ARENA ANIMATION ®

THE CREATIVE WORLD AWAITS YOU

ABOUT ARENA ANIMATION

Arena Animation - India's premiere Media and Entertainment training institute offers power-packed programs that help shape a student's creative career.

With tailor-made programs catering to specific domains, Arena Animation trains students in industry-relevant, employment-oriented skills through the most advanced tools and technologies with the help of expert faculty.

THE FUTURE OF MEDIA & ENTERTAINMENT INDUSTRY

The M&E industry is expected to provide 6.5 million jobs by 2022.

Source: Economic Times

The total value of global animation industry is projected to reach INR 19.3 trillion by 2020.

Source: Statista

The Filmmaking industry is expected to reach INR 192 billion in 2020.

Source: FICCI-EY report 2018

India's online gaming industry is estimated to reach INR 11,400 crore by 2023.

Source: www.yourstory.com

The M&E industry is growing at 13.5% per annum and is expected to reach INR 3.07 trillion in 2024.

Source: FICCI-EY Report 2018

The Indian TV industry is expected to reach INR 862 billion in 2020.

Source: FICCI-EY report 2018

The global UX-UI market size is expected to reach INR 19.3 trillion by 2024.

Source: www.dqindia.com

OTT video revenue for M&E is expected to reach INR 2.2 trillion in 2022.

Source: FICCI-EY Report 2018

The Print industry is expected to reach INR 369 billion in 2020, growing at a CAGR of 5.7%.

Source: FICCI-EY report 2018

The Indian Digital Advertising industry is expected to reach INR 539 million by 2024.

Source: www.softwaresuggest.com

GROW AS YOU GO WITH ARENA ANIMATION

As the industry grows, so do the number of job opportunities. By training with Arena Animation, students can capitalize on this industry growth and pursue a successful career and life. Our huge network recruiters and partner companies enable us to provide jobs for our students and in turn, help them achieve their true creative potential.

WHAT'S MORE?

Latest tools & technologies

Skill enhancement

Real-time exposure

Pre-interview Preparations

Right Platform to Showcase Talent

STRONG NETWORKS LEAD TO PROMISING OPPORTUNITIES.

Through an elaborate business network, Arena Animation's dedicated Placement Cell ensures that students find a job at a reputed company based on their skillset upon completing the program.

Adnet Global Amazon | Amazon.in | Ananta Games | Animatzione | Cimpress | Computer Film Company Studio | Crazy Animation

Crazy Cub Animation | Decathlon | Digital Design | Digitoonz Media & Entertainment | Double Negative | Esolz Technologies

Exigent 3D | Firefly Interactive | Focus Animation | Fountainhead | Franchise India Holding | Future Works | Golden Robot Animation

HIH7 Webtech Private Limited | Hoichoi | Jaquar and Company | Lakshya Digital | Maya Digital Studios | Mayabious | Motion Picture Company

NextGen Shopping | Powerweave | Prime Focus | Prismart Global | Probability Gaming Studio | Price Waterhouse and Coopers & Lybrand

Reach Local | Rockstar | Simulanis Solutions Pvt. Ltd. | Sparrow Interactive | Splat Studio | Studio Color Cards | SVFX Animation Studio LLP

Technicolor | Torrecid International | Trace VFX | Vizent Technologies | Wackytoon Studio | Wipro

AVAST SCOPE

ARENA ANIMATION PROGRAMS

◆ **ANIMATION PRIME**

◆ **VFX PRIME**

◆ **VFX FILMMAKING**

◆ **BROADCAST PRIME**

◆ **GRAPHICS WEB DESIGN & DEVELOPMENT**

◆ **DIGITAL ADVERTISING DESIGN AND MARKETING**

◆ **USER INTERFACE (UI) AND USER EXPERIENCE (UX)**

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ANIMATION PRIME

ANIMATE YOUR SUCCESS STORY

Animation Prime is a comprehensive program in the fundamentals and techniques of animation that provides understanding of the latest software and tools used in the process of animation in the industry.

