MASTER IN SUBSTANCE PAINTER

Advanced 3D Texturing

ARENA ANIMATION ®

Learn from the Leader

1

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

Master industry-standard texturing workflows with this intensive Substance Painter course designed for aspiring 3D artists. In this hands-on program, you'll learn professional techniques to create realistic materials, textures, and surface details for games, films, and product visualization. The curriculum covers the complete asset-texturing pipeline - from baking maps and working with PBR materials to creating custom smart materials and weathering effects. You'll develop practical skills in procedural texturing, mask generation, and texture-optimization for real-time rendering. Through project-based learning, you'll texture multiple assets including hard-surface props, organic models, and environment pieces while following production standards used by AAA game studios and VFX houses. The course culminates in a portfolio-ready textured asset demonstrating your ability to deliver production-quality 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.

4

Course Structure

Modules	Preferred Training Tools	Sessions	Theory Hours	Lab Hours	Total Hours	Home Assignments
Realistic Surface Creation	Adobe Substance Painter	9	18	8	26	4
Total		9	18	8	26	4

SUMMARY

6

Total Hours

26 hrs

Total Terms

1

Software's Covered

Adobe Substance Painter

Course Code

672-MSP

COURSE OUTCOME

Upon completing this program, students will demonstrate professional competency in texturing 3D assets using Substance Painter. Participants will master PBR (Physically Based Rendering) workflows to create realistic materials such as metals, fabrics, and organic surfaces with accurate wear and weathering effects. They will develop proficiency in baking clean normal, AO, and curvature maps while efficiently utilizing Smart Materials and procedural texturing techniques. Students will learn to optimize texture sets for real-time engines and film pipelines, understanding resolution requirements and export settings for different production needs. The course will equip learners with industry-standard presentation skills, including lighting setups and render configurations to showcase their textured assets professionally. Graduates will complete the program with portfolio-ready work demonstrating their ability to take models from base mesh to final textured asset, preparing them for roles as texture artists, material specialists, or environment artists in game development, VFX, or product visualization industries.
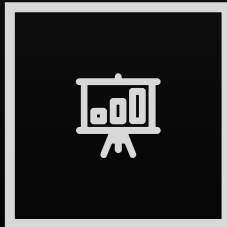
CAREER OPPORTUNITIES
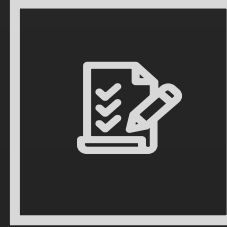
- Texture Artist
- Material Artist
- Environment Artist
- Hard-Surface Artist
- Look Development Artist
- 3D Generalist
- Freelance Texture Specialist

ELIGIBILITY
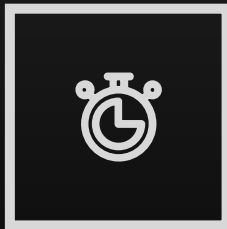
Eligibility Criteria:

10th

Certification: STC – Master in Substance Painter

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

ARENA ®
ANIMATION

Learn from the Leader