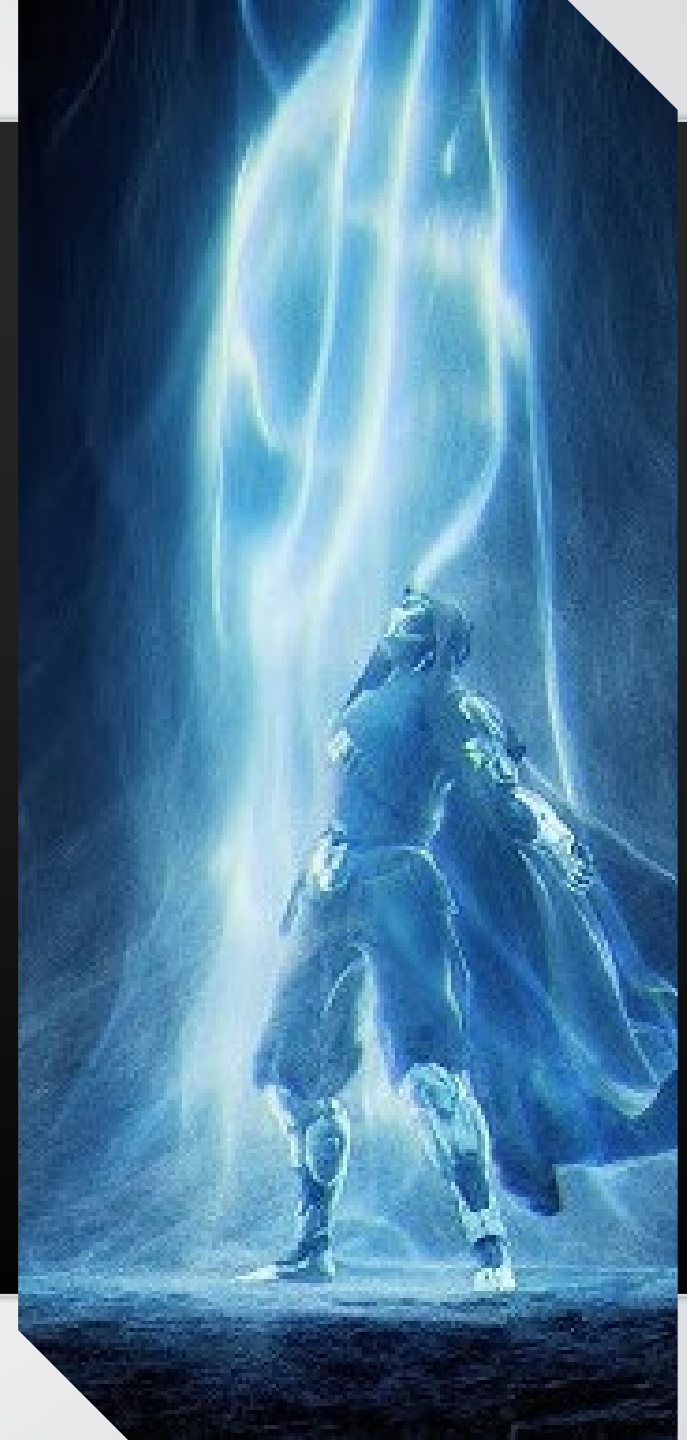
- Job-oriented, industry centric curriculum
- Hands-on practical training using latest tools and software
- Certified faculty
- Exposure to industry interaction and workshops
- Placement assistance
- Access to **Pro Connect**, a platform to showcase your portfolio.



Course Structure



Modules	Preferred Training Tools	Sessions	Theory Hours	Lab Hours	Total Hours	Home Assignments
Procedural FX with Houdini	Houdini	12	24	12	36	12





SUMMARY



Total Hours

36 hrs



Total Terms

1



Software's Covered

Houdini



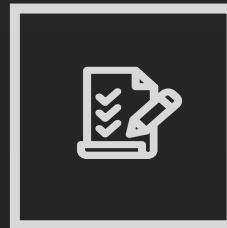
Course Code

661-MH

COURSE OUTCOME

Upon completing the Master in Houdini course, students will be able to harness Houdini's procedural workflow to design, simulate, and optimize high-quality visual effects for film, games, and advertising. They will gain expertise in creating dynamic FX—including pyro (fire/smoke), fluids, rigid-body destruction, and particle systems—using node-based techniques for non-destructive, scalable results. Participants will learn to art-direct simulations with precise control over behavior and aesthetics, integrate custom solvers using VEX scripting, and optimize renders for efficiency. By applying industry-standard methodologies, graduates will develop problem-solving skills to tackle complex FX challenges and produce a professional demo reel showcasing their ability to deliver production-ready procedural effects.

CAREER OPPORTUNITIES



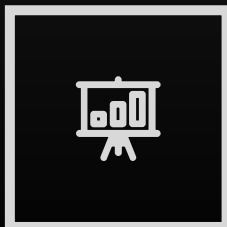
- Technical Director
- Houdini Artist
- Lighting/Rendering Artist
- Technical Animator
- FX Artist
- Environment Artist (Procedural)
- Simulation Developer
- Motion Graphics Artist

ELIGIBILITY



Eligibility Criteria:

10th



Certification: **STC – Master in Houdini**

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.



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



Learn from the Leader



11