

THE DIGEST

Everything AVGC. One Digest.

From Outsourcing to
Original IP. That's
Quite the Plot Twist !



AVGC-XR: India's Next Growth Story

Editor's Note

Every great animation starts with a rough sketch.

Every game begins with a simple idea.

Every visual effect begins with someone asking, "What if?"

The AVGC industry is entering one of its most exciting chapters. AI is reshaping workflows, real-time technologies are changing production pipelines, XR is expanding beyond entertainment, and Indian creators are moving from outsourcing work to building original worlds of their own.

This issue explores the trends, tools, careers, and opportunities shaping the future of Animation, VFX, Gaming, Comics, and XR. But beyond the technology, this edition is really about the people behind the pixels—the artists, designers, storytellers, developers, and dreamers who continue to push creative boundaries every day.

At AALSI Online, we believe learning should evolve as fast as the industry itself. That's why our focus remains on practical skills, industry workflows, and helping creators stay ready for what's next.

Whether you're a student exploring your first storyboard, an artist learning new tools, or a professional planning your next career move, we hope this magazine inspires you to keep creating, keep experimenting, and keep building worlds that don't exist yet.

The future isn't loading anymore.

It's rendering.

Happy creating!

Team AALSI Online



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INDIA SPOTLIGHT

A quick roundup of the latest happenings across India's AVGC ecosystem

Haryana Unveils AVGC-XR Policy 2026



Haryana has announced its AVGC-XR Policy 2026 with a vision to establish the state as a prominent destination for Animation, Visual Effects, Gaming, Comics, and Extended Reality. The policy outlines plans for dedicated AVGC-XR parks, Centres of Excellence, startup support, incubation facilities, and incentives aimed at encouraging investment and original IP development. The initiative is expected to strengthen India's growing AVGC ecosystem and generate new employment opportunities across the sector.

Source: Haryana Industries Department / Times of India

Tencent Invests ₹10 Crore to Strengthen India's AVGC Talent Pipeline

Gaming giant Tencent announced a multi-year partnership with the Services Export Promotion Council (SEPC) and the Game Developers Association of India (GDAI). The initiative includes talent development programs, mentorships, startup support, and skilling activities, with Tencent committing resources worth over ₹10 crore.

The collaboration will introduce game development initiatives and industry-led workshops, providing aspiring creators with greater access to mentorship and practical learning opportunities.

Source: Tencent Official Announcement , SEPC, GDAI, Times of India

Tripura Moves Ahead with Draft AVGC-XR Policy



The Government of Tripura has taken a significant step towards strengthening the state's creative economy by initiating stakeholder consultations for its Draft AVGC-XR Policy. The proposed policy aims to establish Tripura as an emerging hub for Animation, Visual Effects, Gaming, Comics, and Extended Reality in Northeast India.

The roadmap focuses on skill development, startup incubation, digital infrastructure, industry collaboration, and culturally rooted content creation. It also aligns with the state's broader TRI-NITI initiative, integrating AVGC-XR, Artificial Intelligence, and Global Capability Centres to promote innovation-led growth and employment opportunities.

Source: Directorate of Information Technology, Government of Tripura / The Economic Times

AVGC Sector Continues Talent Push

Industry discussions throughout June continued to highlight India's projected requirement of nearly 2 million AVGC professionals by 2030. Government-backed initiatives, including Content Creator Labs and advanced skill development programs, remain central to strengthening the country's creative workforce. Industry stakeholders also emphasized stronger collaboration between academia and studios to ensure graduates are equipped with production-ready skills for emerging technologies and global content demands.

'Return of the Jungle' Arrives in Indian Cinemas



Vaibhav Studios' animated feature Return of the Jungle released on 29 May 2026. Inspired by the Panchatantra, the film marks one of India's significant original theatrical animation releases and reflects the industry's growing focus on indigenous storytelling and family entertainment.

AI Adoption Accelerates Across Indian Studios



Animation and VFX studios are increasingly integrating AI-powered tools into production pipelines for concept development, layout generation, animation assistance, asset creation, and workflow optimization. The emphasis remains on improving production efficiency while supporting creative teams. AI is also helping automate repetitive tasks such as rotoscoping, clean-up, motion tracking, and scene organization, allowing artists to focus more on storytelling and creative decision-making.

GLOBAL NEWS

Key updates from around the world across animation, VFX, gaming, and immersive media.

