



Learn from the Leader

HEAD OFFICE

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www.arena-multimedia.com

Arena Animation is not a university.



Learn from the Leader



WELCOME TO THE
WORLD OF
ENDLESS OPPORTUNITIES
IN THE AVGC SECTOR

Graphic Design | Animation | VFX | Digital Design | Gaming

THE FUTURE OF AVGC IS BRIGHT

Market Growth

Indian M&E industry to reach **\$70 billion** by **2030** with **8-12% CAGR**.

Digital Media

Digital revenue to cross **₹60,000 crore** by **2026**, with **80%** media consumption going digital by **2025**.

OTT Platforms

Over **200 million OTT subscribers** by **2025**, with **75%** viewership driven by local-language content.

Film Industry

Indian film industry to touch **₹40,000 crore** by **2025**, led by regional cinema and global reach.

Gaming

Gaming sector to grow **15-20% CAGR**, generating over **₹38,000 crore** by **2026**.

Television

TV ad market to grow **6-8%** annually, with stable viewership and regional channels rising.

Advertising Revenue

Ad revenue to cross **₹1 lakh crore** by **2026**, with digital ads contributing **50%+**.

AR/VR

AR/VR to grow **35-40% CAGR**, with increased demand for immersive gaming and interactive media.

LEARN FROM THE LEADERS

For 3 decades, **Arena Animation** has transformed creative talent into skilled professionals for the Media and Entertainment industry. Trusted for our expertise in animation, VFX, game design and digital content we have trained millions and placed talent in top studios worldwide.

Our alumni have been featured on iconic projects in Bollywood, Hollywood and beyond. At Arena, you learn directly from industry experts, gaining the skills and knowledge to turn your dreams into reality. Step in, learn from the leaders and shape the future of Digital Entertainment!

3 Decades of Transformative Training

3 Lakh+ Placements Worldwide

Presence Across 40 Countries

200+ Centres Empowering Talent Globally





Arena Animation International Premier Program

AAIPP

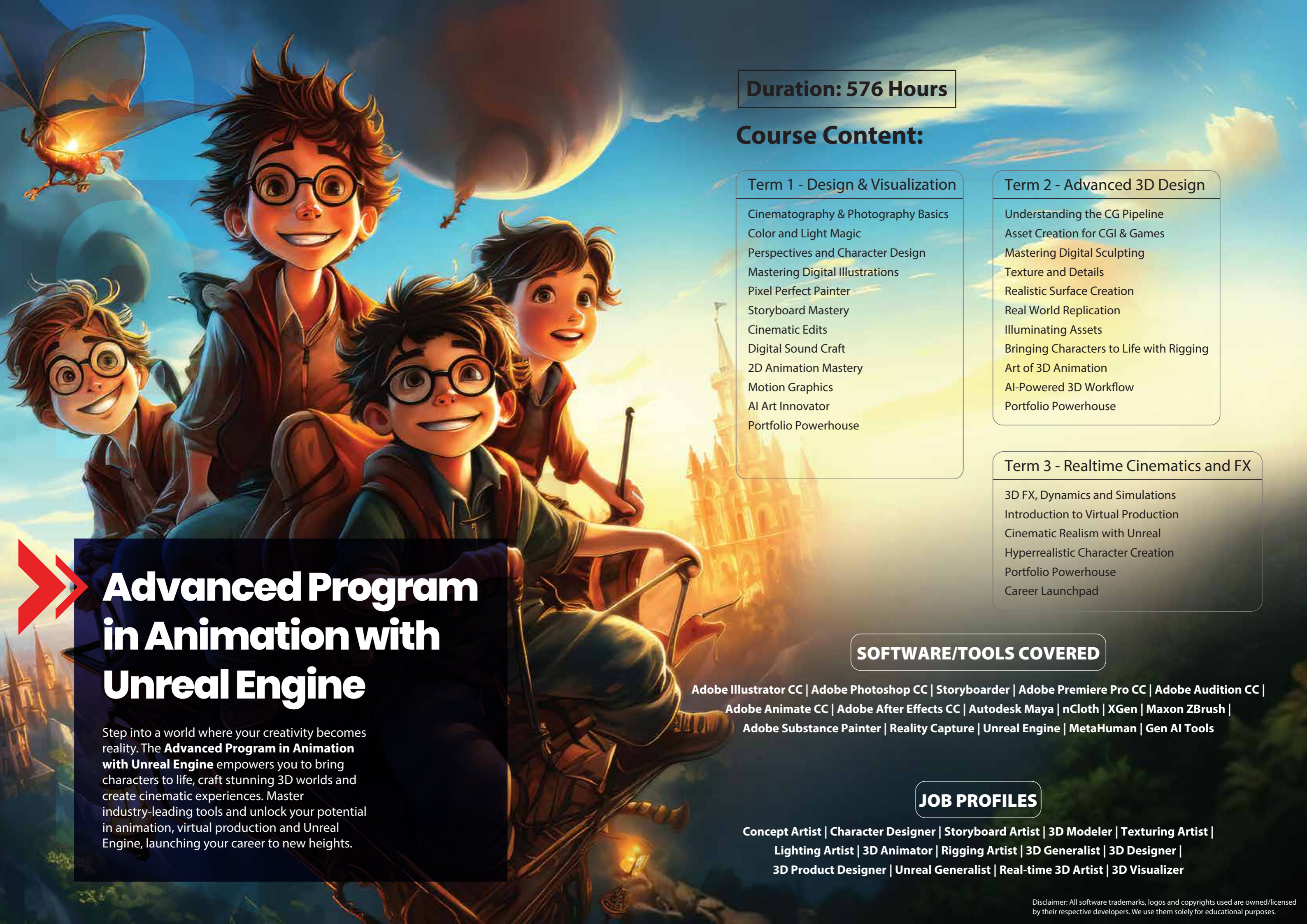
The **Arena Animation International Premier Program** is a flagship training program designed to provide industry-ready skills in animation, visual effects, architectural visualization and broadcast media. This comprehensive program blends creative and technical expertise, allowing students to specialize in various fields that are essential for a career in the ever-evolving digital arts industry. Whether you're looking to create stunning animations, build immersive or craft realistic VFX, the **AAIPP** offers a well-rounded curriculum that prepares you for success in the global digital media industry.

» **Advanced Program
in Animation with
Unreal Engine**

» **Advanced Program
in Visual Effects**

» **Advanced Program
in Architectural
Visualization
and Interior Design**

» **Broadcast Design**



Duration: 576 Hours

Course Content:

Term 1 - Design & Visualization

Cinematography & Photography Basics
Color and Light Magic
Perspectives and Character Design
Mastering Digital Illustrations
Pixel Perfect Painter
Storyboard Mastery
Cinematic Edits
Digital Sound Craft
2D Animation Mastery
Motion Graphics
AI Art Innovator
Portfolio Powerhouse

Term 2 - Advanced 3D Design

Understanding the CG Pipeline
Asset Creation for CGI & Games
Mastering Digital Sculpting
Texture and Details
Realistic Surface Creation
Real World Replication
Illuminating Assets
Bringing Characters to Life with Rigging
Art of 3D Animation
AI-Powered 3D Workflow
Portfolio Powerhouse

Term 3 - Realtime Cinematics and FX

3D FX, Dynamics and Simulations
Introduction to Virtual Production
Cinematic Realism with Unreal
Hyperrealistic Character Creation
Portfolio Powerhouse
Career Launchpad

SOFTWARE/TOOLS COVERED

Adobe Illustrator CC | Adobe Photoshop CC | Storyboarder | Adobe Premiere Pro CC | Adobe Audition CC |
Adobe Animate CC | Adobe After Effects CC | Autodesk Maya | nCloth | XGen | Maxon ZBrush |
Adobe Substance Painter | Reality Capture | Unreal Engine | MetaHuman | Gen AI Tools

JOB PROFILES

Concept Artist | Character Designer | Storyboard Artist | 3D Modeler | Texturing Artist |
Lighting Artist | 3D Animator | Rigging Artist | 3D Generalist | 3D Designer |
3D Product Designer | Unreal Generalist | Real-time 3D Artist | 3D Visualizer

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Advanced Program in Animation with Unreal Engine

Step into a world where your creativity becomes reality. The **Advanced Program in Animation with Unreal Engine** empowers you to bring characters to life, craft stunning 3D worlds and create cinematic experiences. Master industry-leading tools and unlock your potential in animation, virtual production and Unreal Engine, launching your career to new heights.



