



VFX PRIME

AVGC INDUSTRY

India's media and entertainment industry is all set to grow at 10-12 per cent CAGR to become a 55 to 70 billion dollar industry by 2030, and its next phase of growth will be led by OTT, Gaming, VFX and Animation

- ▶ 20,273 Crores Indian Animation & VFX industry by 2024*
- ▶ OTT platforms, too, continued to invest in Indian animated IP
- ▶ Indian comics got their due with many comic rights deals taking place during 2021
- ▶ Increased demand spurred investments into India
- ▶ Converging production pipelines opened new avenues

NEW TRENDS IN VFX INDUSTRY



- 1. Enhance your imagination with special effects:** It's where live action footage is mixed with computer generated elements, characters or effects seamlessly.
- 2. Increased use of virtual production:** The use of virtual reality (VR) and other technologies to create and capture material in a virtual environment rather than on a physical set is referred to as virtual production. This provides more flexibility and cost savings since modifications and tweaks may be done in the virtual world before committing to film. We should anticipate seeing more virtual production in the entertainment sector in the next years, particularly for animation and VFX-heavy films
- 3. Artificial intelligence (AI) and machine learning technologies** are increasingly being employed in the animation and visual effects (VFX) sectors. These technologies may be used to automate operations like character animation and face expressions, as well as to produce new material. More companies and artists will use AI and machine learning to generate more realistic and complicated animation and VFX projects in 2023.
- 4. Real-time rendering** refers to the capacity to produce and show 3D visuals in real-time, as opposed to traditional rendering approaches, which need substantial pre-processing time. Real-time rendering enables more participatory and immersive experiences and is already being utilised in a number of applications such as video games, virtual reality, and live events. We should anticipate seeing greater usage of real-time rendering in animation and VFX for cinema and television in the next years, since it allows for more efficient and flexible processes. More studios and artists will be adopting real-time rendering techniques to create more realistic and interactive experiences in 2023.

ABOUT COURSE



VFX Prime is a comprehensive course that covers Visual effects for advertising and television productions, and makes you a job-ready VFX professional. It gives a thorough grounding in the basic design fundamentals, CG Asset creation - both 2D & 3D (computer-generated), FX, dynamics & simulation, VFX techniques such as rotoscoping, roto-paint, keying, camera tracking & compositing.

WHY ARENA ANIMATION?



**Job
Oriented
Program**



**Latest
Tools
and
Software**



**Hands-on
Training**



**Industry
Relevant
Curriculum**



Projects



**Certified
Faculty**



**Advanced
Learning**



**Employment
Driven
Education
(EDE)**



**Online
Varsity
Exclusive E-
Learning
Platform**



**Creosouls:
Online
Platform to
Showcase
Portfolio**



**Placement
Assistance**



**Loan
Facility
Available**

COURSE STRUCTURE

VFX Prime-2023					
Design & Visualisation	Preferred Training Tools	Theory hours	Lab hours	Total hours	Home Work
Concepts of Graphics and Illustrations	-	10	0	10	6
Typography Design	-	6	0	6	6
Digital Art	Adobe Illustrator CC	10	8	18	4
Concepts of Cinematography & Photography	-	4	0	4	2
Concepts of 2D Digital Animation	-	10	0	10	
Art of Storytelling & Script Writing	-	4	0	4	12
Anatomy Study	-	8	0	8	6
Character Design	-	4	0	4	8
Magic with Images	Adobe Photoshop CC	14	14	28	12
Digital Sound Track	Adobe Audition CC	8	4	12	4
Editing Digital Video	Adobe Premier Pro CC	18	10	28	4
Storyboarding and Animatics	Adobe Premier Pro CC	10	10	20	4
Digital Art and Animation	Adobe Animate CC	12	12	24	10
Design Portfolio	Project	2	0	2	
	Total	120	58	178	78

