



# YUVASHAKTI↑ ANIMATION

## COURSES



**GRAPHIC DESIGN**



**VIDEO EDITING**



**ARCHITECTURE**



**3D GAMING**

# R P MUNIRAAJJ

FOUNDER & LEAD INSTRUCTOR  
YUVASHAKTI ANIMATION

R P MUNIRAAJJ is the visionary Founder of Yuvashakti Animation (est. 2026). He holds a Master's degree in Graphics, Animation & Visual Effects, along with dual bachelor's degrees in B.Com and B.Sc in Animation. He was an Autodesk Certified Instructor for Maya (2012–2015), certified through the Singapore APAC region.

Backed by over 21 years of experience across both production and academia, Mr. R P MUNIRAAJJ brings deep insight into the AVGC (Animation, VFX, and Gaming) ecosystem.

Having mentored more than 5,000 students, contributed to AAA game titles, and conducted production-focused workshops for leading studios in Bangalore, he continues to champion hands on learning, innovation, and career ready skill development positioning Yuvashakti Animation as a launchpad for future ready creative talent.



Let's raise above the PASSION  
Let's raise above the CREATIVE  
Let's raise above the TECHNOLOGY  
Let's raise above the FUTURE



# YUVASHAKTI<sup>↑</sup> ANIMATION

YUVASHAKTI ANIMATION is a latest training academy in bengaluru with a vision to shape the next generation of creative professionals. Our mission is to transform passion into a profession.

We empower students and working professionals in Graphic Design, Video Editing, Architectural Visualization, Animation, VFX, and Gaming through industry-driven education and real-world production exposure.

All our courses are integrated with AI driven knowledge, providing a clear understanding of how to effectively utilize AI as a tool in creative workflows.

Our MISSION is to provide job assistance, placement support, and career guidance to all students who study at YUVASHAKTI ANIMATION.

We offer advanced technology and equipment to enhance learning. At YUVASHAKTI ANIMATION, students have access to high-end desktops for practice, Wacom drawing tablets for creative development, a large projector screen for better visual understanding, and a gaming zone with PS4 to encourage both relaxation and experiential learning.

Mr. R P MUNIRAAJJ provides dedicated guidance and personalized support to each student in building strong professional portfolios for better career placement.

# GRAPHIC DESIGN COURSE



GRAPHIC DESIGN is the art and practice of visually communicating ideas through typography, images, colors, and layout to inform, inspire, and engage audiences. It is a creative discipline that transforms concepts into impactful visual communication.

GRAPHICS plays a vital role across industries such as advertising, digital marketing, cinema, education, e-commerce, and start-ups. It helps brands connect with diverse audiences in a culturally rich and multi-lingual market.

GRAPHIC DESIGN combines creativity with technology to create logos, posters, social media content, packaging, websites, and brand identities that reflect both modern trends and traditional aesthetics. Today, it is not just about visuals—it is about strategic communication that builds strong brand presence and career opportunities in India's rapidly growing creative economy.



Graphic Design is where creativity meets strategy to turn ideas into powerful visual stories.



**GRAPHIC DESIGN** course combines creativity with technology, guiding students from ideation to final execution with a strong focus on visual storytelling and communication. You will learn key fundamentals such as color theory, typography, layout, and composition, building a strong foundation for professional design work. The course also includes hands-on training in industry-standard tools like Adobe Photoshop, Illustrator, InDesign, Blender, Canva, Premiere Pro, and Adobe Stager.

Through a project-based approach, you will work on real-world assignments such as branding, packaging, and social media creatives, helping you develop a strong and versatile portfolio. By the end of the course, you will be equipped with practical skills and creative confidence to pursue careers as a Graphic Designer, Visual Communicator, or Digital Content Creator.

## FUNDAMENTALS

**Fundamentals** used to build a strong foundation by combining theory with hands-on practice. Students learn key concepts like color theory, typography, composition, and design principles, along with basic drawing and physical exercises. This helps develop creativity, visual thinking, and the ability to create balanced and effective designs for advanced projects.

## ADOBE INDESIGN

**Adobe InDesign** is used for layout design, including brochures, magazines, books, and print materials. It helps you organize text and visuals in a structured and professional format. It is ideal for multi-page document design and publishing.

## ADOBE ILLUSTRATOR

**Adobe Illustrator** is used to create vector graphics such as logos, icons, and illustrations with precision and scalability. It helps you design clean and professional artwork suitable for both print and digital use. It is essential for branding and identity design projects.

## ADOBE PHOTOSHOP

**Adobe Photoshop** is used for image editing, photo manipulation, and creating digital artwork. It allows you to enhance visuals, retouch images, and design high-quality creatives for various media. It is widely used for social media designs and digital graphics.