Advanced Program in Visual Effects

Immerse yourself in the realm of visual magic with the **Advanced Program in Visual Effects**. This program equips you with the skills to bring the most imaginative ideas to life through VFX. Learn to create realistic simulations, compelling compositing and breathtaking effects using tools like Houdini and Nuke. Perfect your craft and get ready to shape the visual landscapes of film and digital media.

Duration: 604 Hours

Course Content:

Term 1 - Design & Visualization

Cinematography & Photography Basics
Color and Light Magic
Perspectives and Character Design
Mastering Digital Illustrations
Pixel Perfect Painter
Storyboard Mastery
Cinematic Edits
Digital Sound Craft
2D Animation Mastery
Motion Graphics
AI Art Innovator
Portfolio Powerhouse

Term 2 - Advanced 3D Design for VFX

Understanding the CG Pipeline
Asset Creation for CGI & Games
Texture and Details
Realistic Surface Creation
Real World Replication
Illuminating Assets
Bringing Characters to Life with Rigging
Art of 3D Animation
AI-Powered 3D Workflow
Portfolio Powerhouse

Term 3 - Advanced FX and Compositing

3D FX, Dynamics and Simulations
Introduction to Virtual Production
Procedural FX with Houdini
Advanced Roto with Silhouette
Art of Camera Tracking
Magic of Compositing with Nuke
Portfolio Powerhouse
Career Launchpad

SOFTWARE/TOOLS COVERED

Adobe Illustrator CC | Adobe Photoshop CC | Storyboarder | Adobe Premiere Pro CC | Adobe Audition CC |
Adobe Animate CC | Adobe After Effects CC | Autodesk Maya | nCloth | XGen | Adobe Substance Painter |
Reality Capture | Houdini | Silhouette | 3D Equalizer | Nuke | Gen AI Tools

JOB PROFILES

Concept Artist | Character Designer | Storyboard Artist | 3D Artist | Lighting Artist | 3D Generalist |
3D Designer | 3D Product Designer | Compositor | Matchmove Artist |
VFX Generalist | FX Artist | Motion Graphics Artist | Matte Painter | Video Editor | Roto Artist

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Advanced Program in Architectural Visualization and Interior Design

Transform spaces with your creativity in the **Advanced Program in Architectural Visualization and Interior Design**. Learn to bring architectural concepts to life using powerful tools like AutoCAD, 3ds Max, Blender and Unreal Engine. From realistic textures to immersive virtual walkthroughs, this program empowers you to visualize interiors and architecture with stunning accuracy, preparing you for a career that shapes the built environment.

Duration: 580 Hours

Course Content:

Term 1 - Design & Visualization

Cinematography & Photography Basics
Color and Light Magic
Perspectives and Character Design
Mastering Digital Illustrations
Pixel Perfect Painter
Storyboard Mastery
Cinematic Edits
Digital Sound Craft
2D Animation Mastery
Motion Graphics
AI Art Innovator
Portfolio Powerhouse

Term 2 - Advanced 3D Visualization

Understanding the CG Pipeline
Introduction to AutoCAD
Shaping World with 3ds Max
Mastering Texturing & Lighting with 3ds Max
Animating in 3ds Max
RenderCraft in 3ds Max
Realistic Surface Creation
Introduction to SketchUp
AI-Powered 3D Workflow
Portfolio Powerhouse

Term 3 - Advanced Immersive Visualization

Introduction to Blender
Modeling Concepts and Techniques
UV Mapping and Texturing
Materials and Shading
Lighting Techniques
Animation in Blender
Rendering and Post Processing
Immersive Media with Unreal Engine
Archviz with Twinmotion
Portfolio Powerhouse
Career Launchpad

SOFTWARE/TOOLS COVERED

Adobe Illustrator CC | Adobe Photoshop CC | Storyboarder | Adobe Premiere Pro CC |
Adobe Audition CC | Adobe Animate CC | Adobe After Effects CC | Autodesk 3ds Max | V-Ray |
Adobe Substance Painter | SketchUp | Blender | Unreal Engine | Twinmotion | Gen AI Tools

JOB PROFILES

Concept Artist | 3D Artist | Lighting Artist | 3D Generalist | 3D Designer | 3D Product Designer |
Archviz Artist | Interior Visualization Artist | Unreal Engine Archviz Specialist | 3D Rendering Artist

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Broadcast Design

Enter the world of high-impact visual storytelling with the **Broadcast Design program**. This course teaches you how to craft captivating broadcast graphics and motion design for television, film and digital media. With tools like Cinema4D and 3ds Max, you'll learn to create dynamic visuals that captivate audiences, preparing you to design the future of broadcast media.

Duration: 408 Hours

Course Content:

Term 1 - Design and Visualization

Cinematography & Photography Basics
Color and Light Magic
Perspectives and Character Design
Mastering Digital Illustrations
Pixel Perfect Painter
Storyboard Mastery
Cinematic Edits
Digital Sound Craft
2D Animation Mastery
Motion Graphics
AI Art Innovator
Portfolio Powerhouse

Term 2 - Advanced 3D Motion Design

Understanding Broadcast Pipeline
Concepts of Broadcast Design
Shaping World with 3ds Max
Mastering Texturing & Lighting with 3ds Max
Animating in 3ds Max
RenderCraft in 3ds Max
Broadcast Design with Cinema4D
Broadcast Media
AI-Powered 3D Workflow
Portfolio Powerhouse
Career Launchpad

SOFTWARE/TOOLS COVERED

Adobe Illustrator CC | Adobe Photoshop CC | Storyboarder | Adobe Premiere Pro CC | Adobe Audition CC |
Adobe Animate CC | Adobe After Effects CC | Autodesk 3ds Max | V-Ray | Cinema 4D | Gen AI Tools

JOB PROFILES

Concept Artist | Storyboard Artist | 3D Artist | Lighting Artist | 3D Generalist | 3D Designer |
Broadcast Designer | Motion Graphics Designer | Video Editor | Motion Design Visualizer



DIGITAL CONTENT CREATION DCC

In today's digital-first world, content is king and the DCC (Digital Content Creation) course family is designed to equip you with the essential skills to craft compelling, visually impactful and interactive content. From graphics and web design to motion graphics, UI/UX design and digital marketing, this comprehensive suite of programs prepares you for the diverse demands of the creative industry. Master cutting-edge tools, AI-driven technologies and industry best practices to stay ahead of trends and create content that engages, informs and inspires.



DCC COURSES

- » Digital Content Creation
- » Next-Gen Graphic Design & Web Development
- » Advanced Program in UI/UX Design
- » Advanced Program in Digital Marketing with Gen AI
- » Next-Gen Visual Design & Motion Graphics



Digital Content Creation Program

Unlock your creative potential with the Digital Content Creation program. This course empowers you to design stunning visuals, create engaging motion graphics and craft seamless user experiences. Learn the fundamentals of design, photography, typography and web development while mastering tools like Adobe Creative Suite, Figma and WordPress. Whether you're creating social media visuals or building interactive websites, this program prepares you to succeed in the dynamic world of digital content.

