MASTER IN MAYA

Journey in 3D

ARENA ®
ANIMATION

Learn from the Leader

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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 Maya is a professional-grade program designed to transform students into industry-ready 3D artists using Autodesk Maya, the leading software for animation, VFX, and game development. This comprehensive course covers the entire CGI pipeline—from asset modeling and photorealistic texturing to advanced character rigging, animation, and dynamic simulations (nCloth, X-Gen). Students will master Maya's core tools and Arnold renderer to create high-quality 3D content, while learning industry workflows for lighting, FX, and rendering. Through hands-on projects, participants will develop technical expertise and artistic problem-solving skills, culminating in a professional demo reel tailored for careers in animation studios, game development, and visual effects.

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
Understanding CG Pipeline	Conceptual	2	4	0	4	0
Asset Creation for CGI & Games	Autodesk Maya	15	30	8	38	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
3D FX, Dynamics and Simulations	Autodesk Maya nCloth & X-Gen	12	24	12	36	8
TOTAL		**65**	**130**	**58**	**188**	**38**

SUMMARY

Total Hours

188 hrs
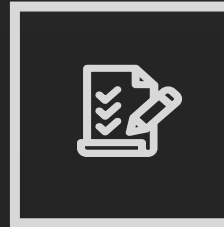
Total Terms

1

Software's Covered

Maya

Course Code

677-MM

COURSE OUTCOME

Upon completing this program, students will demonstrate professional competency in Autodesk Maya across the entire 3D production pipeline. Graduates will be able to create optimized 3D models for games, films, and commercials using industry-standard modeling techniques. They will master UV unwrapping and texture painting workflows to enhance asset realism and implement advanced lighting setups using Arnold for cinematic-quality renders. Participants will develop rigging systems with animator-friendly controls and bring characters to life through foundational animation principles. The course will equip students to simulate dynamic effects like cloth, hair, and environmental interactions using Maya's nCloth and X-Gen tools. By combining these technical skills with artistic judgment, students will produce a professional demo reel showcasing their ability to deliver production-ready assets and animations meeting studio requirements for roles in animation, VFX, or game development.
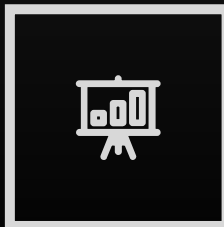
CAREER OPPORTUNITIES

- 3D Artist
- 3D Designer
- 3D Modeler
- 3D Texturing Artist
- 3D Animator
- 3D Product Designer
- Lighting and Rendering Artist

ELIGIBILITY

Eligibility Criteria:

10th

Certification: STC – Master in Maya

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.

THANK YOU

Reach out to us for any queries at:

arenaanimation@aptech.co.in

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