



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 18 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 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.

AUTOCAD COURSE



ARCHITECTURE VISUALIZATION in 3D is the process of creating realistic digital representations of buildings and interior spaces before they are constructed. Using specialized 3D software, designers develop detailed models that showcase structure, materials, lighting, textures, and surroundings. These visualizations help architects and clients clearly understand the design concept, spatial relationships, and overall aesthetic of a project.

AUTOCAD plays a fundamental role in architectural design by enabling precise 2D drafting and technical drawings such as floor plans, elevations, and sections. It allows architects to create accurate measurements, layouts, and construction documentation that serve as the blueprint for 3D modeling. The technical accuracy provided by AutoCAD ensures that the design is structurally feasible and ready for further development.

When **COMBINED**, AutoCAD drafting and 3D architectural visualization create a complete design workflow—from concept to realistic presentation

Architecture Visualization is where design meets imagination to transform drawings into immersive visual experiences.



AUTOCAD course is designed to connect creativity with technology, helping students convert architectural ideas into clear and impactful visual designs. It builds a strong foundation in design thinking, spatial planning, and visual communication along with technical software skills. Students start with precise 2D drafting and architectural documentation, then gradually move into 3D modeling using tools like AutoCAD, SketchUp, Blender, Enscape, TwinMotion, Adobe Photoshop & Premiere Pro.

The course further focuses on photorealistic rendering and real-time visualization used in architecture studios and real estate projects. Students learn to create interior and exterior renders, walkthroughs, and presentation-ready visuals that clearly communicate design intent. By working on practical projects, they understand real-world workflows, client requirements, and revision processes. By the end, students build a professional portfolio showcasing complete architectural visualization projects, preparing them for careers in architecture firms, visualization studios, and interior design companies.

FUNDAMENTALS

Fundamentals in Architecture Visualization is the core principles. It covers essential topics such as color theory, aspect ratio, basic drawing techniques, bubble diagrams, Vaastu planning, house plan drawings, and composition techniques. This foundation helps students understand how to organize space, balance visual elements, and communicate design ideas clearly before moving into software-based workflows.

AUTOCAD

AutoCAD is widely helps architects create precise 2D drawings and 3D models of buildings, layouts, and construction plans. It improves design accuracy, visualization, and documentation for efficient project execution. AutoCAD serves as a foundation for turning conceptual ideas into technically accurate architectural plans ready for execution.

SKETCHUP

SketchUp is creating intuitive and detailed buildings, interiors, and landscapes. It allows architects to quickly visualize concepts and experiment with design forms during the early stages of a project. and extensive plugin support, SketchUp helps in developing accurate models that can be used for presentations, client approvals, and further rendering. It serves as a powerful tool for turning 2D plans into clear, interactive 3D visualizations.

BLENDER

Blender is widely used in the architecture field for advanced 3D modeling. It enables designers to cre-

ate detailed building models, apply accurate materials to produce photorealistic interior and exterior visualizations.

ENSCAPE

Enscape is a real-time visualization tool widely used in the architecture field to create instant, high-quality renderings and walkthroughs. It integrates directly with design software, allowing architects to visualize projects while designing.

TWINMOTION

Twinmotion is a real-time visualization tool used in architecture to create fast, high-quality renders and walkthroughs of building designs. It helps transform 3D models into realistic environments with lighting, materials. It is widely used for quick presentations, and immersive architectural visualization.

ADOBE PHOTOSHOP

Adobe Photoshop is used in architecture for enhancing renders, creating presentation boards, and improving visual quality of designs. It helps in post-processing images and enhancing renders.

ADOBE PREMIERE PRO

Adobe Premiere Pro is to edit presentation videos, walkthroughs, and project showcases. It helps combine renders, animations, and narration into professional visual presentations for portfolios.



