



# MASTER IN UNREAL CINEMATICS

Realtime Film Making



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

This beginner-friendly course is designed for students with no prior experience in Unreal Engine or cinematics, providing a thorough introduction to creating cinematic sequences using the powerful tools within Unreal Engine. Students will start by learning how to navigate the Unreal Engine interface and use its Sequencer to animate cameras, set keyframes, and compose dynamic shots for storytelling. The course will cover essential principles of shot composition and narrative flow, teaching students how to craft compelling cinematic sequences that engage and communicate with an audience. Students will also learn how to work with lighting and materials to enhance the visual quality of their environments, as well as how to apply post-processing techniques to add polish and depth to their scenes. Additionally, the course will cover the integration of sound effects, music, and dialogue, ensuring that students can create immersive cinematic experiences. Throughout the course, students will complete hands-on projects, culminating in a mini cinematic project that showcases their skills. By the end of the course, students will have the ability to create professional-quality cinematic content for gaming, film, animation, and virtual production, with the added knowledge of how to export their sequences for different platforms and uses. Whether you're aiming for a career in game development, virtual production, or animation, this course will provide the essential skills to get started in the world of Unreal cinematics.





## 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
Cinematic Realism with Unreal	Unreal Engine	18	36	24	60	16
Total		18	36	24	60	16







# SUMMARY



## Total Hours

60 hrs



## Total Terms

1



## Software's Covered

Unreal Engine



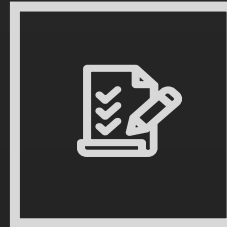
## Course Code

668-MUC

# COURSE OUTCOME

By the end of this course, students will have developed a solid foundation in creating cinematic sequences using Unreal Engine. They will be proficient in navigating the Unreal Engine interface and using the Sequencer for animating cameras, creating dynamic shots, and setting keyframes. Students will gain hands-on experience in crafting visually engaging environments by applying lighting and materials to enhance the overall quality of their cinematics. They will also understand the importance of shot composition and narrative flow, enabling them to tell compelling stories through their sequences. Students will be skilled in integrating sound effects, music, and dialogue to create immersive cinematic experiences, and they will learn to refine their work with post-processing techniques. By completing a mini cinematic project, students will have a portfolio-ready piece to showcase their skills. Finally, students will understand how to export their cinematic sequences for different platforms and applications, making them ready to create professional-quality cinematic content for gaming, animation, film, and virtual production.

# CAREER OPPORTUNITIES



- 3D Cinematic Artist
- Cinematic Director
- Environment Artist
- Camera Animator
- 3D Animation Artist
- Lighting Artist
- Unreal Engine Cinematic Specialist

## ELIGIBILITY



### Eligibility Criteria:

10th



### Certification: STC – Master in Unreal Cinematics

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](mailto:arenaanimation@aptech.co.in)



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