Duration: 352 Hours

Course Content:

Term 1 - Visual Design and Branding	Term 2 - Motion Graphics & Gen AI Enhanced Creativity	Term 3 - Comprehensive UI/UX Design
Foundation of Visual Design & Communication Color and Light Magic Copyright and Design Ethics Typography Techniques Creative Vector Illustrations Digital Design Digital and Interactive Publishing Designing for Social Engagement Product Visualization & Branding Portfolio Powerhouse	Cinematography and Photography Basics Cinematic Edits Digital Sound Craft 2D Motion Magic Motion Graphics Importance of Color Grading AI Art Innovator Portfolio Powerhouse	Principles of Design in UI/UX Design Thinking Process UX Research Process in UCD UX Informative Architecture UI Design Principles Wireframing and Collaboration Interactive Prototyping with Figma UX Research Fundamentals Gen AI for UI/UX Design Ethical AI Practices Responsive Design Make a Website with WordPress Working with Frameworks Case Study & Capstone Project Portfolio Powerhouse Career Launchpad

Software/Tools Covered

Adobe Illustrator CC | Adobe Photoshop CC | Adobe InDesign CC | Canva | Adobe Dimensions |
Adobe Premiere Pro CC | Adobe Audition CC | Adobe Animate CC | Adobe After Effects CC |
DaVinci | Figma | Draw.io | VS Code | WordPress | XAMPP | Gen AI Tools

Job Profiles

Graphic Designer | Digital Illustrator | UI Artist | Motion Graphics Artist | UX Designer |
Social Media Designer | Video Editor | Front-end Designer | UX Researcher | Web Designer

Duration: 290 Hours

Course Content:

Term 1 - Graphic and Visual Design

- Foundation of Visual Design & Communication
- Color and Light Magic
- Copyright and Design Ethics
- Typography Techniques
- Principles of Design in UI/UX
- Creative Vector Illustrations
- Digital Design
- Digital and Interactive Publishing
- Designing for Social Engagement
- Product Visualization and Branding
- Design Thinking Process
- AI Art Innovator
- Wireframing and Collaboration
- Portfolio Powerhouse

Term 2 - Web Design and Development

- Interactive Prototyping with Figma
- Gen AI for UI/UX Design
- Concepts of Web Design and Development
- Foundations of Modern Web Design
- Responsive Web Development with Bootstrap
- Dynamic Web Interactions
- CMS and Local Web Development with WordPress and XAMPP
- Intro to SEO and Digital Marketing Concepts
- Server-side Scripting with PHP
- Website Project
- Portfolio Powerhouse
- Career Launchpad

Software/Tools Covered

Adobe Illustrator CC | Adobe Photoshop CC | Adobe InDesign CC | Canva |
Adobe Dimensions | Draw.io | Figma | HTML5 | CSS3 | Bootstrap | JavaScript |
WordPress | XAMPP | Google AdWords & Analytics | PHP & MySQL | Gen AI Tools

Job Profiles

Graphic Designer | Digital Illustrator | UI Artist |
Social Media Designer | Front-end Designer | UX Researcher | Web Designer | Web Developer

Next-Gen Graphic Design and Web Development

The Graphics, Web Design and Development program empowers you to create stunning visuals and interactive web experiences. Learn the fundamentals of graphic design, typography and branding, alongside the technical skills needed for modern web development. Master tools like Adobe Creative Suite, Figma and WordPress and dive into responsive design, SEO and server-side scripting. Whether you're designing for social media or building dynamic websites, this program equips you with the skills to thrive in the digital content world.



Advanced Program in UI/UX Design

The Advanced Program in UI/UX Design is designed to equip you with the skills needed to create seamless and user-centered digital experiences. Dive into the principles of design thinking, UI/UX processes and interactive prototyping with Figma. Learn how to craft responsive websites using HTML, CSS and WordPress, while mastering industry-standard tools. This program prepares you to excel as a UI/UX designer, creating intuitive, aesthetically pleasing and functional designs.

Duration: 144 Hours

Course Content:

- Principles of Design in UI/UX
- Digital Design
- Creative Vector Illustrations
- Design Thinking Process
- UX Research Process in UCD
- UX Informative Architecture
- UI Design Principles
- Wireframing and Collaboration
- Interactive Prototyping with Figma
- UX Research Fundamentals
- Gen AI for UI/UX Design
- Ethical AI Practices
- Responsive Design – HTML, CSS
- Make a Website with WordPress
- Working with Frameworks
- Case Study and Capstone Project
- Career Launchpad

Software/Tools Covered

Adobe Illustrator CC | Adobe Photoshop CC | Draw.io | Figma | HTML5 | CSS3 | WordPress | XAMPP | VS Code | Gen AI Tools

Job Profiles

Creative Designer | Digital Illustrator | UI Artist | Social Media Designer | UX Researcher | Interaction Designer | Visual Designer

Duration: 122 Hours

Course Content:

- Foundations of Digital Marketing
- Concepts of Web Design and Development
- Search and Display Marketing
- Social Media Marketing
- Role of AI in Digital Marketing
- Paid Advertising Strategies
- Advanced Analytics
- Affiliate Marketing
- Advanced Marketing Automation
- Data Privacy and Digital Marketing Ethics
- Portfolio Powerhouse
- Career Launchpad

Advanced Program in Digital Marketing with Gen AI

The Advanced Program in Digital Marketing with Gen AI is a comprehensive course designed to equip professionals with cutting-edge skills in digital marketing, artificial intelligence and data-driven strategies. Designed for career growth, it prepares you for roles like AI Marketing Specialist, Paid Media Expert, or Digital Strategist across e-commerce, tech, advertising and marketing agencies. Whether scaling campaigns or launching a freelance business, this program delivers the cutting-edge skills needed to succeed in today's fast-evolving digital landscape.

Software/Tools Covered

Google Ads | Google Analytics | Semrush | SpyFLU / Wordstream | Social Pilot |
UpContent | Curata | Social Media Ads Platforms | Hubspot | Mixpanel |
Sprout Social | Ahrefs | Google Data Studio | Bitly | Canva | Mailerlite | WordPress |
Mailchimp | Zapier | Hootsuite

Job Profiles

Digital Marketing Executing | Social Media Strategist | Marketing Data Analyst |
SEO/SEM Specialist | Digital Marketing Consultant | Paid Media Specialist

Duration: 220 Hours

Course Content:

- Foundation of Visual Design and Communication
- Cinematography and Photography Basics
- Copyright and Design Ethics
- Typography Techniques
- Color and Light Magic
- Creative Vector Illustrations
- Digital Design
- Designing for Social Engagement
- 2D Motion Magic
- Cinematic Edits
- Digital Sound Craft
- Motion Graphics
- Importance of Color Grading
- AI Art Innovator
- Portfolio Powerhouse
- Career Launchpad

Software/Tools Covered

Adobe Illustrator CC | Adobe Photoshop CC | Canva | Adobe Animate CC |
Adobe Premiere Pro CC | Adobe Audition CC | Adobe After Effects | DaVinci | Gen AI Tools

Job Profiles

Graphic Designer | Digital Illustrator | UI Artist | Motion Graphics Artist |
Social Media Designer | Video Editor | Color Grading Artist | Creative Designer

Next-Gen Visual Design & Motion Graphics

The Motion Graphics Design program lets you bring visuals to life through stunning animations and cinematic motion graphics. Learn the core principles of visual design, typography and color theory while mastering industry tools like After Effects, Premiere Pro and DaVinci. From social media videos to cinematic edits, this program prepares you to create eye-catching motion graphics that captivate audiences and elevate your creative career.



GAMING & INTERACTIVE DESIGN

The Gaming and ID courses are designed to equip you with the skills to thrive in the dynamic world of game art, design and immersive development. From mastering the fundamentals of game creation to specializing in advanced techniques for augmented reality (AR) virtual reality (VR) and extended reality (XR), these programs offer a comprehensive learning experience. Gain expertise in industry-standard tools like Unreal Engine, Unity, Maya and ZBrush and prepare for a successful career in the rapidly evolving gaming and immersive media industries.