Practical Hours to be communicated as suggested additional practice sessions

COURSE STRUCTURE

Advanced 3D Animation	Tools	Theory hours	Lab hours	Total hrs	Home Work
3D Basics - Modeling to Animation	-	8	0	8	
Modeling 3D Objects with Maya	Autodesk MAYA	14	14	28	
Character Sculpting with Zbrush	Pixologic ZBrush	12	8	20	4
Texturing 3D Objects with Maya	Autodesk MAYA	14	14	28	
Lighting and Rendering 3D Objects with Maya	Autodesk MAYA	16	16	32	
Rigging 3D Objects with MAYA	Autodesk MAYA	12	12	24	
Character Animation with Maya	Autodesk MAYA	14	14	28	
Paint Fx and Dynamics using Maya	Autodesk MAYA	20	20	40	
Matchmoving and Camera Tracking	3D Equalizer	8	8	16	
Crowd Simulation	Golaem Crowd	8	8	16	2
Creating Motion Graphics	Adobe After Effects CC	12	12	24	8
3D Animation Portfolio	Project	2	0	2	
	Total	140	126	266	14

Practical Hours to be communicated as suggested additional practice sessions

COURSE STRUCTURE

Visual Effects	Tools	Theory hrs	Lab hrs	Total hrs	Home Work
VFX Film making	-	6	0	6	
Pre-visualization	Autodesk MAYA	4	4	8	4
Introduction to Nuke	Nuke Foundry	4	4	8	4
Rotoscopy using Silhouette	Silhouette	6	6	12	2
Wire removal	Nuke Foundry	4	4	8	4
Colour Correction	Nuke Foundry	8	8	16	2
Green/ Blue screen	Nuke Foundry	8	8	16	2
Matchmoving and Camera tracking	Nuke Foundry	10	10	20	4
Matte Painting	Nuke Foundry	10	10	20	4
Specialisation & Digital Portfolio Development (Choose 1 elective)	Project	2	0	2	
Total		62	54	116	26

Practical Hours to be communicated as suggested additional practice sessions

VFX PRIME SUMMARY

VFX Prime Summary		
Term	Hours	Months
Term 1	178	7
Term 2	266	11
Term 3	116	5
Grand Total	560	23

PROGRAM DETAILS



VFX PRIME

Abbreviations :

Below are the indications to interpret course structures with respective Mandatory /non-mandatory points

Theory Hours :

- Theory Hours are Mandatory to be delivered as per the program and will be tracked in Aptrack

LAB Hours :

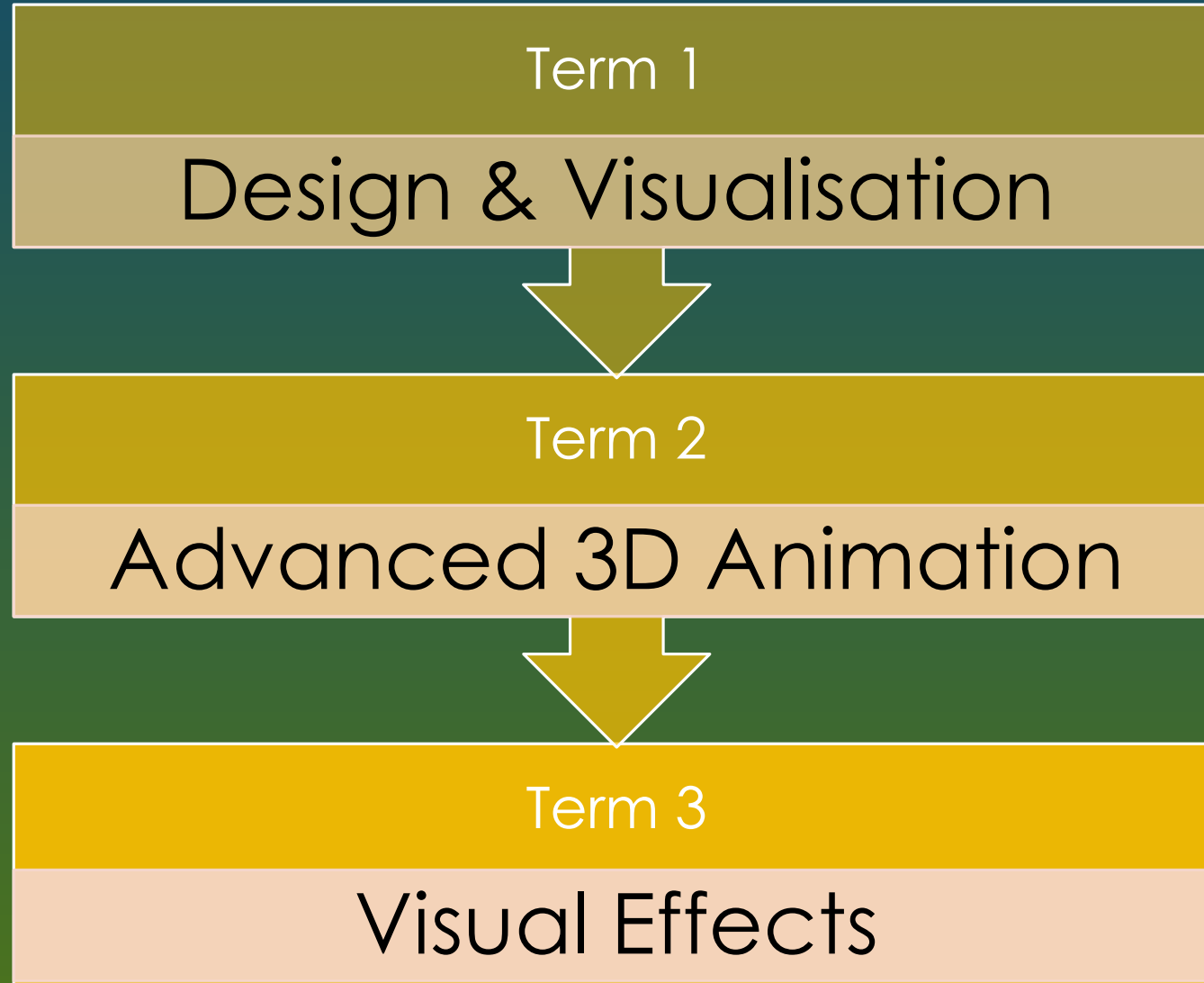
- LAB Hours are Mandatory to be delivered as per the program and will be tracked in Aptrack

