

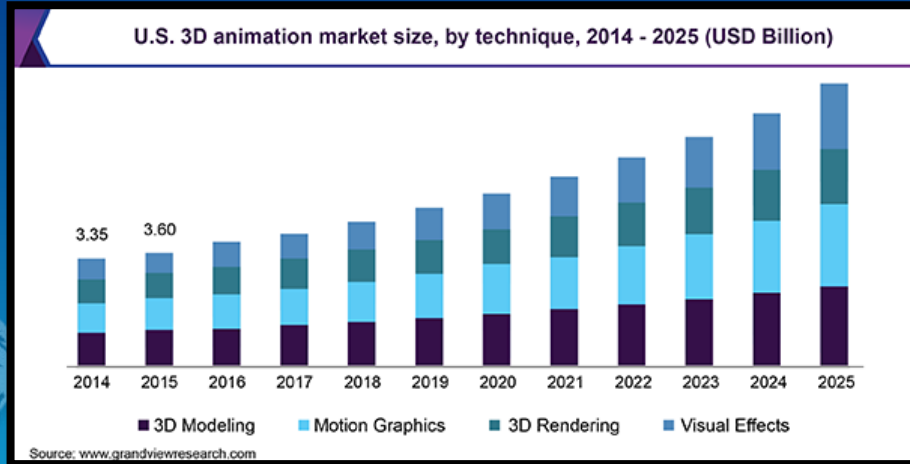


3D ANIMATION OPS PROGRAM NOTE

COURSE CODE: OV-3127-3DANOPS



INDUSTRY



The Global 3D Animation Market Size Was Valued At USD 13.75 Billion In 2018 And Is Said To Expand At A CAGR Of 11.0% From 2019 To 2025.

TRENDING SEGMENTS IN THIS INDUSTRY

ARENA
ANIMATION

3D
Modeling

Motion
Graphics

3D
Rendering

Visual
Effects

ABOUT COURSE

- ◆ Everyone loves a story and we are all storytellers. We can bring our imaginary stories and characters to life through animation.
- ◆ In this course which introduce 3D Animation using Blender, you learn to create 3D assets, environment and animated characters in Blender, from the first polygon to the final render.
- ◆ You will learn all the steps involved in 3D Animation Process to bring your imagination to life.

COURSE HIGHLIGHTS



- ★ Learn to Create a 3D Assets and Character with Blender
- ★ Learn to use the Sculpt tools in Blender
- ★ Learn and Utilise UV mapping and apply textures to 3D objects & character in Blender
- ★ Create PBR materials with Eevee render engine to achieve photorealism
- ★ Use Krita to paint textures
- ★ Learn to Rig a 3D character in Blender
- ★ Demonstrate how to Light and render a turntable animation with Eevee

WHY ARENA ANIMATION?



Job
Oriented
Program



Latest
Tools and
Software



Hands-on
Training



Industry
Relevant
Curriculum



Advanced
Learning



Certified
Faculty



Placement
Assistance



Projects



Loan
Facility
Available



Employment
Driven
Education
(EDE)



Online Varsity
Exclusive E-Learning
Platform



Creosouls:
Online
Platform to
Showcase
Portfolio



Learning
with
Augmented
Books

TARGET AUDIENCE



10+2 students (Any stream)

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

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

Referrals from existing students

PROGRAM DETAILS

Abbreviations

Below are the three 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 Atrack

LAB Hours:-

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

Practical Hours:-

Practical Hours are NOT mandatory for program delivery and will not be considered under Atrack for tracking and program duration

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

COURSE STRUCTURE: TERM

Term : Blender 3D Animation Process	Tools	Theory hours	Lab hours	Total hrs	Additional Practice hours
Introduction to Blender	Blender	4	4	8	4
3D Asset Modeling	Blender	16	20	36	12
Retopology, UV Mapping and Texturing	Blender & Substance Painter	8	16	24	8
Advanced UV Mapping & Texturing	Blender & Krita	12	24	36	12
PBR Texturing, Lighting & Rendering	Blender	16	16	32	12
3D Character Modeling	Blender	18	24	42	12
Character UV Mapping & Baking	Blender	4	8	12	10
Character Texturing & Creating Materials	Blender & Krita	8	12	20	12
Character Rigging	Blender	8	12	20	8
Lighting & Rendering	Blender	8	12	20	8
3D Character Animation	Blender	12	24	36	12
3D Portfolio	Project	2	0	2	14
Total		116	172	288	108