Gaming & Interactive Design

- » Master Program in Game Art, Design & Development with ARVR-XR
- » Advanced Program in Game Art and Design with Specialization
- » Advanced Program in Game Art, Design and Development
- » Advanced Program In Immersive Design



Master Program in Game Art, Design & Development with ARVR-XR

The Master Program in Game Art, Design and Development with ARVR-XR prepares you to create immersive digital experiences across games, augmented reality (AR), virtual reality (VR) and extended reality (XR). From mastering game art and design to developing real-time game worlds and AR/VR experiences, this comprehensive program equips you with advanced skills in Unreal Engine, Unity and 3D modeling, setting you on a path to becoming an expert in the rapidly evolving world of game and immersive media development.

Duration: 818 Hours

Course Content:

Term 1: Game Design and Art Essentials

Fundamentals of Game Art & Design
Pixel Perfect Painter
Mastering Digital Illustrations
UI/UX Design for Games
Animate for Game Art
AI Art Innovator
Introduction to Game Engine
2D Game Project

Term 2: Advanced Game Art

Understanding Game Production Pipeline
Asset Creation for CGI & Games
Mastering Digital Sculpting
Textures and Details
Realistic Surface Creation
Illuminating Assets
Bringing Characters to Life with Rigging
Art of 3D Animation
Cinematic Realism with Unreal
AI-Powered 3D Workflow
Portfolio Powerhouse

Term 3: Game Art Specialist

Specialization in Game Art
Procedural Texture Creation
Real-time Lookdev
Real World Replication
Portfolio Powerhouse

Term 4: Comprehensive Game Development

Understanding Unreal Engine for Game Development
Design Game Worlds with the Level Editor
Create Game Elements with Actors
Simplify Game Logic with Blueprints
Set up Player Controls and Inputs
Enhance Gameplay with Collision Systems
Design User-Friendly Interfaces
Integrate Audio for Immersive Experiences
Export and Share your Game Demo
Build a Standout 3D Portfolio
Portfolio Powerhouse

Term 5: Immersive Design

Introduction to Augmented Reality
Creating a VR Experience in Unreal
Essentials of Unity
Unity AR Foundation
Creating AR Experience
Portfolio Powerhouse
Career Launchpad

Software/Tools Covered

Adobe Illustrator CC | Adobe Photoshop CC | Figma | Adobe Animate CC | GDevelop.io |
Autodesk Maya | Maxon ZBrush | Adobe Substance Painter | Unreal Engine |
Blender | Adobe Substance Designer | Adobe Substance 3D Stager | Reality Capture | Unity | Spark AR | Gen AI Tools

Job Profiles

Game Designer | Game Producer | Level Designer |
2D Game Artist | UI Artist | 3D Game Artist | Technical Artist | Game Environment Artist |
Cinematic Artist | Unreal Generalist | Real-time 3D Artist | Game Developer | AR/VR Developer

Duration: 574 Hours

Term 1: Game Design and Art Essentials

Fundamentals of Game Art & Design
Pixel Perfect Painter
Mastering Digital Illustrations
UI/UX Design for Games
Animate for Game Art
AI Art Innovator
Introduction to Game Engine
2D Game Project

Term 2: Advanced Game Art

Understanding Game Production Pipeline
Asset Creation for CGI & Games
Mastering Digital Sculpting
Textures and Details
Realistic Surface Creation
Illuminating Assets
Bringing Characters to Life with Rigging
Art of 3D Animation
Cinematic Realism with Unreal
AI-Powered 3D Workflow
Portfolio Powerhouse

Term 3: Game Art Specialist

Specialization in Game Art
Procedural Texture Creation
Real-time Lookdev
Real World Replication
Portfolio Powerhouse

Software/Tools Covered

Adobe Illustrator CC | Adobe Photoshop CC | Figma | Adobe Animate CC | GDevelop.io | Autodesk Maya |
Maxon ZBrush | Adobe Substance Painter | Unreal Engine | Blender | Adobe Substance Designer |
Adobe Substance 3D Stager | Reality Capture | Gen AI Tools

Job Profiles

Game Designer | Game Producer | Level Designer | 2D Game Artist | UI Artist | 3D Game Artist |
Technical Artist | Game Environment Artist | Cinematic Artist | Unreal Generalist | Real-time 3D Artist

Advanced Program in Game Art and Design with Specialization

The Advanced Program in Game Art and Design with Specialization takes you deeper into the world of game design and art, allowing you to hone your skills in 2D and 3D game art creation. Learn everything from digital sculpting and texture creation to rigging and 3D animation, with a focus on game production pipelines and cinematic realism. Master industry-standard tools like Unreal Engine, Maya and ZBrush and specialize in creating game environments, characters and assets for a variety of game genres.



Advanced Program in Game Art, Design and Development

The Advanced Program in Game Art, Design and Development is designed for those looking to master the art and science of game creation. From mastering digital art and UI/UX design to learning game development techniques with Unreal Engine, this program covers the entire game creation process. Build immersive 2D and 3D environments, create engaging gameplay and develop your skills to produce industry-ready game demos, preparing you for a successful career in game art and development.

Duration: 600 Hours

Course Content:

Term 1: Game Design and Art Essentials

Fundamentals of Game Art & Design
Pixel Perfect Painter
Mastering Digital Illustrations
UI/UX Design for Games
Animate for Game Art
AI Art Innovator
Introduction to Game Engine
2D Game Project

Term 2: Advanced Game Art

Understanding Game Production Pipeline
Asset Creation for CGI & Games
Mastering Digital Sculpting
Textures and Details
Realistic Surface Creation
Illuminating Assets
Bringing Characters to Life with Rigging
Art of 3D Animation
Cinematic Realism with Unreal
AI-Powered 3D Workflow
Portfolio Powerhouse

Term 3: Comprehensive Game Development

Understanding Unreal Engine for Game Development
Design Game Worlds with the Level Editor
Create Game Elements with Actors
Simplify Game Logic with Blueprints
Set Up Player Controls and Inputs
Enhance Gameplay with Collision Systems
Design User-Friendly Interfaces
Integrate Audio for Immersive Experiences
Export and Share your Game Demo
Build a Standout 3D Portfolio
Portfolio Powerhouse

Software/Tools Covered

Adobe Illustrator CC | Adobe Photoshop CC | Figma | Adobe Animate CC | GDevelop.io | Autodesk Maya | Maxon ZBrush | Adobe Substance Painter | Unreal Engine | Gen AI Tools

Job Profiles

Game Designer | Game Producer | Level Designer | 2D Game Artist | UI Artist | 3D Game Artist | Technical Artist | Game Environment Artist | Cinematic Artist | Unreal Generalist | Real-time 3D Artist | Game Developer



Advanced Program in Immersive Design

The Advanced Program in Immersive Game Development equips you with the skills to create cutting-edge gaming experiences that integrate augmented reality (AR) and virtual reality (VR). From mastering game design and 3D art creation to developing interactive AR/VR experiences using Unity and Unreal Engine, this program prepares you to develop immersive worlds. Learn the tools and techniques required for next-gen game development and dive into the world of immersive technologies to bring your creative visions to life.

Duration: 548 Hours

Term 1: Game Design and Art Essentials

Fundamentals of Game Art & Design
Pixel Perfect Painter
Mastering Digital Illustrations
UI/UX Design for Games
Animate for Game Art
AI Art Innovator
Introduction to Game Engine
2D Game Project

Term 2: Advanced Game Art

Understanding Game Production Pipeline
Asset Creation for CGI & Games
Mastering Digital Sculpting
Textures and Details
Realistic Surface Creation
Illuminating Assets
Bringing Characters to Life with Rigging
Art of 3D Animation
Cinematic Realism with Unreal
AI-Powered 3D Workflow
Portfolio Powerhouse

Term 3: Immersive Design

Introduction to Augmented Reality
Creating a VR Experience in Unreal
Essentials of Unity
Unity AR Foundation
Creating AR Experience
Portfolio Powerhouse
Career Launchpad

Software/Tools Covered

Adobe Illustrator CC | Adobe Photoshop CC | Figma | Adobe Animate CC | GDevelop.io | Autodesk Maya |
Maxon ZBrush | Adobe Substance Painter | Unreal Engine | Unity | Gen AI Tools

Job Profiles

Game Designer | Game Producer | Level Designer | 2D Game Artist | UI Artist |
3D Game Artist | Technical Artist | Game Environment Artist | Cinematic Artist | Unreal Generalist |
Real-time 3D Artist | Game Developer | AR/VR Developer



The AVGC courses are designed to immerse you in the world of animation, visual effects (VFX) and digital media, offering in-depth training in both the artistic and technical aspects of these fields. From foundational design principles to advanced 3D modeling, compositing and VFX filmmaking, these programs provide the tools and knowledge needed to create world-class digital content. Learn to craft cinematic visuals, realistic animations and cutting-edge effects that power today's entertainment and media industries, setting the stage for a successful career in the creative arts.