Practical Hours :

- Practical Hours are NOT mandatory for program delivery and will not be considered under Aptrack for tracking and program duration
- Practical Hours to be communicated as suggested additional practice sessions to strengthen students learning
- These Hours can be practiced by the student either at the centre by prior booking the LAB or another appropriate venue as convenient to the student

Note: Course monitoring will be limited to Theory hours and Lab hours sessions only

EXIT DETAILS



DELIVERY DETAILS

Delivery Pattern :

Normal Track - 2 Hrs a Day x 3 Days a week

Certificate Type :

Certificate of Accomplishment (COA)

JOB PROFILES

- Graphic Designer
- Illustrator
- Storyboard Artist
- Video Editor

- 3D Modeler
- Lighting Artist
- Texturing Artist
- 3D Animator
- Rendering Artist
- Compositor

- VFX Artist
- 3D Animator
- Rigging Artist
- Texturing Artist
- Lighting Artist
- Rendering Artist

PLACEMENT COMPANIES



- ❖ AMAZON
- ❖ TECHNICOLOR
- ❖ MPC
- ❖ DOUBLE NEGATIVE
- ❖ PRIME FOCUS
- ❖ MAYA DIGITAL STUDIOS
- ❖ MAKUTA VISUAL EFFECTS
- ❖ BYJU'S
- ❖ XENTRIX STUDIOS
- ❖ RED CHILLIES
- ❖ GREEN GOLD ANIMATION
- ❖ DQ ENTERTAINMENT
- ❖ PRANA STUDIOS
- ❖ TRACE VFX
- ❖ L&T
- ❖ PRISMART PRODUCTIONS
- ❖ RESONANCE DIGITAL
- ❖ SUPERDNA
- ❖ EXIGENT 3D
- ❖ INNOVATIVE ANIMATION
- ❖ ROCKSTAR
- ❖ ADNET GLOBAL
- ❖ HERE TECHNOLOGIES
- ❖ FIREFLY CREATIVE STUDIO
- ❖ CIMPRESS VISTA PRINT
- ❖ GEOSHOTT TECHNOLOGIES
- ❖ SPARROW INTERACTIVE
- ❖ LAKSHYA DIGITAL
- ❖ ASSEMBLAGE ENTERTAINMENT
- ❖ 88 PICTURES
- ❖ BIOREV STUDIOS
- ❖ TRANSPIXEL STUDIOS
- ❖ GOLDEN ROBOTS