SYLLABUS



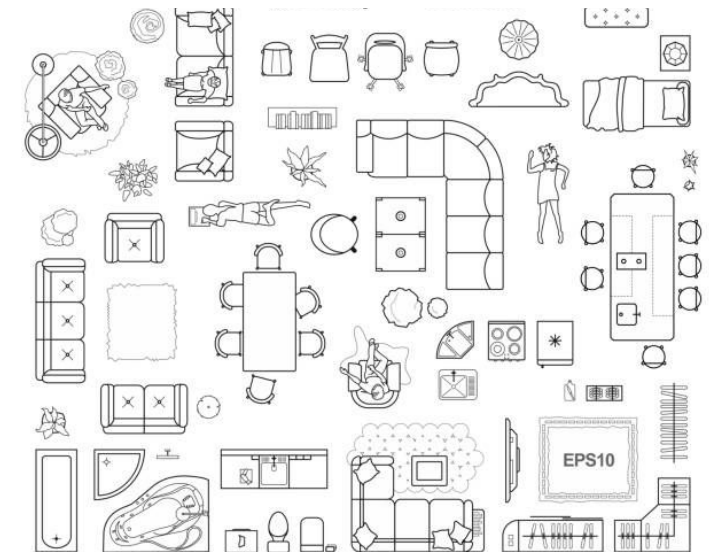
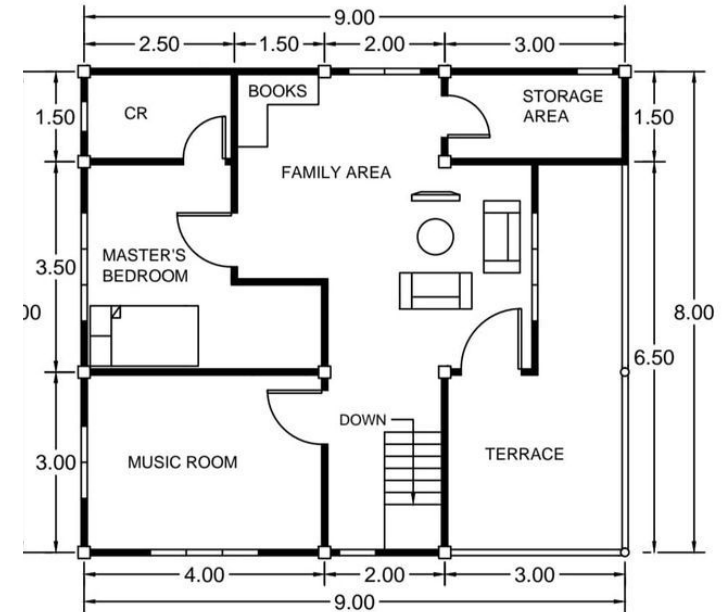
AUTOCAD

This module begins with an Introduction to the AutoCAD Interface and Workspace Customization, helping students understand the essential tools, panels, and drafting environment used in architectural projects. Learners explore drawing tools, coordinate systems, and precision techniques to create accurate layouts. Emphasis is placed on creating and modifying 2D drawings efficiently, while properly managing layers, line types, and object properties to maintain organized and professional architectural documentation.

The course then focuses on applying dimensions, annotations, and text styles to clearly communicate design intent in floor plans and technical drawings. Students also learn to work with blocks, groups, and external references (Xrefs), which are essential for handling repetitive elements and managing large-scale architectural projects. These skills improve productivity and ensure consistency across multiple drawings within a project.

Finally, students are introduced to basic 3D modeling and view controls to better visualize architectural forms. They practice creating architectural plans, elevations, and sections that serve as the foundation

for architectural visualization workflows. The module concludes with printing, plotting, layout management, and best practices for file organization ensuring drawings are presentation-ready and aligned with professional architecture industry standards.





SYLLABUS



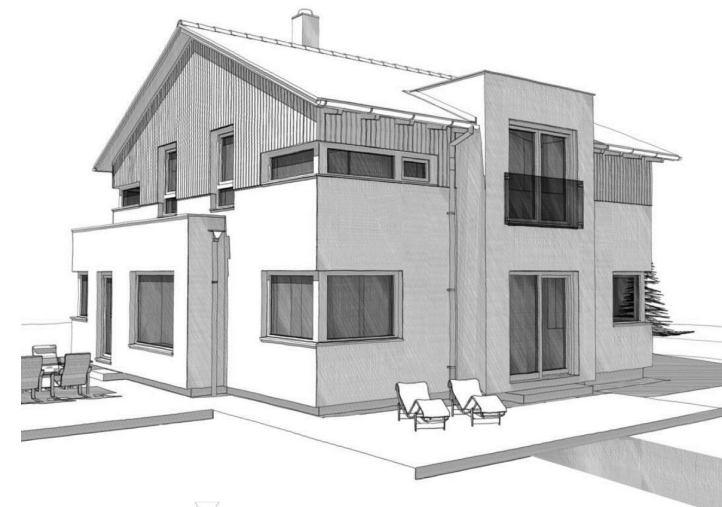
SKETCHUP

This module begins with an introduction to the SketchUp interface and navigation tools, enabling students to comfortably move within the 3D workspace. Learners understand basic shapes, drawing techniques, and the Push/Pull tool to quickly develop architectural forms. The focus is on building accurate base models while using measurement tools to maintain proper scale and proportions, which are essential in architecture visualization.

Students then learn to organize their models efficiently using groups, components, and layers to manage complex architectural structures. They create essential architectural elements such as walls, doors, windows, and structural details. Materials,

textures, and colors are applied to enhance realism, helping transform simple models into visually appealing representations suitable for concept presentations.

Finally, the course covers managing scenes, views, and camera angles to create professional presentation perspectives. Students explore importing and exporting models for integration with other software in the visualization workflow. Rendering basics and lighting setup using plugins are introduced, enabling learners to prepare polished 3D models ready for client presentations and architectural visualization projects.