- **Advanced Program in Animation and VFX**
- **Advanced Digital Graphics and Animation**
- **Advanced Program in VFX Filmmaking**
- **Advanced Program in VFX Compositing and Editing**



Advanced Program in Animation and VFX

Unlock your potential in the world of visual storytelling with the Advanced Program in Animation and VFX. This course takes you through the entire VFX and animation pipeline, from creating stunning 3D models to designing realistic visual effects. With hands-on training in industry-standard software like Maya, Houdini and Nuke, you'll develop the technical skills and artistic creativity required to produce high-quality animation and VFX for film, TV and digital media. Prepare to showcase your talent through a polished portfolio that highlights your mastery in both animation and VFX.

Duration: 484 Hours

Course Content:

Term 1 - Creative Design and Digital Media

Cinematography and Photography Basics
Color and Light Magic
Perspectives and Character Design
Pixel Perfect Painter
Cinematic Edits
Digital Sound Craft
Motion Graphics

Term 2 - Advanced 3D Design

Understanding CG Pipeline
Asset Creation for CGI & Games
Textures and Details
Realistic Surface Creation
Illuminating Assets
Bringing Character to Life with Rigging
Art of 3D Animation

Term 3 - Advanced FX and Compositing

3D FX, Dynamics and Simulations
Procedural FX with Houdini
Advanced Roto with Silhouette
Art of Camera Tracking
Magic of Compositing with Nuke
Portfolio Powerhouse
Career Launchpad

Software/Tools Covered

Adobe Photoshop CC | Adobe Premiere Pro CC | Adobe Audition CC |
Adobe After Effects CC | Autodesk Maya | nCloth | XGen | Adobe Substance Painter |
Houdini | Silhouette | 3D Equalizer | Nuke

Job Profiles

Concept Artist | Character Designer | 3D Modeler | Texturing Artist | Lighting Artist |
3D Animator | Rigging Artist | 3D Generalist | 3D Designer | Compositor |
Matchmove Artist | VFX Generalist | FX Artist | Motion Graphics Artist |
Matte Painter | Video Editor | Roto Artist



Advanced Digital Graphics and Animation

The Advanced Digital Graphics and Animation program is your gateway to mastering the essentials of both digital graphics and animation. Learn how to design and animate engaging visuals, from creating pixel-perfect digital illustrations to advanced 3D character modeling. Whether you choose Maya or Blender, this course covers everything from the fundamentals of design to the intricacies of 3D animation, ensuring you have the skills to bring your digital creations to life. With expert guidance and industry-leading tools, you'll gain the confidence to take on any creative project.

**Duration: 290 Hours
or 274 Hours**

Course Content:

Term 1 - Creative Design and Digital Media

Cinematography and Photography Basics
Color and Light Magic
Perspectives and Character Design
Pixel Perfect Painter
Cinematic Edits
Digital Sound Craft
Motion Graphics

Term 2A - 3D Design with Maya

Understanding CG Pipeline
Asset Creation for CGI & Games
Textures and Details
Illuminating Assets
Bringing Characters to Life with Rigging
Art of 3D Animation
Portfolio Powerhouse
Career Launchpad

Term 2B - 3D Design with Blender

Understanding CG Pipeline
Introduction to Blender
Modeling Concepts and Techniques
UV Mapping and Texturing
Materials and Shading
Lighting Techniques
Animation in Blender
Rendering and Post Processing
Portfolio Powerhouse
Career Launchpad

Software/Tools Covered

Adobe Photoshop CC | Adobe Premiere Pro CC | Adobe Audition CC |
Adobe After Effects CC | Autodesk Maya* | Blender*

Job Profiles

Concept Artist | Character Designer | 3D Modeler | Texturing Artist | Lighting Artist |
3D Animator | Rigging Artist | 3D Generalist | 3D Designer | 3D Product Designer



Advanced Program in VFX Filmmaking

The Advanced Program in VFX Filmmaking takes you deep into the world of cinematic VFX production. From cinematography and digital design to advanced compositing and 3D animation, this course equips you with the complete skill set needed to bring your film concepts to life. Specialize in advanced techniques like rotoscoping, camera tracking and compositing with Nuke and learn to build a robust VFX pipeline. This program helps you develop a professional portfolio that showcases your ability to create high-impact visuals for film, television and digital media.

Duration: 426 Hours

Course Content:

Term 1 - Creative Design and Digital Media

Cinematography and Photography Basics
Color and Light Magic
Perspectives and Character Design
Pixel Perfect Painter
Storyboard Mastery
Cinematic Edits
Digital Sound Craft
Motion Graphics

Term 2 - Advanced 3D Design

Understanding CG Pipeline
Asset Creation for CGI & Games
Textures and Details
Realistic Surface Creation
Illuminating Assets
Bringing Characters to Life with Rigging
Art of 3D Animation

Term 3 - Advanced Tracking and Compositing

Advanced Roto with Silhouette
Art of Camera Tracking
Magic of Compositing with Nuke
Portfolio Powerhouse
Career Launchpad

Software/Tools Covered

Adobe Photoshop CC | Adobe Premiere Pro CC | Adobe Audition CC |
Adobe After Effects CC | Storyboarder | Autodesk Maya | Substance | Silhouette |
3D Equalizer | Nuke | Adobe Substance Painter

Job Profiles

Concept Artist | Storyboard Artist | 3D Modeler | Texturing Artist | Lighting Artist |
3D Animator | Rigging Artist | 3D Generalist | 3D Designer | Compositor | Motion
Graphics Artist | Matte Painter | Video Editor | Roto Artist | Matchmove Artist |
BG Prep & Paint Artist

Course Content:

- Cinematography and Photography Basics
- Color and Light Magic
- Pixel Perfect Painter
- Cinematic Edits
- Digital Sound Craft
- Motion Graphics
- Magic of Compositing with Nuke
- Advanced Roto with Silhouette
- Importance of Color Grading
- Portfolio Powerhouse
- Career Launchpad

Software/Tools Covered

Adobe Photoshop CC | Adobe Premiere Pro CC | Adobe Audition CC |
Adobe After Effects CC | Silhouette | Nuke | DaVinci

Job Profiles

Digital Designer | Composer | Motion Graphics Artist | Matte Painter |
Video Editor | Roto Artist

Advanced Program in VFX Compositing and Editing

Dive into the art of blending reality and imagination with the Advanced Program in VFX Compositing and Editing. This course focuses on the critical techniques of compositing and editing, teaching you how to integrate digital assets seamlessly into live-action footage. Master tools like Nuke and Silhouette for advanced roto-scoping, camera tracking and color grading, while learning to craft cinematic edits that captivate audiences. You'll also sharpen your skills in motion graphics and sound design, building the expertise to deliver stunning visual content for film and media production.

Duration: 220 Hours

» Short-term Courses (STCs)

Arena Animation offers a dynamic range of **Short-term Skill Training Courses** designed to equip you with cutting-edge skills in digital design, animation, game development and AI-powered creativity. Whether you're looking to master 3D modeling in **Blender** and **Maya**, develop interactive experiences in **Unreal Engine** or explore the world of **Generative AI**, these programs provide hands-on training in industry-standard tools and techniques. From **2D animation** to architectural visualization, each course leverages Arena Animation's expertise to empower you to create innovative, professional-level content, setting you up for a successful career in today's fast-paced digital world.

