YUVASHAKTI ANIMATION

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.

3D GAMING COURSE

3D GAMING refers to video games that use three-dimensional graphics to create depth, realism, and immersive virtual environments. Unlike 2D games, 3D games allow players to move freely within a space, explore detailed worlds, and interact with objects and characters from multiple camera angles. This technology creates a more lifelike and engaging experience by simulating real-world lighting, textures, physics, and spatial movement.

The gaming industry has grown into a global entertainment powerhouse, spanning PC, console, mobile, and virtual reality platforms. High-quality visuals have become a key factor in attracting players, and 3D graphics play a major role in shaping modern gaming experiences. From open-world adventures to competitive multiplayer games, 3D environments enhance storytelling, realism, and emotional engagement.

3D technology enables the creation of detailed characters, environments, vehicles, weapons, and special effects that define a game's visual identity.

Our **3D GAMING** Course is designed around current industry standards, focusing on the artistic and technical skills required in modern game production. Students begin by understanding core design principles such as form, anatomy, environment structure, scale, and visual storytelling. Strong emphasis is placed on developing a professional mindset that reflects real-world studio workflows and production pipelines used in the gaming industry.

The program integrates powerful industry tools including Unreal Engine, Substance Painter, Maya, Blender, and ZBrush. Students learn high quality 3D modeling, digital sculpting, UV mapping, texturing, and material creation. They also understand how to create optimized, game-ready assets that balance visual quality with performance requirements, which is essential for PC, console, and real-time applications.

A major focus is placed on real-time implementation and environment building inside Unreal Engine. Students learn how to import assets, apply materials, set up lighting, and create immersive game environments. Understanding real time rendering, asset optimization, and scene composition ensures that projects meet professional game development standards.

By following a structured production pipeline from concept development to final in-engine presentation students gain clarity on how 3D assets move through each stage of development. The program emphasizes portfolio-quality output, technical accuracy, and creative excellence. This approach prepares aspiring 3D designers to confidently step into the competitive and fast evolving global gaming industry.

Software's

Unreal Engine

Unreal Engine is a powerful real-time game engine widely used in the 3D gaming industry to develop high-quality interactive experiences for PC, console , mobile, and VR platforms. It provides advanced tools for environment creation, lighting, materials, physics, and cinematic storytelling, enables visually stunning and immersive game worlds. With its real-time rendering capabilities and industry-standard workflow, artists and designers to see instant results, optimize performance, and produce AAA-quality games efficiently.

Autodesk Maya is a leading 3D software widely used in the gaming industry for modeling, animation, rigging, and asset creation. It enables artists to build detailed characters,

Maya

environments, props, and game-ready models with clean topology suitable for real-time engines. Maya is especially valued for its advanced animation and rigging tools, which help create realistic character movements and cinematic sequences. Its strong integration with game engines makes it a core tool in professional 3D game development pipelines.

Substance Painter

Substance Painter is a professional texturing tool widely used in the 3D gaming industry to create realistic and detailed materials for game assets. It allows artists to paint directly on 3D models , apply complex textures, and generate maps such as normal, roughness, and metallic for real-time rendering

ZBrush is a powerful digital sculpting tool widely used in the 3D gaming industry to create highly detailed characters, creatures, and props. It allows artists to sculpt intricate models with

ZBrush

millions of polygons, add fine textures, and generate normal or displacement maps for game-ready assets. ZBrush is essential for creating realistic models

Photoshop & Premiere Pro

Photoshop is used for creating textures, concept art, and UI elements, while Premiere Pro edits trailers, cinematics, and promotional videos. Together, they help designers produce polished, immersive, and visually engaging game assets and marketing content.