Annecy International Animation Festival 2026 Opens Its Doors



The world's largest animation festival returned with feature film competitions, TV productions, student films, VR experiences, and studio showcases. Annecy once again became the meeting point for global animation studios, distributors, streaming platforms, and independent creators.

Global Studios Double Down on AI-Assisted Production

Major international animation and VFX studios continued expanding the use of AI-assisted production tools during June. AI is increasingly being adopted for pre-production planning, storyboarding, animation clean-up, and asset management while artists retain creative control.

Global Studios Double Down on AI-Assisted Production



Netflix, Disney+, Prime Video, and other streaming platforms announced or premiered several animated series and films during the period, reinforcing continued global demand for animated content across both children's and adult audiences.

Epic Games Showcases
New Unreal Engine 5.6
Capabilities



At Unreal Fest Orlando 2026, Epic Games unveiled Unreal Engine 5.6, introducing significant improvements to real-time rendering, MetaHuman animation workflows, procedural world-building, and performance optimisation. The update further strengthens Unreal Engine's role across game development, animation, virtual production, and architectural visualisation.

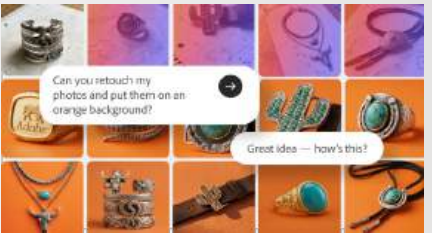
Foundry Unveils Nuke
Stage at SIGGRAPH 2026
Preview



Foundry introduced Nuke Stage, a next-generation virtual production solution designed to simplify in-camera visual effects workflows. Built around the familiar Nuke ecosystem, the platform enables real-time collaboration between VFX

artists, virtual production teams, and filmmakers, reducing iteration time and improving on-set creative decision-making.

Adobe Expands Firefly
Video Capabilities for
Creators



Adobe continued expanding its Firefly generative AI tools with new video-generation and editing features designed for professional creative workflows. The updates allow creators to generate footage, extend scenes, remove unwanted objects, and accelerate pre-visualisation while maintaining compatibility with Adobe Premiere Pro and After Effects.

GLOBAL SNAPSHOT

\$200B+
Global gaming market

3B+
Gamers Worldwide

\$109B
VR Market by 2030

75%
Fortune 500 XR Adoption

\$890B
Animation Market by 2034

Quick Bites across the world

- ✦ Disney is expanding its use of virtual production technologies across film & television projects.
- ✦ Unity is enhancing AI-assisted workflows for game development & real-time 3D creation.
- ✦ Industrial Light & Magic (ILM) is pushing virtual production innovation through its StageCraft technology.
- ✦ Ubisoft is exploring AI tools to support game development and player experiences.
- ✦ Crunchyroll announced additional anime acquisitions and simulcast titles, reflecting sustained global demand for animated content.
- ✦ The 2026 Licensing Expo highlighted growing opportunities for animation and gaming IPs through merchandising and brand collaborations.
- ✦ Steam Next Fest (June 2026) gave players early access to hundreds of upcoming indie game demos, helping developers reach global audiences before launch.
- ✦ Xbox Games Showcase 2026 unveiled several first-party titles alongside new gameplay reveals from leading global studios.
- ✦ Virtual production continues to gain traction across film and television, with more studios adopting LED volume stages for large-scale productions.

TOOLS & TECH

Explore the latest advancements in creative technology, production tools, and AI solutions transforming the AVGC industry.

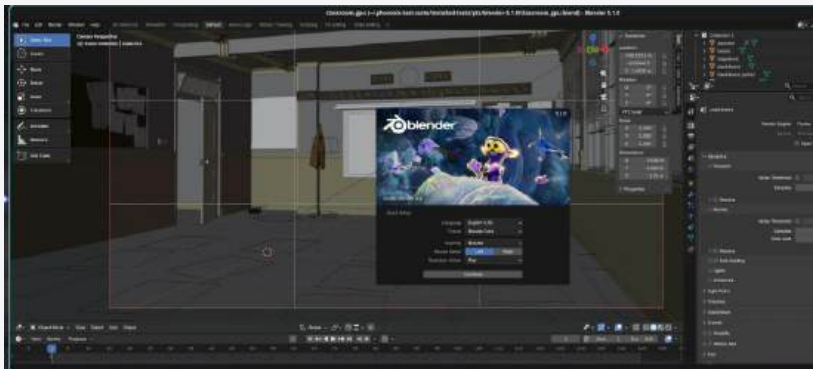
Unreal Engine 5.6 Released

Epic Games has officially released Unreal Engine 5.6, introducing significant improvements for game development, animation, and virtual production workflows. The update delivers faster rendering performance, optimized CPU and GPU utilization, and enhanced support for large open-world environments. MetaHuman Creator now offers improved facial animation fidelity, while updates to Control Rig, Motion Matching, and Sequencer provide animators with more efficient character animation tools. UE 5.6 also expands Nanite and Lumen capabilities, improving real-time geometry rendering and global illumination for higher visual quality with better performance.