- » Master in Gen AI
- » Master in Blender
- » Master in Unreal Engine
- » Master in Maya
- » Digital Architecture and Interior Design
- » Master in 2D Animation
- » Master in 3ds Max
- » And many more



Master in Gen AI

The **Master in Gen AI** program explores the innovative world of Generative AI, equipping you with the skills to leverage AI tools for creative writing, visual storytelling, marketing and more. Learn how to use advanced AI platforms for content generation, video creation and design prototyping while also understanding the ethical considerations involved. This program prepares you to drive creative innovation and enhance digital experiences using AI-powered solutions.

Duration: 38 Hours

Course Content:

Gen AI Foundations & Prompt Engineering Techniques
Creative Writing & Idea Generation using Gen AI
Visual Storytelling with Gen AI
Marketing Innovation with Gen AI
Dynamic Design & Prototyping with Gen AI
Video Content Creation with Gen AI
Audio Innovation with Gen AI
3D Model Creation
Responsible Usage & Ethical Considerations in AI Project

Software/Tools Covered

ChatGPT Plus | Deep Seek | Leonardo AI | Midjourney | Canva AI | Adobe Express AI |
Sora | Runway ML | Eleven Labs | Suno AI | Meshy AI

Job Profiles

AI-Powered Graphic Designer | AI-Based UI/UX Designer | AI-Driven Game Designer |
AI Art Director | AI Creative Consultant | AI Video Editor | AI Motion Graphics Artist



Master in Blender

The **Master in Blender** program dives deep into the art of 3D modeling, animation and rendering using Blender, a powerful open-source software. Learn the essentials of 3D design, from modeling and texturing to animation and rendering. This course equips you with the skills needed to create detailed 3D models and stunning animations, preparing you for a career in 3D art, animation and game design.

Duration: 132 Hours

Course Content:

Introduction to Blender
Modeling Concepts and Techniques
UV Mapping and Texturing
Materials and Shading
Lighting Techniques
Animation in Blender
Rendering and Post Processing

Software/Tools Covered

Blender

Job Profiles

3D Artist | 3D Designer | 3D Game Artist | 3D Generalist | Product Designer |
3D Modeling Artist | 3D Texturing Artist



Master in Unreal Engine

The **Master in Unreal Engine** program provides you with the essential skills to develop immersive and interactive 3D worlds. Learn how to design game environments, create engaging game elements and develop gameplay using Blueprints and Unreal Engine. This course will help you build professional game demos, create realistic visuals and prepare you to work on cutting-edge projects in the gaming and interactive media industries.

Duration: 144 Hours

Course Content:

- Understanding Unreal Engine for Game Development
- Design Game Worlds with the Level Editor
- Create Game Elements with Actors
- Simplify Game Logic with Blueprints
- Set Up Player Controls and Inputs
- Enhance Gameplay with Collision Systems
- Design User-friendly Interfaces
- Integrate Audio for Immersive Experiences
- Export and Share your Game Demo
- Build a Standout 3D Portfolio

Software/Tools Covered

Unreal Engine

Job Profiles

Game Designer | Game Producer | Level Designer | Game Developer |
Real-time 3D Artist



Master in Maya

The **Master in Maya** program offers comprehensive training in 3D modeling, animation and effects creation using Autodesk Maya. From understanding the CG pipeline and asset creation to mastering texturing, rigging and 3D animation, this program equips you with the essential skills for producing high-quality 3D art for film, games and animation. Build a solid foundation in 3D modeling and animation, preparing you for a career in the creative industries.

Duration: 188 Hours

Course Content:

Understanding CG Pipeline
Asset Creation for CGI and Games
Textures and Details
Illuminating Assets
Bringing Characters to Life with Rigging
Art of 3D Animation
3D FX, Dynamics and Simulations

Software/Tools Covered

Autodesk Maya

Job Profiles

**3D Artist | 3D Designer | 3D Game Artist | 3D Generalist | Product Designer |
3D Modeling Artist | 3D Texturing Artist | 3D Animator**



Digital Architecture and Interior Design

The Digital Architecture and Interior Design program combines creativity with technical expertise, allowing you to visualize architectural designs and interior spaces using tools like AutoCAD, 3ds Max and Twinmotion. Learn essential 3D modeling, texturing and lighting techniques, and gain experience in creating realistic architectural visualizations and interior designs, preparing you for a career in architectural visualization and design.

Duration: 158 Hours

Course Content:

- Digital Design
- Understanding CG Pipeline
- Introduction to AutoCAD
- Shaping World with 3ds Max
- Mastering Texturing & Lighting with 3ds Max
- Animating in 3ds Max
- Rendercraft in 3ds Max
- Archviz with Twinmotion
- Portfolio Powerhouse

Software/Tools Covered

Adobe Photoshop CC | Autodesk 3ds Max | V-Ray | Twinmotion

Job Profiles

Digital Designer | 3D Visualizer | 3D Generalist | 3D Designer |
3D Product Designer | Archviz Artist | Interior Visualization Artist

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Course Content:

History of Animation & Fundamentals
Concept & Principles of 2D Animation
Cinematography & Photography Basics
Perspectives & Character Design
Storyboard Mastery
Foundation of Visual Design & Communication
Colour and Light Magic
Digital Design
Advanced 2D Animation
Cinematic Edits
Digital Sound Craft
Portfolio Powerhouse

Software/Tools Covered

Storyboarder | Adobe Photoshop CC | Adobe Animate CC |
Adobe Premiere Pro CC | Adobe Audition CC

Job Profiles

Concept Artist | Storyboard Artist | Character Designer |
Digital Designer | 2D Animator

Master in 2D Animation

The **Master in 2D Animation** program focuses on the traditional art of 2D animation, helping you develop the creative and technical skills necessary to bring characters and stories to life. Learn the principles of 2D animation, character design, storyboarding and cinematic editing while mastering industry-standard tools like Adobe Animate and Photoshop. This program prepares you to create professional-quality 2D animations for various media platforms.

Duration: 180 Hours



Master in 3ds Max

The **Master in 3ds Max** program offers in-depth training in 3D modeling, texturing and animation using Autodesk 3ds Max. Learn how to create realistic 3D models, texture assets and bring your creations to life with advanced lighting, rendering and animation techniques. This course is ideal for those looking to work in architectural visualization, product design or 3D animation, giving you the skills to succeed in the world of digital 3D design.

Duration: 96 Hours

Course Content:

- Understanding CG Pipeline
- Shaping World with 3ds Max
- Mastering Texturing & Lighting with 3ds Max
- Animating in 3ds Max
- Rendercraft in 3ds Max

Software/Tools Covered

Autodesk 3ds Max | V-Ray

Job Profiles

3D Visualizer | 3D Generalist | 3D Designer | 3D Product Designer |
Archviz Artist | Interior Visualization Artist

All-round Learning



The first-ever National Student Meet exclusively crafted for Arena Students was held in Goa, in 2019. National Student Meet (NSM) is an event exclusively crafted for Arena students where they can explore a mix of learning and fun-filled, engagement-driven sessions throughout their stay in an exotic location, in a resort. The event offers an opportunity for the students to be part of the fun and learning with seminars, hands-on workshops and interactive sessions with industry experts from top studios, along with a range of frolic engagement activities.