Animation Prime comprehensively trains students in a duration of three terms:

TERM 1

Concepts of Graphics and Illustrations

Typography Design

Digital Illustrations

Concepts of Cinematography & Photography

Concepts of 2D Digital Animation

Art of Storytelling & Script Writing

Anatomy Study

Character Design

Digital Painting

Audio - Video Editing

Storyboarding and Animatics

Application of 2D Animation Principles

Design Portfolio

TERM 2

Clay Modeling and Animation

3D Basics - Modeling to Animation

Digital Modeling with 3ds Max

Lighting and Texturing Models with 3ds Max

3D Motion Graphics with 3ds max

Rendering with 3ds Max Vray

Digital Compositing

3D Animation Portfolio

TERM 3

3D Basics - Modeling to Animation

Digital Modeling with Maya

Digital Sculpting

Texturing 3D Models with Maya

Lighting and Rendering Models with Maya

Rigging 3D Models with Maya

3D Character Animation

Fx, Dynamics and Simulation

Matchmoving and Camera Tracking

Crowd Simulation

Working with Arnold Renderer

Specialisation & Digital Portfolio Development (Choose 1 elective)

JOB PROFILES

3D Animator | 3D Modeler | Lighting Artist | Texturing Artist | Rendering Artist
Compositor | Storyboard Artist | Video Editor | Rigging Artist | Illustrator | Graphic Designer

SOFTWARES

Adobe Illustrator CC / Inkscape | Adobe Photoshop Extended CC / Pixlr
Adobe Audition CC / Audacity | Adobe Premier Pro CC / VSDC Video Editor/OpenShot
Adobe Animate CC | Stop Motion Pro / MonkeyJam / Stop Motion Studio
3ds Max 2018 / Blender | 3ds Max 2018 with V-Ray | Golaem Crowd
Adobe After Effects Professional CC / Natron | MAYA Unlimited 2018 | Z Brush 4R8
Arnold Renderer for Maya

PROGRAM DURATION: 638 Hours

V F X
P R I M E

TRANSFORM THE ORDINARY
INTO EXTRAORDINARY

VFX Prime is a comprehensive program that covers visual effects for advertising, television productions,filmmaking and makes you a job-ready VFX professional.

TERM 1

Concepts of Graphics and Illustrations

Typography Design

Digital Illustrations

Concepts of Cinematography & Photography

Concepts of 2D Digital Animation

Art of Storytelling & Script Writing

Anatomy Study

Character Design

Digital Painting

Audio - Video Editing

Storyboarding and Animatics

Application of 2D Animation Principles

Design Portfolio

TERM 2

3D Basics - Modeling to Animation

Digital Modeling with Maya

Digital Sculpting

Texturing 3D Models with Maya

Lighting and Rendering Models with Maya

Rigging 3D Models with Maya

3D Character Animation

Fx, Dynamics and Simulation

Matchmoving and Camera Tracking

Crowd Simulation

Working with Arnold Renderer

Digital Compositing

3D Animation Portfolio

TERM 3

VFX Film making

Pre-visualization

Introduction to Nuke

Rotoscopy using Silhoutte

Wire removal

Colour Correction

Green/ Blue screen

Matchmoving & Camera tracking

Matte Painting

Specialisation & Digital Portfolio Development (Choose 1 elective)

JOB PROFILES

3D Modeler | 3D Animator | Rigging Artist | Texturing Artist | Lighting Artist | Rendering Artist | Compositor | Previs Artist
VFX Artist | Roto & Paint Artist | Matchmove Artist | Tracking Artist | Storyboard Artist | Illustrator | Graphic Designer

SOFTWARES

Adobe Illustrator CC / Inkscape | Adobe Photoshop Extended CC / Pixlr | Adobe Audition CC / Audacity
Adobe Premier Pro CC / VSDC Video Editor/OpenShot | Adobe Animate CC | MAYA Unlimited 2018 / Blender
Z Brush 4R8 | Golaem Crowd | Arnold Renderer for Maya | Adobe After Effects Professional CC / Natron
MAYA Unlimited 2018 / Blender | Nuke / Natron | Silhouette | NukeX | Nuke & Photoshop

PROGRAM DURATION: 660 Hours

VFX FILM MAKING

TAKE YOUR VFX SKILLS TO FILMS

The VFX Filmmaking program helps students gain the understanding of VFX filmmaking production pipeline and the skills needed to be successful as a VFX professional working in Hollywood, Bollywood and the Regional film industry.