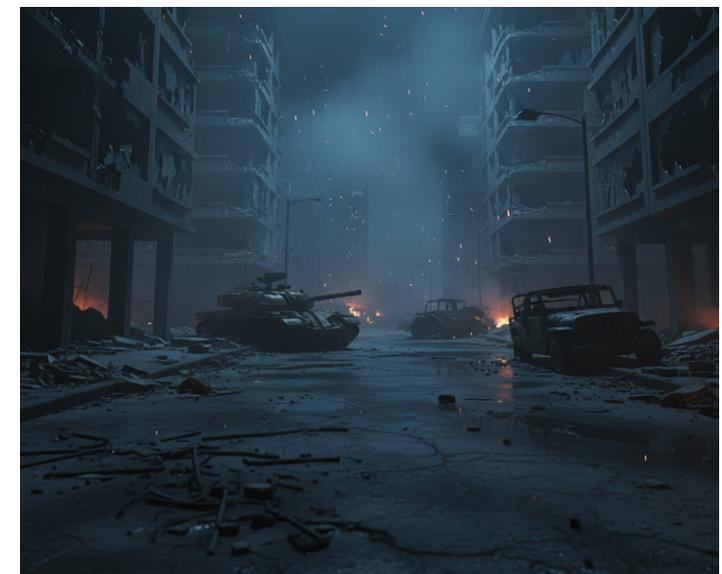and storytelling into cohesive playable spaces. The program concludes with a Final Level Design Portfolio Project, where learners conceptualize, design, and present a complete game level inside Unreal Engine. This capstone project reflects professional industry standards and prepares students with a strong, presentation-ready portfolio piece aligned with modern game development practices.

Will explore introductin to the Unreal Engine Interface & Navigation, gaining hands-on experience with one of the most powerful real-time engines in the gaming industry. They explore viewport controls, asset management, scene setup, and project organization. The module covers Level Design Fundamentals and World Building & Composition, teaching students how to structure environments, guide player movement, design spatial layouts, and create believable game worlds with purpose and flow.

The course also focuses on Gameplay Mechanics Design using Blueprint Basics, enabling students to build interactive elements without complex coding. They learn to design triggers, interactive objects, basic AI behaviors, and player interactions. In addition, Cinematic Storytelling & Camera Design introduces techniques for framing scenes, creating cutscenes, and controlling camera movement to enhance narrative impact. Material & Lighting Design for Mood Setting helps students understand how color, contrast, and light placement influence atmosphere and emotional tone.

Finally, students explore Interactive Environment Design, combining mechanics, lighting, composition,

through a gaming pipeline from modeling to engine integration is a core focus from the beginning.

Students then explore low poly modeling techniques specifically designed for real time games, followed by high poly modeling for detailed asset creation. They learn how to bake normal maps and other texture maps from high poly to optimized low-poly models, maintaining visual quality while ensuring performance efficiency. UV unwrapping and texture optimization are covered in depth, allowing students to prepare clean, game-ready geometry suitable for modern engines.

The course also focuses on material creation and PBR (Physically Based Rendering) texturing workflows to achieve realistic surface responses in real-time environments. Students develop hard-surface props, environmental assets, and character models with correct topology and edge flow. Special attention is given to creating assets that meet current industry standards for polygon count, shading accuracy, and engine compatibility.

Finally, learners understand scene composition and game ready export setup, preparing assets for seamless integration into game engines. Best practices for scaling, pivot placement, file export formats, and optimization are reinforced throughout the process. The program concludes with a final game asset portfolio project, where students demonstrate a complete production pipeline from concept modeling in Maya to a polished, engine ready presentation aligned with professional gaming industry expectations.

SYLLABUS

MAYA

This module begins with an introduction to the Autodesk Maya interface and navigation, helping students understand viewport controls, object management, and efficient workspace customization for game production. Emphasis is placed on professional asset workflow and project organization, ensuring proper folder structures, naming conventions, and pipeline clarity. Understanding how assets move
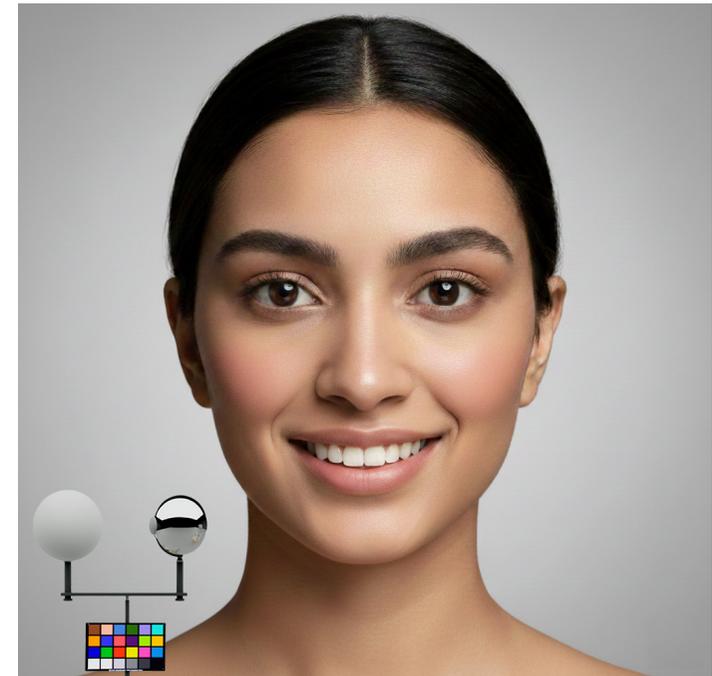
SUBSTANCE PAINTER