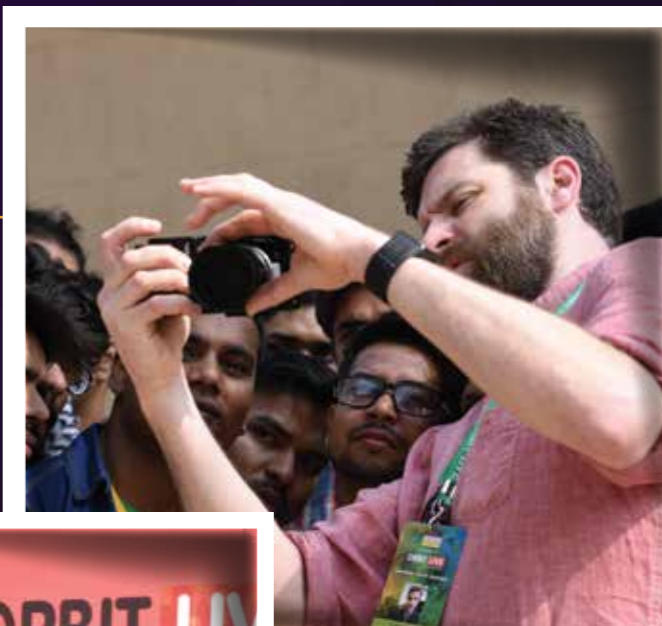
ORBIT LIVE BE THE STAR

Arena Animation students get an invaluable opportunity to interact with the global masters of Media and Entertainment through Orbit Live - our internationally acclaimed festival.

The 3-day festival comprises a power-packed schedule to maximise your learnings and skills through:

- ◆ Seminars
- ◆ Workshops
- ◆ Masterclasses
- ◆ Short Film Appreciation
- ◆ Star Lounge

After a hard day's work spent in the company of these stalwarts and peers from all over India, students let their hair down at the fun carnivals. The Media and Entertainment industry also converges at the venue on Day 3 to discuss upcoming trends and opportunities. The festival culminates in an Awards and Industry Honours Night where the best of Arena students share the stage and get an acknowledgement from leading lights in the Media and Entertainment industry.



Creative Minds

It is an exclusive forum for students of Arena Animation all over India. It gives them an opportunity to compete with peers, test their knowledge, apply their skills, be mentored by and gain insights from a jury of industry experts.



PERSPECTIVES

A live platform where Media and Entertainment industry stalwarts from India and the world share insights and personal experiences about working and collaborating on some of the best creative work done worldwide. Students gain first-hand knowledge and exposure to the industry.



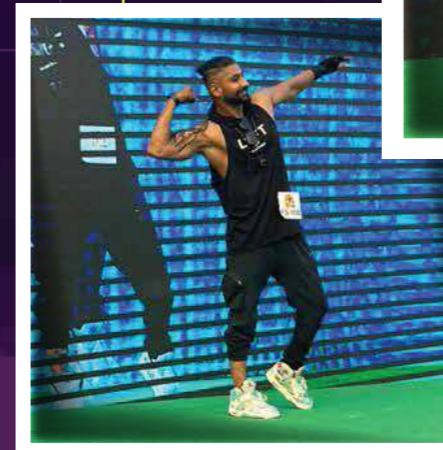
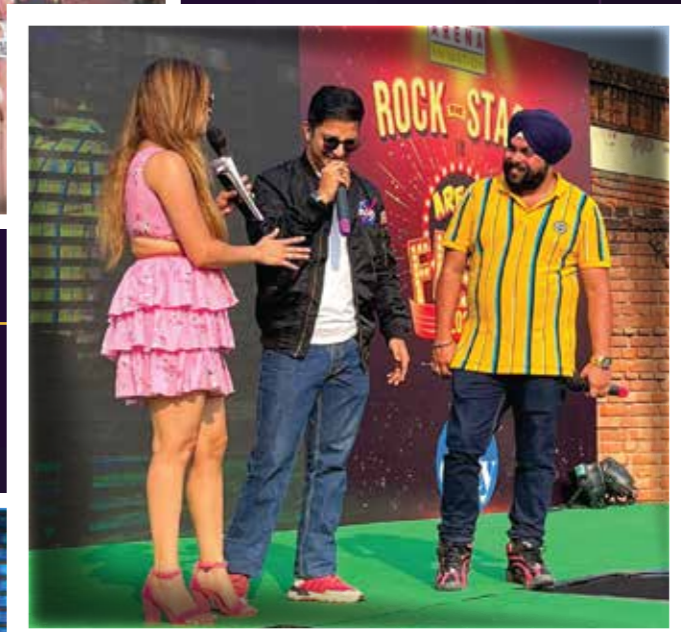


Kalakari is a tribute to India's rich cultural heritage as it celebrates its traditional art and craft through performances and more. Being a creative festival, it never fails to offer students a magnificent experience by enabling them to:

- ◆ Showcase their creativity
- ◆ Compete and interact with peers
- ◆ Gain industry exposure
- ◆ Get inspired and revel in the spirit of youth



A celebration of creativity beyond books. Arena Fest boasts of energy packed competitive platforms like fashion show, singing, dancing act to promote students' multifaceted creativity strength. With over 6,000 students attending the event – Arena Fest is a marquee event of Arena Animation.



Industry Testimonial

Ashish Kulkarni

Founder, Punnnaryug Artvision Pvt. Ltd.

Congratulations to the students of Arena Animation as you have come into the business of creativity, design and storytelling. As an Arena student, you must concentrate on learning the process of storytelling, foundation of filmmaking and gaming. Ensure that you always tell the best stories to the world through AVGC - XR. Have your basics concepts right, from ideation to script to screen. Understanding of emotional intelligence & your audience likings is critical. At the same time, be a team player and be an ace communicator. A budding creative professional must make sure you are carving a niche for yourselves and the stories you create are remembered for eternity.

All the best and happy storytelling.



Veerendra Patil

Director / Founder, Zebu Animation Studios

Arena Animation, the Market Leader, has been associated with Zebu Animation for years. Arena Courses are as per the Industry Expectation, in terms of Quality Training, Activities, Workshops and Placements.



Mohit Soni

CEO, MES C

India's AVGC sector is on the brink of rapid expansion, offering immense potential for employment and innovation. With immersive technologies, the industry is transforming experiences, making them more interactive and life-like. For years, the AVGC sector and Arena Animation have forged a transformative alliance grounded in industry-focused education and cutting-edge talent development. As the CEO of the Media and Entertainment Skills Council, I have witnessed firsthand how this rigorous, industry-aligned training not only prepares students for the evolving demands of the AVGC sector but also positions them as the creative force shaping its future. By actively supporting and promoting emerging talent from Arena Animation, we are ensuring that India continues to emerge as a global leader in Media and Entertainment innovation.



Niloy Kanti

CEO, Wackytoon Studio Pvt. Ltd.

Arena Animation provides state-of-the-art training in pre-production, concept and character design, storyboarding and various other skills both in 2D and 3D animation, VFX Live Action Movies. Their guidance has launched the careers of innumerable students to produce some of the finest animation seen today. Their students are involved in domestic as well as international projects, working with various OTT platforms, television channels such as Sony YAY, Cartoon Network, Pogo, Disney, Nickelodeon, Discovery Kids, Netflix, Amazon, Disney Hotstar, YouTube channel, movie cinema halls and many more audio visual platforms. Even our company, Wackytoon Studio Pvt. Ltd. boasts of a good population of animators trained by Arena Animation. With their help, these young artists have found their rightful place in the world of animation.

My best wishes to Arena Animation students, faculties and Management team.



Saharsh Shah

Vice President HR, 88 Pictures

At 88 Pictures, we have had the pleasure of collaborating with Arena Animation for several years, and our hiring experience with their students has consistently exceeded our expectations. As a leading animation studio with locations in Mumbai, Bengaluru and Toronto, we seek talented individuals who not only possess strong technical skills but also demonstrate creativity, teamwork and a passion for the industry. The graduates from Arena Animation have proven to be exceptional candidates. Their comprehensive training in VFX and animation equips them with the necessary expertise to excel in our fast-paced environment. We have found that Arena's curriculum effectively combines theoretical knowledge with practical applications, allowing students to develop a robust portfolio that stands out in the competitive landscape of animation. Moreover, the professionalism and work ethic displayed by Arena Animation graduates have made the recruitment process seamless and enjoyable. We appreciate their preparedness for real-world challenges and their eagerness to contribute to our projects. The synergy between 88 Pictures and Arena Animation continues to grow, and we are proud to welcome their talented graduates into our team. I highly recommend Arena Animation to any organization seeking skilled professionals in the animation and VFX industry. Their commitment to excellence is evident in the quality of their graduates, and we look forward to many more successful collaborations in the future.