TERM 1

History of Visual Effects in Films

Concepts of Graphics and Illustrations

Concepts of Cinematography & Photography

Lights, Colour& Perspectives

Digital Painting

Anatomy Study

Character Design

Visual Scripting with Film Language

Audio - Video Editing

Storyboarding and Animatics

Application of 2D Animation Principles

Project Portfolio

TERM 2

Fundamentals of VFX and 3D Basics

Digital Modeling with Maya

Digital Sculpting

Texturing 3D Models with Maya

Lighting Models with Maya

Rigging 3D Models with Maya

3D Character Animation & Rotomation

Particle & Dynamics

FX & Simulation

Matchmoving and Camera Tracking

Crowd Simulation

Working with Arnold Renderer

Layer-Based Compositing

3D Design Portfolio

TERM 3

VFX Film making - Pre to Post Production

Pre-visualization & VFX Video Shoot

Introduction to Nuke

Rotoscopy using Silhoutte

Roto and RotoPaint

Wire removal

Colour Correction

Green/ Blue screen

Matchmoving Techniques

Matte Painting

Time Remapping & Bounding Boxes

Channel & Multi passes

Advanced Compositing Tools

FX with Houdini

Z-depth & Multipass Compositing

Specialisation & Digital Portfolio Development (Choose 1 elective)

JOB PROFILES

Previz / Postviz Artist | Asset Artist | Layout Artist | Rotomation Artist
FX Artist | Matchmoving Artist | Compositor

SOFTWARES

Adobe Photoshop Extended CC | Pixlr | Adobe Audition CC | Audacity | Adobe Premier Pro CC | VSDC Video Editor
OpenShot | Adobe Animate CC | MAYA Unlimited 2018 | Blender | Z Brush 4R8 | Golaem Crowd
Arnold Renderer for Maya | Adobe After Effects Professional CC | Natron | Maya & Adobe Premiere | Nuke
Silhouette | NukeX | Mocha | 3D Equalizer | Photoshop | Houdini

PROGRAM DURATION: 866 Hours

BROADCAST PRIME

MAKE IT BIG IN BROADCAST

Broadcast Prime is a comprehensive program that trains students in all aspects of channel packaging and makes them a job-ready. The program focuses on the design aspect of digital communication for films, TV and the digital media industry.

TERM 1

Concepts of Graphics and Illustrations

Typography Design

Digital Illustrations

Concepts of Cinematography & Photography

Concepts of 2D Digital Animation

Art of Storytelling & Script Writing

Anatomy Study

Character Design

Digital Painting

Audio - Video Editing

Storyboarding and Animatics

Application of 2D Animation Principles

Design Portfolio

TERM 2

3D Basics - Modeling to Animation

Motion Graphics in 3Ds Max

Rendering with 3ds max Vray

Broadcast Design using Cinema 4D

Visual Effects and Compositing

Advanced Post Production Techniques

Broadcast Media

Broadcast Design Portfolio

JOB PROFILES

Broadcast Designer | 3D Motion Graphics Artist | Compositor | Videographer
CG Modeler | Graphic Designer | Illustrator | Storyboard Artist | Video Editor

SOFTWARES

Adobe Illustrator CC | Inkscape | Adobe Photoshop Extended CC | Pixlr
Adobe Audition CC | Audacity | Adobe Premier Pro CC | VSDC Video Editor
OpenShot | Adobe Animate CC | 3ds Max 2018 | Blender | 3ds Max 2018 with V-Ray
Cinema 4D | CINEBENCH | Adobe After Effects Professional CC | Natron
VSDC Video Editor | Web, Television, Radio, Mobile, You tube and Social Media

PROGRAM DURATION: 542 Hours
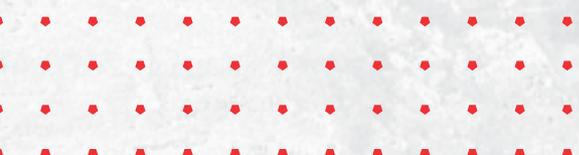
GRAPHICS, WEB DESIGN AND DEVELOPMENT

DESIGN FOR THE WORLD WIDE WEB

Graphics Web Design & Development (GWDD) is a comprehensive program that trains students in all aspects of graphic designing, web designing and web development. The program uses industry-endorsed techniques to transform students into in-demand creative professionals.