LEARNING OUTCOMES



- Understand the User Interface, Navigation tools, panels and features of Blender
- Demonstrate how to Model 3D Assets in Blender
- Learn and demonstrate how to UV map your 3D Asset in Blender and texture them in Substance Painter
- Learn and utilise how to UV Map 3D assets, characters of different complexity in Blender and export them to Krita and texture them
- Understand and Learn PBR Material workflow and create PBR materials to render Photorealistic output in Blender's Render Engines.
- Demonstrate how to Model 3D Character in Blender and add details using the sculpting tools
- Learn how to bake a normal map to capture high-resolution details and apply them to a lower poly version. Create UV maps so that you can apply textures and add greater detail to the 3D Character model
- Create & Paint textures of Character features in Krita. Using the Eevee Render Engine, create PBR materials for the 3D Character
- Demonstrate the process of Rigging - creating an underlying Skeleton or armature of the 3D Character
- Create Lighting and render a turntable animation with Eevee
- Create 3D Character Animation using Blender

COURSE SUMMARY



Total Duration :-

288 (in hrs.)

12 (in months)

DELIVERY DETAILS



Delivery Pattern :

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



Certificate Type :Certificate of Accomplishment (COA)

3D Animation OPS

Professional in 3D Animation OPS

CAREER OPPORTUNITIES



PLACEMENTS BY ARENA



Amazon.in

BYJU's

Digitoonz Media
and Ent

Golden Robot
Animation

Firefly
Interactive

Trace VFX

Maya
Digital
Studios

Green Gold
Animation

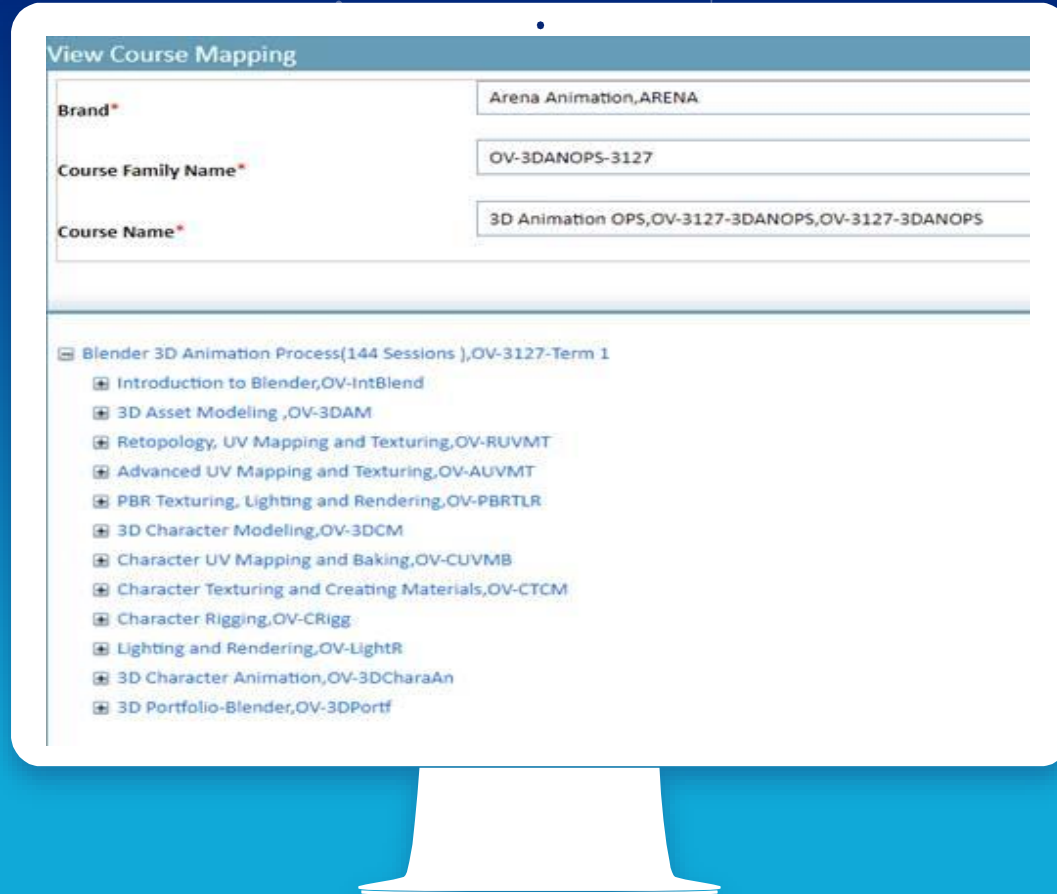
Lakshya
Digital

Double
Negative

Cimpress

Prime Focus

AVAILABILITY IN PORTAL



FEE AVAILABILITY DATES