Yogesh Chhag

Vice President, NY VFXWAALA, a division of Ajay Devgn Films

Arena Animation, the market leader for over a decade, has always had our support at NY VFXWAALA. Their courses meet industry standards in terms of quality, training, activities, workshops and sessions. We have consistently supported them in placements, internships and more. We look forward to welcoming talented interns from Arena Animation in the future.



Dr. Rajeev Rastogi

Founder, White Apple

ARENA, being one of the most reputed training academy for VFX, Animation and Gaming, upholds a very high standard of excellence. I'm very fortunate to be associated with Arena Animation since last few years. It feels very good to have their students being placed in our company and we are very happy to assist and train each of them.



Meher Prasad J

Lead HR, Green Gold Animation Pvt. Ltd.

We appreciate the quality of talent ARENA institution produces to intern with us. Pass outs from ARENA have been a valuable addition to our team over the decade, bringing creative sense, great passion and a professional approach to their roles. As much as we understand that it is not easy to produce industry-ready freshers to work directly on live projects, we recognize the effort your faculty and curriculum put into preparing students for the industry, and we look forward to continuing our collaboration in the future.



Pradeep Kumar

Art Director, Lakshya Digital

Arena Animation provides dynamic opportunities to get into creative industry with trainings in Animation, Graphics, VFX and Game development industry.



Syed Nadim Akhtar

Co-Founder, Digitoonz

Arena Animation is a big educational institute in India. It shapes the future of thousands of children every year. It is one of the selected animation institutes in India.



John Varghese

VFX Director, Hybrid 360

Hybrid Art Tech Private Limited has endorsed Arena Multimedia Institution, recognizing its status as a leading provider of animation, visual effects, gaming, web and graphic design courses. This endorsement highlights Arena's commitment to delivering industry-relevant, career-oriented education in the creative technology sector.



Vinod Kumar P

VFX Supervisor, Firefly Creative Studio

Firefly doors are always open to welcome talented and skilled students.



Rajat Ojha

CEO, Gamitronics

For the past 10 years, Gamitronics and Arena have shared a strong association built on a foundation of industry-driven education and talent development. Arena has consistently provided students with the best of education, equipping them with the skills and passion needed for the game industry. Recognizing this, Gamitronics has actively hired talented individuals from Arena. This partnership continues to bridge the gap between academia and industry, fostering the next generation of game developers.



Vichar BN

Art Director & Digital Sculptor

Arena Animation gives your creativity wings, empowering students to master the art of animation and digital art.



Dr. Bhavesh Suthar

CEO, Aswaforce

The students of Arena Animation and Aptech Limited emerge as highly skilled professionals, equipped with a perfect blend of creativity, technical expertise and industry-ready proficiency. Their knowledge of industry-standard tools like Autodesk Maya, 3ds Max and Substance Painter, combined with their creative vision sets them apart in the competitive world of 3D artistry.

The passion and dedication instilled in them by their mentors are evident in their exceptional work, making them well-prepared for real-world challenges in animation, gaming and VFX. Arena Animation and Aptech Limited have truly created a benchmark in nurturing world-class 3D talent!



Nagavishni VK

HR, Phantom FX Studios

Phantom FX has a great partnership with Arena Animation, when it comes to hiring fresh talent. Over my six years here, I've witnessed firsthand how their students light up our teams with innovation and enthusiasm. What sets Arena Animation apart isn't just the pool of skilled candidates; it's the relentless dedication of their placement team. They work tirelessly to match bright minds with great opportunities, ensuring that every new hire not only possesses talent but also fits seamlessly into our culture. We've welcomed many graduates from these institutes, and they've consistently impressed us with their performance and positive attitudes. It's a breath of fresh air to see such passion and eagerness to learn. Each new addition feels like a spark that ignites creativity within our projects. In short, Arena Animations are not just institutes; they're the launchpads for the next generation of leaders and innovators at Phantom FX. We're excited to continue this partnership and watch their students shine!



Umang Shah

HR, Cimpres India

The kind of candidates we onboard from Arena West are especially high quality and have excelled in interviews. Thank you for your continued partnership and excellent service. We look forward to onboarding more students for future recruitment needs.



Riya Pascal

Sr. Manager - HR, Cylindr Studios

Our experience working with Aptech / Arena has been fruitful. Team was really quick to partner with us and help with our requirement. They have the expertise required to cater to such needs in this industry.



Students' Hall of Fame



It's a win-win situation

Arena Animation students are the real champions and their names will always be etched in the Arena Hall of Fame, where their accomplishments will inspire a whole new generation of students in the years to come.

Hall of Fame

Here's a list of our students who have made their mark in the Media and Entertainment industry by working in Hollywood and Bollywood movies as VFX Artist, Final QC Artist, Lighting Artist, Animator, Asst. Creative Head, etc.

- ★ **Omkar Prabhu** | Bhediya
- ★ **Sandeep Kumar Hadapad** | Top Gun: Maverick
- ★ **Paras Shah** | Ponniyin Selvan: I
- ★ **Mayank Shrivastav** | Thor: Love & Thunder
- ★ **Kartik Shinde, Nilesh Baraskar** | Tu Jhoothi Main Makkaar
- ★ **Darshan Thorat, Vishal Kadam, Rajesh Manda, Vikram Javaji, Prashath Panchshill** | RRR
- ★ **Shadab Ali** | Pacific Rim Uprising • Mission: Impossible – Fallout • Venom • Fantastic Beasts: The Crimes of Grindelwald & 2.0
- ★ **Avi Arora** | Black Panther
- ★ **Iqbal Khatat** | Avengers: Infinity War
- ★ **Vinay Tiwari** | MI:6 • Aquaman • Jungle Book • Zero
- ★ **Ruchi Chaturvedi** | MI:6 • Aquaman • Jungle Book • Zero
- ★ **Amit Prajapati** | Motu Patlu
- ★ **Ayush Chariniya** | MTV Roadies 2
- ★ **Bhakti Rajgor** | 2.0 • Gold • Kesari
- ★ **Usman C** | Kokosnuss – Germany
- ★ **Latika Devrukhkar** | MTV Roadies 2
- ★ **Mayank Tyagi** | Yeh Rishta Kya Kehlata Hai • Yeh Un Dinon Ki Baat Hai • Porus
 - Crime Patrol • Savdhaan India • Shaktipeeth Ke Bhairav • ATSS Cabs
 - Reform Shoes • Columbus Shoes

and many more from the Arena Animation Hall of Fame...



Students Testimonial

“Arena Animation is the best animation institute, as it helps students secure good jobs in production houses all over India. It has also helped me get a good job and paved the way for a great career.”

I really appreciate how approachable and supportive the placement team was

I’m thankful for the constant guidance and encouragement

Arena Animation felt like a second home

“Joining Arena Animation helped me in having a great start to my career as a design lead, and I would suggest students to join Arena to fulfil their career dreams.”

The training sessions really helped

My time at Arena was more than just learning software

The placement process was smooth and well-organized

Grateful to the ARENA placement team and mentors

The support and guidance I received at Arena Animation played a huge role

I’m truly thankful to the Arena Animation team for being there every step of the way

“It was a wonderful experience associating with Arena as I could become a trained professional and secure a great job. Thank you Arena Animation!”

Arena Animation helped me turn my passion into a profession

My journey at Arena was full of learning

“Arena Animation is the best place to start your career in the digital industry. The insights and training enhance your creativity and prepare you to face the professional world with confidence.”

The Regional Placement process was smooth and well-organized



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