

ANIMATION PRIME

Animate your imagination

Whatever one can imagine, now it's possible to create it. Well, not literally, but on screen. Animation makes it all possible. It's a world that offers students countless opportunities to realize their dreams. They can create and build characters, cartoons and other inanimate objects right from scratch. And that's not all. Students can create unlimited number of things, ranging from humans to robots to extinct animals like mammoths, as well as creatures from stories and fables like fairies and monsters.

The demand for excellent animated content and animators is constantly on the rise. With top animation studios like Pixar, Disney, DreamWorks and others churning out quality content on a massive scale, the animation industry is scouting for fresh and dynamic talent to cater to the ever-increasing demands.



Animation Prime, a comprehensive training program in the fundamentals and techniques of animation, provides all-inclusive understanding of the latest tools and softwares used in the animation process. It prepares students to set their imagination free through a lively animation career.

ANIMATION PRIME OVERVIEW

It offers complete training in all aspects of animation to make its students capable of employment and progress in the animation 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 Modelling 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)

On completion, this program opens up a wide range of job roles for the students:

Graphic Designer | 3D Animator | Texturing Artist | Lighting Artist | Video Editor
Rigging Artist | Composer | Rendering Artist | 3D Modeler

*Arena Animation reserves the right to upgrade and modify the modules, software delivery of program based on latest trends and industry requirements. Availability of courses is decided by the centre.