Blender 4.5 LTS Introduced

The Blender Foundation has released Blender 4.5 LTS (Long-Term Support), offering a stable production-ready version with extended maintenance updates. The release includes faster viewport performance, improved Geometry Nodes, enhanced sculpting and UV editing tools, and workflow refinements across modeling, animation, and compositing. Rendering performance in Cycles has been optimized with better GPU acceleration, while Grease Pencil and asset management receive usability improvements. As an LTS release, Blender 4.5 is designed for studios and production pipelines requiring long-term stability without frequent version upgrades.



AI-Assisted Animation Pipelines

Studios are increasingly adopting tools like Adobe Firefly, Runway Gen-4, Kling AI, Midjourney, ChatGPT & Wonder Studio for storyboarding, concept art, character ideation, motion references & background generation.

SKILL OPPORTUNITY

- Artists combining traditional skills with AI workflows are becoming highly employable

AI-Game Development

Growing adoption of AI NPCs, procedural level generation, AI dialogue systems, and AI asset generation is reshaping how studios build games AI-powered workflows are helping developers create richer experiences while reducing production time.

HOT SKILLS

- Unreal Blueprints . Unity C#
- Generative AI . Technical Art
- Gameplay Programming

OTHER KEY UPDATES

Autodesk Maya 2027 Ships with New Animation Tools

Autodesk introduced Maya 2027 featuring improved rigging workflows, animation performance enhancements, and expanded OpenUSD integration for production pipelines.

Chaos Releases V-Ray 7 Updates

Chaos expanded V-Ray 7 with GPU rendering improvements, better virtual production workflows, and enhanced support for photorealistic environments.

Adobe After Effects Gets AI Workflow Enhancements

Adobe added new AI-assisted masking, object removal, and timeline improvements to streamline motion graphics and compositing workflows.

Adobe Substance 3D Receives Material Workflow Updates

Adobe introduced new procedural materials, improved texture authoring tools, and faster asset management across the Substance 3D ecosystem.

SideFX Houdini 20.5 Continues Production Rollout

Studios continue adopting Houdini 20.5 for advanced FX simulations, procedural workflows, crowd systems, and USD-based production pipelines.

NVIDIA Expands AI Tools for Digital Content Creation

NVIDIA introduced updates to AI-powered creative workflows, accelerating rendering, character animation, and content generation across supported applications.

JOBS & CAREER

Studios continue hiring skilled talent across animation, VFX, gaming, XR, and technical art roles.

COMPANY NAME	ROLE	EXPERIENCE	LOCATION
After Studios	Matchmove Artist	1 - 2 Years	Mumbai
Crazy cub Animation Studio	3D Character Modeller	1 - 3 Years (Production Experience Required)	Delhi
Crazy cub Animation Studio	Video AI Artist/ AI Content Creator	0 - 2 Years	Delhi
Divinity Pictures	AI Artist (Contract Basis)	Experienced	Mumbai (On-site)
Digital Turbo Media	FX Artists	Senior / Mid - Level	Kochi, Kerala
DNEG Animation India	2D FX Animator	Experienced	Mumbai, Bangalore, Chennai
GelaroGrace Studio	CG Generalist	1 - 5 Years (Industry Experience Required)	Mumbai / Noida
Identical Brains	VFX Producer	Experienced	Mumbai
Immersa Reality	3D Artist (3ds Max) / Unreal Engine Artist	Fresher	Chinnampalayam, Coimbatore, Tamil Nadu
Resonance Digital	Paint Artists (Contract Basis)	Junior & Mid - Level	Mumbai
Resonance Digital	Compositors (Contract Basis)	Mid - level	Mumbai
White Apple Studios	VFX Paint/Prep Artist's	Experienced	Mumbai