TERM 1

Concepts of Graphics and Illustrations
Web Designing Concepts
UI / UX for Responsive Design
Typography Design
Illustrations for Web
Creating Artworks
Layout Design
Web Animation using Animate CC
Web Design Portfolio

TERM 2

Concepts of Programming
Building Next Generation Websites
Web Development using Angular Js
Essentials of NodeJS
Application Development using ReactJS
Design and Development using Programming Language
Working with Content Management System
Search Engine Optimization
Web Adwords
Web Analytics
Web Design & Development portfolio

JOB PROFILES

Web Designer | UI Designer | Layout Designer | Flash Animator
Graphic Designer | Web Developer | SEO Consultant
Content Management | System Specialist

SOFTWARES

Adobe Illustrator CC | CorelDraw X8 | Adobe Photoshop CC | PHP
Adobe Animate CC | HTML5, CSS3 and Javascript | Wordpress
Node-v12.14.0, Visual Code 1.41 | React 0.14.3, Visual Code 1.41

PROGRAM DURATION: 382 Hours

GRAPHIC DESIGN

TERM 1

Design and Visualization Fundamentals

Graphics & Illustration Fundamentals

Typography Techniques

Illustrations for Print

Image Magic with Photoshop CC

Design for Print and Advertising

Page Design

JOB PROFILES

Graphic Designer | Illustrator | Layout Designer | Visualizer

SOFTWARES

Adobe Illustrator CC | Adobe Photoshop CC | Adobe Indesign CC
Incopy CC | Project

PROGRAM DURATION: 144 Hours

DIGITAL ADVERTISING DESIGN AND MARKETING

TAKE OVER THE WORLD OF DIGITAL MEDIA

The Digital Advertising Design and Marketing program gives a thorough grounding in the fundamentals & techniques of digital illustrations, typography techniques, digital advertising concepts, digital video techniques, internet advertising, email marketing, and mobile marketing.

TERM 1

Digital Advertising Concepts

Typography Design

Digital Artworks

Digital Imaging

Sound Composition

Digital Video Techniques

Design Communication
Design Portfolio

TERM 2

Marketing Basics

Internet Advertising with Search Network

Search Optimization Techniques

Creative Display Ad Solutions

Marketing using Email - 1

Mobile Marketing in Practice

Introduction to Analytics

Digital Marketing Portfolio

JOB PROFILES

Digital Graphic Designer | Illustrator | Audio-Video Editor | Digital Sales Executive
SEO Executive | Digital Marketing Executive

SOFTWARES

Adobe Illustrator CC | Adobe Photoshop CC
Adobe Audition CC | Adobe Premiere CC/Prelude CC9
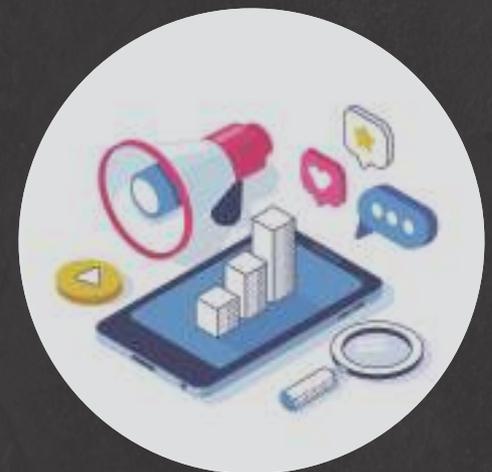
PROGRAM DURATION: 246 Hours

U I / U X

DESIGN UNPARALLELED EXPERIENCES

User Interface - User Experience is implemented across all gadgets today, big or small. The UI-UX program is a gateway into the revolutionary world of UI-UX through 3 terms of extensive learning on this extremely vast, multidisciplinary and fascinating field.

