



MASTER IN ZBRUSH

World of Digital Sculpting



®

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 Mastering Digital Sculpting in ZBrush short-term course is an intensive program designed to transform beginners into confident digital sculptors using Pixologic's ZBrush, the industry-standard tool for high-resolution 3D modeling. This hands-on course covers core ZBrush workflows, from interface navigation and basic mesh manipulation to advanced sculpting techniques for organic forms, hard-surface detailing, and character design. Students will learn professional approaches to dynamesh, zremeshing, polypainting, and texture creation, while developing an understanding of anatomy, proportions, and stylized sculpting principles. Through practical projects, participants will create portfolio-ready assets, mastering tools like ZSpheres, FiberMesh, and rendering with KeyShot. By course completion, students will be equipped with the skills to pursue roles in character design, game asset creation, collectible figurine prototyping, or film VFX pipelines.





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
Mastering Digital Sculpting	Maxon Zbrush	10	20	10	30	8
Total		10	20	10	30	8





SUMMARY



Total Hours

30 hrs



Total Terms

1



Software's Covered

Maxon Zbrush



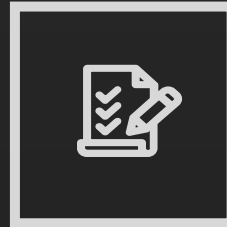
Course Code

663-MZB

COURSE OUTCOME

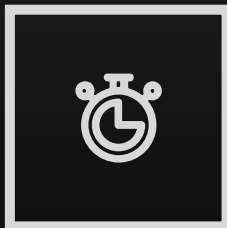
Upon completing this course, students will demonstrate professional proficiency in ZBrush for digital sculpting and 3D asset creation. Participants will master core tools including DynaMesh, ZRemesher, and subdivision workflows to efficiently create both organic and hard-surface models. They will develop strong anatomical understanding for character sculpting while learning to apply stylized or realistic detailing techniques. Students will gain expertise in texture painting, material creation, and rendering polished portfolio pieces using ZBrush's presentation tools. The course will equip learners with industry-standard workflows for UV mapping, polypainting, and exporting production-ready assets for games, film, or 3D printing. Graduates will complete the program with a professional-quality digital sculpture showcase demonstrating their ability to execute projects from initial blockout to final rendered presentation.

CAREER OPPORTUNITIES



- Character Artist
- Creature Designer
- Hard-Surface Modeler
- Collectibles & Toy Designer
- Environment Artist
- Concept Sculptor
- 3D Print Artist
- Freelance Digital Sculptor

ELIGIBILITY



Eligibility Criteria:

10th



Certification: **STC – Master in ZBrush**

Certificate Type: Certificate of Accomplishment



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:

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