TG AND SELLING POINTS

Target Group

10+2 (Any stream), - Fine Arts, Commerce, Science or Arts students

Under Graduates students (Any stream) - Fine Arts, Commerce, Science or Arts students

Students with a creative bent of mind and have Passion for design and animation



Selling Points :
New Students and Referrals from existing students

PROFILING OF WALK-INS



EDUCATION	AFFORDABILITY	INTEREST	AWARENESS
10+2	Career	Design	Not Aware
In College	Professional	Motion Graphics	Half Aware
Graduate	STCs	Animation	Fully Aware
Working Professional	Career Premium	Visual Effects	
		Gaming	

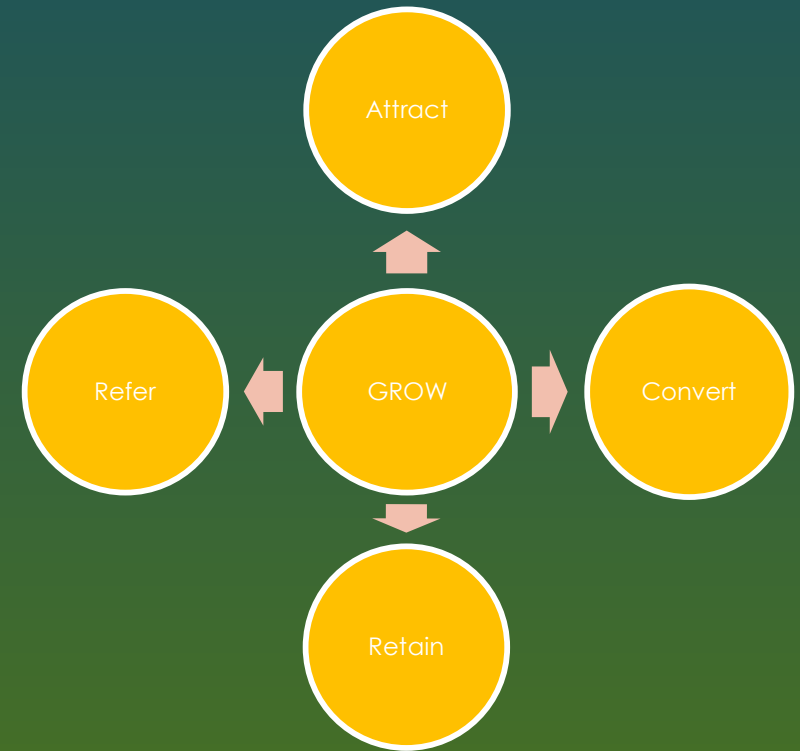
CUSTOMER ENGAGEMENT

Customer Experience means different things to different people, it is generally about the sum of all interaction a customer has with a brand. That's a significant difference from:

- Customer Service, which generally focuses on a single transaction .
- Engaging customers and strengthen their loyalty to a brand.

The aim of Customer Engagement is to have long-term engagement, encouraging customer loyalty and advocacy through word-of mouth, Below are few triggers to attract or engage audience (intenders/ existing students) on many occasions:

- Centre
- Social
- Technical/Creative
- Personal



Creosouls



**Assignment
Management**



**Dynamic
Portfolio**



Announcements



**Host
Competitions**



**Job
Posting**



**Alumni
Network**



**Events
Management**



**Dedicated page
For each Centre**

- Creosouls is a social network portal specializing in showcasing talent.
- Its online portfolio including opportunity to building career and offering your talent services to students.
- It has custom institute workflow which enables institutions to develop a portfolio of their own and helps with assignment management.
- Easy to monitor progress and quality of education.
- Arena Animation is first and only brand to implement this platform world wide for students.

BRAND ENGAGEMENT



Job-oriented, Industry-centric Curriculum



Latest Tools & Software



Certified Faculty



Global Curriculum



Lab Sessions



Personal Attention



Practice and Application of theory in real time



Industry Interaction & exposure



Projects



Placement Assistance



Easy Installments & payment options

THANK YOU

for further clarity contact @ 8050412609