*Source: *careerfoundry.com*

TERM 1

UX Design Overview

Basics of Usability

UXD Process and Workflow

UX Research Phase

UX Design Phase

Validation and Implementation Phase

UX Design Portfolio-1

TERM 2

Elements of User Interface (UI) Design

Pillars of UI Design

Dashboards and Data Visualization

UI Design for Mobile Devices, Web and Software

Web Technology for UI Designers

Wireframing and Prototype for UI Design

Usability and Testing for UI Design

UI Design Portfolio

TERM 3

Basics of Interaction Design

Interaction Design and Usability

Information Architecture

User Flow

Wireframes and Prototypes

Design Pattern and Data Driven Validation

UX Design Portfolio-2

JOB PROFILES

UX Designer | Information Architecture (IA) | Interaction Designer (IXD) | Visual Designer | UX Tester | Visual Designer User Interface designer | Creative Designer | Product Designer | UI Developer

SOFTWARES

Photoshop | Illustrator | Xd | Sketch | Figma | HTML5 | CSS3 | JavaScript | JQuery | Bootstrap | Material Design

PROGRAM DURATION: 270 Hours

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NEW-AGE PROGRAMS

- ◈ **ANIMATION-VFX PRIME**
- ◈ **VFX COMPOSITING & EDITING**
- ◈ **3D DIGITAL GAME ART & DESIGN**
- ◈ **BLENDER 3D ANIMATION**
- ◈ **UNREAL GAME DEVELOPMENT**

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ANIMATION-VFX PRIME

TWO SKILLS. ONE PROGRAM.

Today's consumers are regularly engaged with animated visual experiences, and there is a huge demand for artists to create these experiences for various purposes. Hence, Arena Animation has introduced a combination of animation & VFX skills training with the Animation-VFX Prime program.

TERM 1

Pre-production Design & Visualization

Digital Design

Concepts of Design & Composition

Lights, Colour& Perspectives

Concepts of Cinematography & Photography

Character Designing

Application of 2D Animation Principles

Anatomy - Clay Modeling & Animation

Audio - Video Editing

Storytelling & Script Writing

Storyboarding and Animatics

Pre-Production Design Portfolio

TERM 2

3D Animation

3D Basics - Modeling to Animation

Digital Modeling with Maya

Texturing 3D Models with Maya

Lighting and Rendering Models with Maya

Rigging 3D Models with Maya

3D Character Animation

Digital Sculpting

FX Dynamics & Simulation

Photogrammetry & 3D Printing

Working with Arnold Renderer

Digital Compositing

3D Portfolio

TERM 3

VFX Compositing

VFX Storytelling & 3D Pre-Visualization

Introduction to Nuke

Roto Paint & Wire Removal

Keying (Green / Blue Screen)

VFX Compositing with Nuke

Matte Painting

Rotoscopy

Matchmoving

VFX Portfolio

JOB PROFILES

Pre-Production Artist | Character Designer | Storyboard Artist | Animatics Artist | 2D Digital Artist | 3D Asset Artist
3D Modeller | Texturing Artist | Lighting Artist | Rigging Artist | 3D Generalist | 3D Animator | FX Artist
Photogrammetry Artist | Motion Graphic Designer | CG Compositor | Previz Artist | Roto Artist | Roto-Prep Artist
Paint Artist | Matte Paint Artist | Matchmove Artist | 3D Tracking Artist | Compositors

SOFTWARES

Adobe Photoshop | Adobe Animate CC | Stop Motion Pro | Adobe Audition & Adobe Premiere | Final Draft
Storyboarder & Adobe Premier Pro CC | MAYA Unlimited 2018 | Z Brush 4R8 | XGen & RealFlow | Agisoft Metashape
3DF Zephyr | Arnold Renderer for Maya | Adobe After Effects | iClone | Nuke & Photoshop | Silhouette | 3D Equalizer

PROGRAM DURATION: 618 Hours

VFX COMPOSITING & EDITING

MASTER THE CRAFT OF COMPOSITING

The world of visual effects relies on VFX Compositors & Video Editors who integrate live action footage and computer graphics and draw out the emotion of the story. Therefore, Arena Animation has introduced the VFX Compositing & Editing Program.