SYLLABUS



BLENDER

This module begins with an introduction to the Blender interface and navigation, helping students understand the 3D workspace, object controls, and transformation tools such as move, rotate, and scale. Learners explore the basics of 3D space and coordinate systems while modeling simple architectural and environmental forms. The focus is on developing strong foundational skills to accurately build structures and spatial layouts used in architectural visualization.

Students then work with modifiers for efficient, non-destructive modeling, allowing flexible design changes during project development. The course covers applying materials, textures, and shaders to create realistic surfaces, along with essential UV mapping and texture baking techniques. These skills help enhance the visual quality of architectural models and prepare them for high-quality rendering and presentation.

Finally, learners explore lighting and camera setup to create professional visualization shots. Rendering is practiced using Cycles and Eevee engines to achieve both photorealistic and real-time results. The module also introduces optimization techniques for games and interactive visualization, along with exporting final renders and assets ensuring

projects are presentation ready and aligned with industry standards in architectural visualization.



SYLLABUS

FUNDAMENTALS

The Fundamentals module introduces the essential principles of architectural design and visualization, starting with color theory to understand how colors influence mood, depth, and visual harmony in designs. Students learn aspect ratio to correctly frame and compose architectural presentations for different formats. Basic drawings build foundational sketching skills for representing ideas clearly, while bubble diagrams help in planning spatial relationships and functional zoning of spaces. Vaastu plans introduce traditional spatial arrangement principles for balanced design, and house plan drawings focus on creating accurate layouts of residential spaces with proper measurements and flow. Finally, composition techniques teach how to arrange visual elements effectively to create balanced, readable, and visually appealing architectural presentations.

3D PRINTING



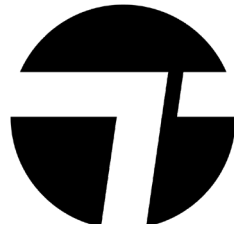
3D printing in architecture is used to transform digital designs into physical scale models with high precision and detail. It helps architects quickly create concept models, structural prototypes, and presentation models for better understanding of form, scale, and spatial relationships. By using materials like PLA, resin, or composite filaments, complex architectural forms can be produced that are difficult to build

manually. It is widely used for client presentations, design validation, and testing structural ideas before actual construction.





SYLLABUS



TWINMOTION

Twinmotion course in architecture focuses on real-time visualization, enabling students to transform 3D models into realistic renders, animations, and walkthroughs for architectural presentations. It teaches how to import models from SketchUp, and Blender, and enhance them with lighting, materials, environments, and atmospheric effects. It provides fast, real-time rendering and helps clearly communicate design intent through immersive and cinematic experiences.



ADOBE PREMIERE PRO

The Adobe Premiere Pro course in architecture focuses on editing architectural walkthroughs, project presentations, and visualization videos into professional cinematic sequences. It is widely used in the industry to combine renders, animations, and narration, helping architects create impactful video presentations for clients and portfolios.



ADOBE PHOTOSHOP





This module introduces real-time rendering and visualization tools, focusing on creating immersive and photorealistic architectural presentations. Students learn to set up projects by importing models from SketchUp or Blender and apply realistic materials, lighting, and environmental effects such as weather, time of day, and atmospheric conditions. Techniques for adding context like vegetation, people, and props help bring designs to life, making them more engaging and relatable for clients.

SYLLABUS



ENSCAPE

Learners also explore cinematic presentation techniques, including camera paths, reflections, exposure adjustments, and render settings, to produce professional-quality stills, videos, and VR walkthroughs. Emphasis is placed on optimizing scenes for both visual quality and performance, ensuring that complex architectural models can be efficiently presented in real-time. This prepares students to deliver compelling, interactive visualizations that communicate design intent effectively to clients and stakeholders.



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.





AUTOCAD COURSE



SOFTWARE'S COVERED

- AUTOCAD
- SKETCHUP
- BLENDER
- ENSCAPE
- TWINMOTION
- PHOTOSHOP
- PREMIERE PRO

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 COMPLE-
TION CERTIFICATE BY
YUVASHAKTI ANIMATION

FEES STRUCTURE

TOTAL FEES	RS 65000
FLAT DISCOUNT	RS 20000
FEES	RS 45000
GST 18%	RS 8300

FINAL FEES

53100/-

REGISTRATION FEES	RS 15000
FOLLOWING 5 MONTHS	RS 7620



JOB OPPORTUNITIES

ARCHITECT
3D VISUALIZER
DESIGN ARCHTECT
INTERIOR DESIGNER
ARCHITECHTURAL DESIGN
AUTOCAD DRAFTER
CONSTRUCTION PROJECT
URBAN PLANNING

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

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A NEW WORLD OF DESIGN OPPORTUNITIES

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WE LOOK FORWARD TO SEEING YOU IN CLASS