This module begins with an introduction to the Substance ecosystem and interface overview, helping students understand the professional texturing workflow used in modern game production. Learners explore the fundamentals of PBR (Physically Based Rendering) workflow and material theory, gaining clarity on how real-world surface properties such as roughness, metallic, and normal details affect in-game visuals. Students also learn how to properly import game assets from Blender or Unreal Engine, ensuring smooth integration within the gaming pipeline.

workflows to achieve realistic surface details efficiently. Students explore both realistic and hand-painted stylized texture creation to match different game art styles. Custom material generation using Substance Sampler is introduced, enabling learners to create unique, high-quality surfaces from real-world references. Baking mesh maps and texture optimization techniques are emphasized to maintain high visual fidelity while meeting real-time performance standards.

Finally, students learn advanced detailing methods such as weathering, aging, and adding surface imperfections to enhance realism and storytelling in game assets. Proper exporting techniques for Unreal Engine ensure textures are engine-ready. The program concludes with a final texturing portfolio project, where students demonstrate a complete professional workflow.

The course then focuses on practical texturing techniques, including the use of smart materials, advanced masking methods, and procedural

for game-ready characters. In addition, they explore environment and prop sculpting techniques, using alphas and surface noise to add fine details and realistic textures. Workflow efficiency is emphasized to help artists maintain high detail while preparing assets suitable for real-time production.

Finally, students learn technical processes required for game integration, including ZRemesher and manual retopology concepts to create optimized low-poly meshes. Baking essential maps such as normal, displacement, and ambient occlusion ensures high-detail sculpts translate effectively into game engines. The module concludes with exporting assets into an Unreal Engine workflow, preparing portfolio-ready projects that reflect professional gaming pipeline standards and real-world production practices.

SYLLABUS

ZBRUSH

This module begins with an introduction to ZBrush, covering the interface, essential brushes, navigation controls, and an overview of how digital sculpting fits into the game art pipeline. Students learn the fundamentals of sculpting using primitives, Dynamesh, and form-building techniques to create strong base meshes. Emphasis is placed on understanding volume, silhouette, and structure, which are critical for producing high-quality assets for games. The workflow is designed to build confidence in handling complex 3D forms efficiently.

The course then moves into anatomy fundamentals for games, focusing on proportions, muscle structure, and the differences between stylized and realistic character forms. Students practice sculpting heads, facial features, and expressions suitable

PHOTOSHOP & PREMIERE PRO

This module introduces students to the fundamentals of Photoshop and video editing workflows, building a strong foundation in visual content creation for the gaming industry. Students begin by understanding the Photoshop interface and essential tools, learning image editing, retouching, and color correction techniques to enhance visual quality. They explore layers, masking, and compositing methods to create high-impact designs, along with digital painting and concept art development for game characters, environments, and props. The module also covers the creation of game UI elements, ensuring students understand layout, hierarchy, and clarity in interactive design.

Alongside design skills, students learn professional video editing workflows, including timeline editing, cut techniques, and smooth transitions for cinematic storytelling. Color correction and grading essentials are taught to maintain visual consistency and mood, while audio editing, mixing, and dialogue syncing ensure polished presentation quality. The program concludes with the creation of a professional showreel and design portfolio, showcasing both visual artwork and edited video content aligned with industry standards.

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.

3D GAMING COURSE

SOFTWARE'S COVERED

- UNREAL ENGINE
- MAYA
- SUBSTANCE PAINTER
- ZBRUSH
- PHOTOSHOP & PREMIERE PRO

GENERAL INFO

9 MONTHS DURATION

MON WED FRI - CLASSES
TUE THU SAT - PRACTICE

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 81000
FLAT DISCOUNT : RS 18000

FINAL FEES :   RS 63000

MONTHLY EMI :   RS 7000

JOB OPPORTUNITIES

3D ARTIST
GAME ARTIST
3D MODELER
ENVIRONMENT ARTIST
GAME DESIGNER
LEVEL DESIGNER
TECHNICAL ARTIST
UNREAL ENGINE ARTIST
GAME TESTER

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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