TERM 1

Digital Design

Concepts of Cinematography & Photography

Lights, Colour& Perspectives

Storytelling & Script Writing

Audio-Video Editing

Storyboarding and Animatics

VFX Storytelling & 3D Pre-Visualization

Digital Compositing

TERM 2

Introduction to Nuke

Roto Paint & Wire Removal

Keying (Green / Blue Screen)

VFX Compositing with Nuke

Rotoscopy

Matchmoving

Film Editing

Colour Grading

VFX Portfolio

JOB PROFILES

Compositors | Previz Artist | Roto Artist | Roto-Prep Artist | Paint Artist | Matte Paint Artist
Matchmove Artist | 3D Tracking Artist | Video Editor | Colour Grading Artist
Motion Graphics Designer

SOFTWARES

Adobe Photoshop | Final Draft | Adobe Audition & Adobe Premier Pro
Storyboarder & Adobe Premier Pro CC | Adobe After Effects | iClone | Nuke
Silhouette | 3D Equalizer | Adobe Premiere & Final Cut Pro

PROGRAM DURATION: 288 Hours

3D DIGITAL GAME ART & DESIGN

LEVEL-UP YOUR CAREER IN GAMING

Gaming experience has evolved tremendously in the last 2 decades, and gaming studios rely on the artistic talents of Game Artists to drive the visual quality of a game. In line with this evolution, Arena Animation has launched the 3D Digital Game Art & Design program.

TERM 1

Game Art & Design Fundamentals

Introduction to Game Production Process
Art for Games Light
Light, Colour& Perspective Fundamentals
Game & Stories
Designing Game Characters
Game Mechanics
Concept Design for Game Character
Concept Design for Game Environment
Game Design Documentation
Game Level Design - Process & Practices
Introduction to Game Engine
Game Concept Art Portfolio

TERM 2

3D Game Asset Creation and Integration

Introduction to Blender
Game Asset Modeling
Retopology of Game Asset
Game Character Modeling
UV Mapping, Texturing & Sculpting
Game Character Rigging
Game Character Animation
Texturing of Game Asset
Character Setup in Game Engine
3D Game Art Portfolio

JOB PROFILES

Game Designer | Game Visualizer | 3D Game Artist | Game Concept Designer | Game Concept Artist
Game Character Designer Game Level | Environment Designer | Game Asset | Prop Modeler | Game Character Modeler
Game Lighting Artist | Game Rigging Artist | Game Character Animator | Game Facial Animator | Game Tester
Gameplay Animator

SOFTWARES

Adobe Photoshop | Krita | Nuclino | iClone | Blender | Substance Painter | Unreal Game Engine

PROGRAM DURATION: 384 Hours

UNREAL GAME DEVELOPMENT PROGRAM

BE A FUTURE-GAME MAKER

Learn Game Development on the award-winning Unreal Engine used by game professionals and studios worldwide to create the world's top games. In this program, students will learn the fundamentals of game development using the Unreal Engine which will enable them to build an entire demo game from scratch.

TERM 1

Introduction to Unreal Engine

Game Development - Level Editor

Game Development - Actors

Game Development - Blueprints

Game Development -Players & Input

Game Development - Collisions `

Game Development - User Interfaces

Game Development - Working with Audio

Game Development - Packaging &

Exporting Demo Game

3D Portfolio

JOB PROFILES

3D Game Developer | Unreal Game Developer | Unreal Engine Environment Level Artist | Unreal Technical Artist | Unreal Designer

SOFTWARES

Unreal Engine

PROGRAM DURATION: 288 Hours

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BLENDER 3D ANIMATION PROGRAM

BLEND YOUR CREATIVITY WITH YOUR CAREER

In this program, students learn to create 3D Animation, 3D assets, environments and animated characters in Blender. From the first polygon to the final render, students will learn all the steps involved in 3D Animation Process to bring imagination to life.

TERM 1

Introduction to Blender

3D Asset Modeling

Retopology, UV Mapping and Texturing

Advanced UV Mapping & Texturing

PBR Texturing, Lighting & Rendering

3D Character Modeling

Character UV Mapping & Baking

Character Texturing & Creating Materials

Character Rigging

Lighting & Rendering

3D Character Animation

3D Portfolio

JOB PROFILES

3D Modeler | Digital Sculptor | Texturing Artist
Lighting Artist | Rigging Artist | 3D Animator | Rendering Artist

SOFTWARES

Blender | Krita | Substance Painter

PROGRAM DURATION: 288 Hours

HALL OF FAME

Here's a list of our students who have made their mark by working in Hollywood and Bollywood movies, inspiring a whole new generation of students.

AWARDS

Our students have also won awards and recognition on various National and international events and platforms.