## ADOBE LIGHTROOM

**Adobe Lightroom** is used for photo editing and color correction. It helps you enhance lighting, colors, and consistency across photographs for a polished look. It is commonly used for professional photo workflow and batch editing.

## BLENDER

**Blender** is used to create 3D mockups and realistic presentations of graphic designs, helping you visualize branding, packaging, and products in a professional way. It also helps you understand lighting, materials, and composition in a 3D environment.

## ADOBE STAGER

**Adobe Stager** is used to place designs onto 3D models and render high-quality visuals, enhancing the presentation of your work with realistic lighting for creating professional product and branding.

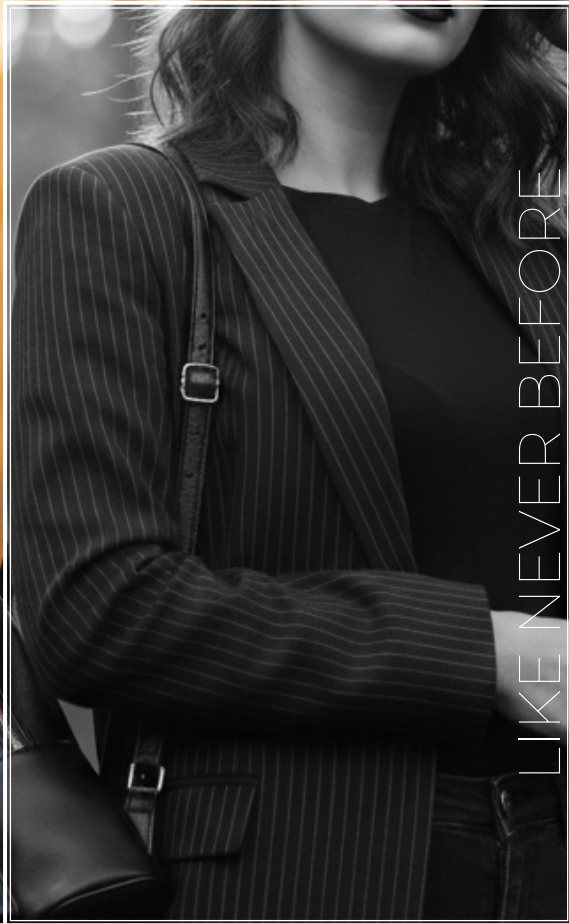
## CANVA

**Canva** allows you to quickly design social media posts, presentations, and marketing materials with ready-made templates, making it useful for fast and client-friendly outputs. It is especially helpful for creating content efficiently for digital platforms.

## ADOBE PREMIERE PRO

**Adobe Premiere Pro** is used for video editing, allowing you to create and refine professional-quality videos. It helps you compile your design into an engaging showreel. It is essential for presenting your portfolio in a dynamic and visually appealing format.

# VIBE & VOGUE



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## SYLLABUS



## ADOBE INDESIGN

The course begins with a comprehensive introduction to Adobe InDesign, focusing on understanding the interface, tools panel, properties panel, and workspace customization. Students will learn how to set up documents professionally by adjusting page size, bleed, margins, columns, and grid systems. Emphasis is placed on building a strong structural foundation using grids and guides to create clean and balanced layouts.

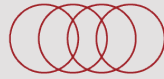
As the course progresses, students will explore working with text frames and developing effective typog-

raphy design. They will learn how to manage fonts, paragraph and character styles, text formatting, and spacing for professional results. Alongside typography, students will work with images and graphics, understanding proper placement, scaling, linking, and alignment techniques to maintain visual harmony within the layout.

The program also covers advanced layout control using master pages and templates to maintain design consistency across multi-page documents. Students will practice applying colors, swatches, and gradients to enhance visual appeal while maintaining brand consistency. They will gain hands-on experience creating and organizing multi-page layouts, managing layers, guides, and alignment tools to ensure accuracy and efficiency in their workflow.

In the final stage, students will learn how to export their projects for various outputs, including print-ready files, interactive PDFs, and digital publishing formats. The course concludes with a practical project where students design a professional magazine or brochure layout, applying all the concepts learned. This final project helps them build a strong portfolio piece that reflects industry standards.