Program	Course Code	Fee Plan Released to Regions	Fee Plan Availability in Portal
3D Animation OPS	OV-3127-3DANOPS	27 th Jan 2022	27 th Jan 2022

CONTENT AVAILABILITY DATES



Program	Course Code	Content Availability
3D Animation OPS	OV-3127-3DANOPS	Available

PRICE LIST AVAILABILITY



Program	Course Code	Book Title	Book Code
		Introduction to Blender	Same content as 3D Digital Game Art and Design
		3D Asset Modeling	New Video Content procured from BoClips
		Retopology, UV Mapping and Texturing	New Video Content procured from BoClips
		Advanced UV Mapping & Texturing	New Video Content procured from BoClips
		PBR Texturing, Lighting & Rendering	New Video Content procured from BoClips
3D Animation OPS	OV-3127-3DANOPS	3D Character Modeling	New Video Content procured from BoClips
		Character UV Mapping & Baking	New Video Content procured from BoClips
		Character Texturing & Creating Materials	New Video Content procured from BoClips
		Character Rigging	New Video Content procured from BoClips
		Lighting & Rendering	New Video Content procured from BoClips
		3D Character Animation	New Content to be Created
		3D Portfolio	NA

Note: Program fee contains only Online Varsity book titles. Centers have to purchase Publisher Books directly from the logistics department by paying additional payment as applicable (if any)

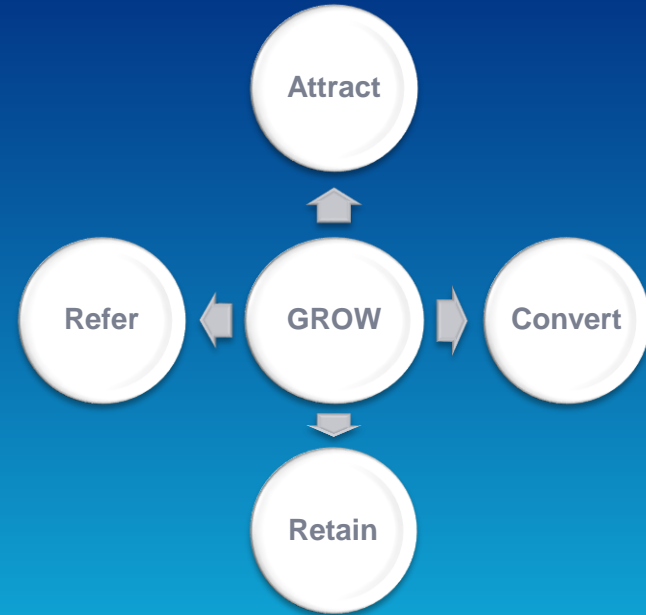
CUSTOMER ENGAGEMENT

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



- 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.



Assignment
Management



Dynamic
Portfolio



Announcements



Host
Competitions



Job
Posting



Alumni
Network



Events
Management



Dedicated page
for each Centre



Thank You!
Any questions?

Please contact your Regional Sales Head or
write to me at meghana.w@apttech.ac.in