AWARDS/CREDITS	RECOGNITION	SHORT FILM/MOVIE/WINNER
FICCI BAF AWARDS	Best Animated Short Film-Winner (Student)	JOY RIDE
ASIFA INDIA IAD: AWARDS OF EXCELLENCE	Best 3D Animation Short Film	TWISTED
Logo designed for Maharashtra State Commission - Right to Service	Felicitated by Maharashtra's Chief Minister, Mr. Devendra Fadnavis	NARESH AGRAWAL
Chandigarh University Animation Film Festival (CUAFF) 2018	Best Animation Film (Winner)	TOILET - AB SE KHULE ME KHULASA NAHI
Global Taj International Film Festival (Agra, India) 2019	Best Animation Story	MY DAUGHTER IS MY SON
Chambal International Film Festival Kota, Rajasthan 2020	Festival Special Mention - 2D Animation (Student Category)	ZERO
Chambal International Film Festival Kota, Rajasthan 2020	Best Animation Concept (Student Category)	THE LEGEND OF FOREST

And many more...

TESTIMONIES OF OUR EXCELLENCE

"I got a clear understanding of the industry at Arena Animation. I got hands-on training and advice from experts which helped me get the job I want."

Vaibhavi P. Apte
Graphic Designer

"Great faculty. Industry-relevant training. Helpful Placement Cell. I couldn't ask for more."

Wahid Attar
Motion Graphics Artist

"Very good institute. Especially the faculty members. They are the best at teaching."

Hritvik Naresh Phutane
3D Modeler & Texturer

"I'm so glad I studied here. I got the right training and insightful guidance needed to succeed in my career."

Swet Suresh Joshi
Camera Tracker

"At Arena, I got the training I needed to become job-ready. The faculty members are extremely good at what they do."

Ganesh Ashok Jadhav
Content Uploader

"It's a very good institute and I learned a lot. The Placement Cell was also great in helping me !nd the right job!"

Ghulam Rouhan Samdani
Concept Artist

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ALL-ROUND LEARNING

Arena Animation instills a winning spirit in its students through enriching experiences, which include a blend of concepts, industry-relevant tools and techniques as well as resources available online as well as through a host of live forums.

Onlinevarsity

Onlinevasity is a unique learning portal that gives students access to 24x7, anywhere, anytime learning. It also offers a host of facilities, like special student offers, peer-to-peer chats, online guidance, knowledge tools, etc.

Creosouls

Creosouls is a one-stop online portfolio management and social networking platform for Arena Animation students where they can share their portfolio, exchange ideas and get access to networking and job opportunities.

ENHANCED LEARNING WITH AUGMENTED BOOKS

To make learning an interactive experience, Arena Animation has created an Augmented Reality-enabled book that students can access to get a better understanding of the subjects.

CREATIVE ENGAGEMENTS

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.

Animation camp

A series of free workshops and demo classes held at Arena Animation centres to enable students gain insights on the Media and Entertainment segment.

CREATIVE MINDS
PARTICIPATE CREATE COMPETE

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.

कलाकारी
Kreative Kumbh

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

NSM
NATIONAL STUDENT MEET

The National Student Meet is a multi-day event for students from across India to come together to learn and interact with industry experts, followed by exciting activities and games.

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.
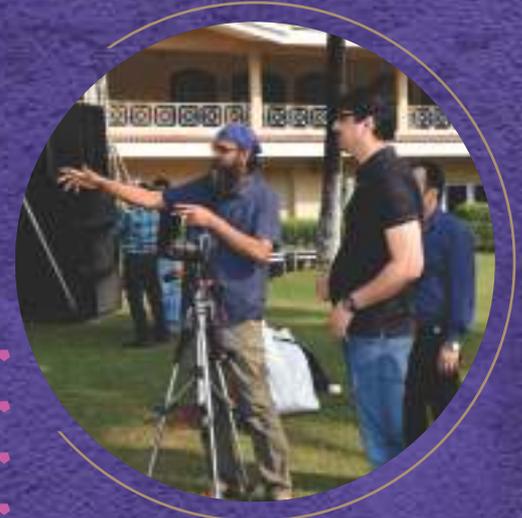
**Rahul Dravid &
Arena Animation**

*Creating
future
champions!*

" The rapidly growing Media and
Entertainment industry requires
thousands of skilled professional.
Arena Animation imparts
world-class education to
help you tap into these opportunities. "

ARENA
ANIMATION

www.arena-multimedia.com