Your Email →

## SYLLABUS



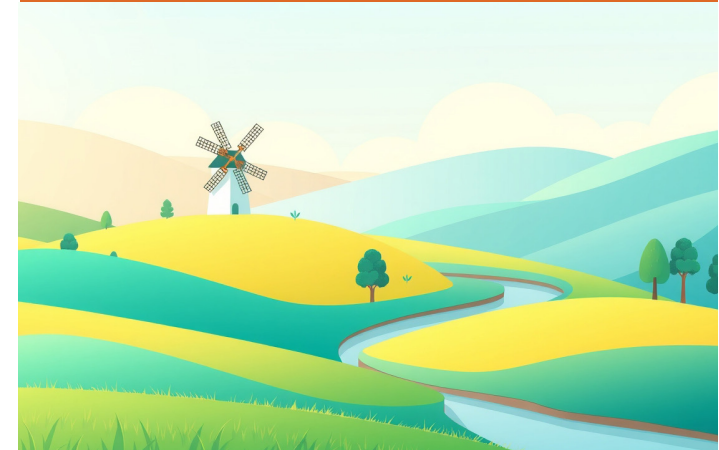
# ADOBE ILLUSTRATOR

The course begins with a comprehensive introduction to Adobe Illustrator, familiarizing students with the interface, essential tools, panels, and workspace customization. Students will understand the fundamentals of vector graphics and how artboards function for organizing multiple designs within a single document. This foundation helps them grasp how scalable graphics maintain quality across different sizes and formats.

As the learning progresses, students will practice creating and editing shapes, lines, and paths using core drawing tools. Special focus is given to mastering the Pen Tool and working with anchor points to create precise curves and complex illustrations. They will also explore applying colors, gradients, strokes, and appearance properties to enhance visual depth and style.

The program further covers effective object management through layers, grouping, and alignment techniques to maintain organized workflows. Students will learn typography design, text formatting, and creative text effects suitable for branding and promotional materials. Additionally, they will experiment with patterns, brushes, and special effects to add uniqueness and creativity to their artwork.

In the final phase, students will apply their skills to practical design projects such as creating logos, icons, and detailed illustrations. The course concludes with a final project focused on designing a professional brand identity or poster, allowing students to demonstrate their technical skills and creative thinking. This project serves as a strong portfolio piece aligned with industry standards.





## SYLLABUS



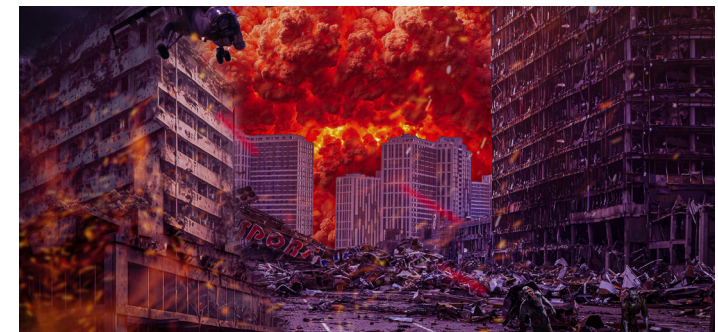
## ADOBE PHOTOSHOP

The course begins with a detailed introduction to Adobe Photoshop, covering the interface, essential tools, panels, and workspace customization. Students will understand how to navigate the software efficiently while learning the fundamentals of resolution, canvas size, and document setup. This foundation ensures clarity in creating designs suitable for both print and digital platforms.

As the course progresses, students will work extensively with layers, masks, and blending modes to build structured and non-destructive workflows. They will practice using selection tools and transform controls to isolate, modify, and position elements accurately. Special focus is given to image correction, retouching, and color adjustments to enhance visual quality and achieve professional results.

The program further explores advanced photo manipulation and compositing techniques, enabling students to combine multiple images into seamless visual compositions. They will experiment with filters, effects, and layer styles to add depth, lighting effects, and creative enhancements. Students will also create digital artwork and concept mockups to strengthen their creative and technical abilities.

In the final stage, learners will design practical projects such as posters, banners, and social media graphics, applying industry-relevant design principles. The course concludes with a comprehensive final project focused on developing a complete visual composition or branding design. This project helps students build a strong portfolio piece that reflects professional standards and creative expertise.





## SYLLABUS

### FUNDAMENTALS

The Fundamentals module introduces students to the core principles of graphic design through a balanced approach of theory and practical exercises. Students will learn essential concepts such as color theory, aspect ratio, principles of design, basic drawing, composition techniques, and typography. Alongside this, they will engage in hands-on activities like paper cut designs, helping them understand how visual elements interact in real-world applications.

This module focuses on developing visual thinking, creativity, and observation skills. By working on structured exercises and small design tasks, students will learn how to create balanced, meaningful, and visually effective compositions. By the end of the module, they will have a strong foundation that supports their learning in advanced tools and project-based work.



### BLENDER

The Blender course is designed to introduce students to the fundamentals of 3D design and visualization, with a focus on creating realistic mockups for graphic design projects. Students will learn the basics of 3D modeling, UV Mapping and composition, enabling them to present their designs in a more professional and visually engaging way. The course emphasizes practical learning, helping students understand how 3D elements can enhance branding,

packaging, and product presentations.

Throughout the course, students will work on hands-on projects to create realistic scenes and mockups using Blender. They will learn how to apply textures along with uv mapping, that showcase their designs effectively. By the end of the course, students will be able to integrate 3D visualization into their workflow, improving the overall presentation and impact of their portfolio.





