In Alliance with

ARENA MULTIMEDIA | SCIENTIA MAT ABACUS Business School

About Multimedia

Arena Multimedia, a pioneer in the Global Media and Entertainment training industry, has upskilled over 450,000 students across 18 countries over the past 27 years. Our industry-relevant courses are committed to equipping students with the latest design tools and techniques that empower them to be full-fledged animation and multimedia professionals with rewarding creative careers.

COURSE STRUCTURE

Arena Multimedia follows a blended-learning approach with state-of-the-art curriculum offering an online learning platform - Online varsity, to make learning easy anywhere, anytime. During the course tenure, students are guided to make a portfolio for themselves after each semester, so they can showcase their work & get into the media industry upon completion.

TERM 1

Duration: 176 Hours
Job Opportunities: Graphic Designer, illustrator, Layout Designer, Visualizer, Photo Editor *

- Concepts of Graphics and illustrations
- Typography Design
- Digital Art
- Magic with Images
- Lightroom for Photographers
- Design for Print and Advertising
- Publishing for the Media
- Print Portfolio

TERM 2

Duration: 124 Hours
Job Opportunities: Audio & Video Editor, Motion Graphic Artist, Compositor *

- Concepts of Digital Film Making
- Digital Sound Track
- Editing Digital Video
- Colour Grading
- Creating Motion Graphics
- Portfolio (eProject)

TERM 3

Duration: 136 Hours
Job Opportunities: Not Available *

- Game Idea and Visualization
- Introduction to Blender
- Game Asset Modeling
- Retopology of Game Asset
- Texturing of Game Asset
- Level Designing
- Portfolio-3D Game design
- CG Lighting and Texturing
- 3D Animation and FX
- 3D Photorealistic Rendering
- 3D Animation /Architectural Visualization Portfolio

TERM 4

Duration: 160 Hours
Job Opportunities: 3D Game Artist, 3D Animator, 3D Modeler, Texturing Artist, Lighting Artist, Rigging Artist, Rendering Artist *

- Digital Preproduction
- Modeling 3D Objects with Maya
- Texturing 3D Objects with Maya
- Lighting and Rendering 3D Objects with Maya
- Rigging 3D Objects with Maya
- Character Animation with Maya
- Portfolio Development with Demo Reel (eProject)

Term 1
Certificate in Multimedia (CIM)

Term 1-2
Diploma in Multimedia (DIM)

Term 1-4
Advanced Diploma in Multimedia (ADIM)

Some of our international partners:

Middlesex University

LINCOLN UNIVERSITY COLLEGE

CEA