Companies Actively Hiring

- DNEG
- ReDefine
- Framestore
- PhantomFX
- Pepper Square
- Technicolor Group
- Lakshya Digital
- Ubisoft Pune
- Electronic Arts
- Rockstar India
- Tata Elxsi

Emerging Career Skills

- Unreal Engine 5
- Blender
- AI-Assisted Production
- Houdini
- Character Rigging
- Motion Graphics
- Real-Time Rendering
- Game Design
- Technical Art
- Substance Painter

Top Certifications Employers Value

- Unreal Authorized Instructor
- Unity Certified Associate
- Autodesk Maya Certified Professional
- Adobe Certified Professional
- Blender Foundation Courses
- Foundry Nuke Certification

Salary Snapshot (India)

Role	Entry Level
3D Artist	3-6 LPA
Unity 6	3-7 LPA
Blender 4.5	4-8 LPA
Houdini	5-10 LPA
Maya	8-15 LPA

Varies by studio and experience

Career Forecast

- 20 Lakh AVGC jobs by 2030
- Significant demand in gaming, XR and Real-Time Production
- Increased Global Outsourcing to India

Source: India Brand Equity Foundation

Statistics	Numbers
AVGC jobs projected by 2030	2 Million +
AVGC Creator Labs	15,000 Schools
Higher Education Labs	500 Colleges
Tencent Investment in Indian Gaming talent	₹ 10 Crore +
India's target year for AVGC workforce expansion	2030
Global Gaming industry revenue	US\$ 188 Billion+
India's gaming market	US\$ 3.8 - 4 Billion
India's online gamers	590 Million +
India's game developers	1,900+ Studios
India's creator economy	100 Million + Creators
AVGC - XR focus sectors	5 (Animation, VFX, Gaming, Comics, XR)



AALSI ONLINE CAREER TIP

With states racing to build AVGC infrastructure and global studios scaling Indian teams, artists who pair one deep specialisation - rigging, FX, technical art - with working AI-tool fluency are seeing the fastest movement into mid-level roles this year.

AALSI ONLINE

Latest News from AALSI ONLINE

Aalsi Online: Building a Home for India's AVGC Community

Aalsi Online continues to spotlight the latest developments across Animation, VFX, Gaming, Comics, and XR through industry news, insights, and creator-focused content. By connecting professionals, students, and studios, the platform aims to make AVGC knowledge more accessible while celebrating the people shaping India's growing creative-tech ecosystem.

What makes AALSI Online Different?

Learn from Industry Experts

Our mentors are active professionals working in top studios across Animation, VFX, Gaming and Comics. Learn real production workflows, industry standards, and techniques that go beyond classroom learning.



Active Industry Professionals



Real Production Experience



One-On-One Mentoring



Industry Insights & Best Practices

Customised Learning Sessions

Every learner is unique. We create personalised learning plans that match your current skill level, goals and career aspirations. Learn what you need, focus on improving, and grow at your own pace with continuous mentor support.



Skill Assessment



Personalised Roadmap



Flexible Schedule



Continuous Feedback



Skill & Career Growth

OUR SESSIONS



Accurate 2D tracking is key to seamless VFX. Learn advanced techniques for placing, refining, & optimizing tracking points for precise motion tracking in complex shots. The session covers best practices for feature selection, tracker optimization, error correction, & troubleshooting common tracking issues. Through hands-on demonstrations & real production examples, learners will gain the skills to create reliable tracking data

that integrates naturally with VFX elements, motion graphics, screen replacements, and compositing workflows used in professional studios.

- ✓ **Master advanced tracker placement** techniques for complex camera movements, motion blur, reflections, & low-contrast footage.
- ✓ **Improve tracking accuracy** by learning error correction, tracker refinement, & optimization methods used in professional VFX pipelines.
- ✓ **Apply tracked data to real-world production** tasks such as screen replacements, object insertion, motion graphics, camera stabilization, & compositing.

challenging shots using manual workflows. Students will gain practical skills to achieve production-ready camera tracks for VFX integration using industry-standard techniques.

- ✓ **Master manual camera-solving** using basic proxy geometry without LiDAR.
- ✓ **Build accurate scene reconstruction** with proper scaling, alignment, and camera calibration.
- ✓ **Achieve precise camera matching** for seamless visual effects integration.



Learn advanced camera-solving techniques using basic proxy geometry without relying on LiDAR scans. This session covers scene reconstruction, accurate camera matching, proxy creation, scale alignment, and solving



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