## SYLLABUS



**CANVA**

The Canva module focuses on creating quick, effective, and visually appealing designs using an easy-to-use platform. Students will learn how to design social media posts, presentations, posters, and marketing materials using templates, layouts, and basic design principles. This module emphasizes speed, consistency, and client-ready outputs, helping students efficiently produce professional content for digital platforms and real-world use.



**ADOBE  
PREMIERE PRO**



The Adobe Premiere Pro module focuses on video editing skills to help students present their work in a professional and engaging format. Students will learn the basics of video editing. This module is mainly aimed at creating showreels and presentation videos, enabling students to showcase their graphic design projects in a dynamic and visually appealing way suitable for portfolios.



**ADOBE  
STAGER**

The Adobe Stager module focuses on creating realistic 3D presentations for graphic design projects. Students will learn how to place their designs onto 3D models such as packaging, posters, and product surfaces, and enhance them using lighting, materials, and camera settings. This module helps students present their work in a professionally





## SYLLABUS



## ADOBE LIGHTROOM

The course begins with a comprehensive introduction to Adobe Lightroom, focusing on understanding the interface, catalog setup, and efficient image importing techniques. Students will learn how to organize photos using folders, collections, and keywords to maintain a structured workflow. The training then moves into essential adjustments such as exposure correction, white balance, cropping, and histogram analysis to achieve balanced and visually appealing images.

As the course progresses, students will explore advanced color correction techniques using the HSL panel, tone curve, and color grading tools, along with sharpening and noise reduction for professional-quality output. They will also learn to use presets, batch editing, masking tools, and selective retouching techniques to enhance efficiency and precision. The program concludes with export settings for print and digital platforms, watermarking options, portfolio preparation, and a final photo editing project to demonstrate practical expertise.

## PORTFOLIO DEVELOPMENT

Portfolio focuses on curating and selecting your strongest design works to create a compelling and professional presentation. Students will learn how to evaluate projects critically, choosing pieces that highlight creativity, technical skills, and problem solving ability. Emphasis is placed on organizing projects with a clear visual hierarchy, structured layouts, and well-written descriptions that effectively communicate the concept and design process behind each work.

As the program progresses, students will design portfolio layouts suitable for both print and digital formats, ensuring adaptability across platforms. They will also develop a strong personal brand by maintaining a consistent visual style, tone, and identity throughout the portfolio. The course concludes with a final review and professional presentation, where students refine their work and confidently showcase a polished design portfolio ready for industry opportunities.





## GRAPHIC DESIGN COURSE



### SOFTWARE'S COVERED

- ADOBE INDESIGN
- ADOBE ILLUSTRATOR
- ADOBE PHOTOSHOP
- ADOBE LIGHTROOM
- BLENDER & STAGER
- CANVA & PREMIERE

### GENERAL INFO

3 DAYS TRAINING  
(GUIDED PRACTICALS + THEORY)

3 DAYS PRACTICE  
(SELF PRACTICE OR LAB WORK)

6 MONTHS DURATION  
EVENING CLASSES ONLY  
5PM TO 8PM ANY 1HR  
SLOT IS CLASS

### PLACEMENT

100% PLACEMENT  
ASSISTANCE AVAILABLE

### MODE

OFFLINE & ONLINE  
BOTH MODES AVAILABLE

### CERTIFICATE

UPON COURSE COMPLETION  
CERTIFICATE BY  
YUVASHAKTI ANIMATION

### FEES STRUCTURE

|               |          |
|---------------|----------|
| TOTAL FEES    | RS 66000 |
| FLAT DISCOUNT | RS 12000 |

NO REGISTRATION FEES  
FINAL FEES INCLUDING 18% GST

# 54000/-

PAY MONTHLY RS 9000/-



## JOB OPPORTUNITIES

GRAPHIC DESIGNER  
ILLUSTRATOR  
UI DESIGNER  
BRAND DESIGNER  
PACKAGING DESIGNER  
MULTIMEDIA ARTIST  
DIGITAL DESIGNER  
LAYOUT ARTIST

## EQUIPMENTS

HIGH END COMPUTERS  
PLAYSTATION 4  
LARGE GREEN SCREEN  
CANON CAMERA EOS 200D  
3D SCANNER  
3D PRINTER  
META QUEST 2  
RONIN DJI RS2 GIMBAL  
WACOM TABLET  
PROJECTOR SCREEN

**BE A PART OF YUVASHAKTI ANIMATION AND EXPLORE  
A NEW WORLD OF DESIGN OPPORTUNITIES**

 **9739409135**

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ANIMATION**



WE LOOK FORWARD TO SEEING YOU IN CLASS