

THE DIGEST

Everything AVGC. One Digest.

The New PRODUCTION PIPELINE

How AI, OpenUSD and
Real-Time Technologies
are Changing AVGC

The Pipeline Changed.
So Did the Game.



HOUDINI 22
Goes Production
Ready



ADOBE PREMIERE
PRO 26.3
What's New?



VISION X 2026
Advanced Workshops
by Industry Experts



CAREER
INTELLIGENCE
DASHBOARD
Jobs. Skills. Insights.
Opportunities.

Editor's Note

Every breakthrough begins with a new way of thinking.

Every pipeline begins with a single asset.

Every great production is built through collaboration.

The AVGC industry is evolving faster than ever. AI is becoming an everyday creative companion, OpenUSD is transforming production pipelines, and real-time technologies are changing how stories are created. As global innovation accelerates, India continues to strengthen its place in the world of Animation, VFX, Gaming, Comics, and XR.

In this edition of The Digest, we bring you the latest industry news, technology updates, career insights, and learning resources to help you stay informed and industry-ready.

At AALSI Online, we believe success isn't just about mastering software—it's about understanding workflows, adapting to change, and continuously learning. As the industry grows, so should the artists behind it.

Whether you're a student, an aspiring creator, or an industry professional, we hope this edition inspires you to keep learning, keep experimenting, and keep creating.

The pipeline is evolving.

So are the artists behind it. Render it!

Team AALSI Online



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INDIA SPOTLIGHT

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

Arena Animation Students Showcase AI-Driven Animated Film



Students from Arena Animation Malleswaram developed an AI-assisted animated project demonstrating how generative AI can complement traditional animation workflows.

The initiative highlights how educational institutions are beginning to incorporate AI into animation training, exposing learners to emerging production methods while reinforcing the importance of artistic direction and storytelling.

- Why it matters?
- Reflects changing industry expectations for future artists.
 - Encourages AI literacy alongside core creative skills.
 - Demonstrates how institutes are adapting curricula to evolving production pipelines.

Haryana Finalises Draft AVGC-XR Policy 2026

The Haryana government has drafted its AVGC-XR Policy 2026 to position the state as a leading digital content hub. The policy proposes AVGC-XR parks, Centres of Excellence, studios, incubation centres, and training institutes, while encouraging investment, startups, and original content creation across entertainment, education, healthcare, manufacturing, defence, and architecture. The initiative aims to strengthen Haryana's AVGC-XR ecosystem, generate skilled employment, and boost innovation-driven economic growth.

Source: The Times of India

Ramayana Goes Global with Sony Pictures Distribution



One of India's most anticipated VFX-driven films, Nitesh Tiwari's Ramayana received a major international boost with Sony Pictures joining as its global distributor. New footage revealed expansive digital environments, creature work, and mythological battle sequences.

The film has drawn significant attention within the AVGC industry for its large-scale VFX pipeline and collaboration with multiple studios, positioning it as a landmark project for advanced CG production and virtual production in India.

Source: www.hindustantimes.com

Ramayana Makes a Strong Impression at San Diego Comic-Con



India's ambitious mythological epic Ramayana gained international visibility after being showcased at San Diego Comic-Con 2026. The presentation highlighted the film's scale and ambition, introducing global audiences to

India's next generation of VFX-heavy storytelling. Industry observers noted that the presence of an Indian production at one of the world's largest pop culture events reflects the increasing confidence of Indian studios in competing on an international stage.

IICT Shares Progress on Nationwide AVGC Content Creator Labs



Speaking at a Press Information Bureau (PIB) media workshop in Nagpur on 14 July 2026, Dr. Ashish Kulkarni, Board Member of the Indian Institute of Creative Technologies (IICT), shared updates on the Government's AVGC talent development initiative. IICT is collaborating with NCERT to introduce the Kaushal Bodh curriculum and is leading the proposed establishment of AVGC Content Creator Labs across 15,000 schools and 500 colleges. The initiative aims to strengthen India's creative workforce through industry-focused training in Animation, VFX, Gaming, Comics, and Extended Reality (XR).

Dr. Kulkarni highlighted IICT's role as India's National Centre of Excellence for the AVGC-XR sector, working with academia and industry to bridge the skills gap. The proposed labs will equip students with practical skills and support the Government's vision of positioning India as a global hub for digital content creation and the creative economy.

GLOBAL NEWS

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

Wētā FX Shares New Production Technologies at SIGGRAPH 2026



Wētā FX announced its SIGGRAPH 2026 speaker lineup, revealing technical presentations on animation, previs, motion capture, and the VFX behind upcoming productions such as Avatar: Fire and Ash and Stranger Things. The sessions highlight the studio's latest production workflows and R&D advancements.

AI World Models Gain Momentum in CG Research

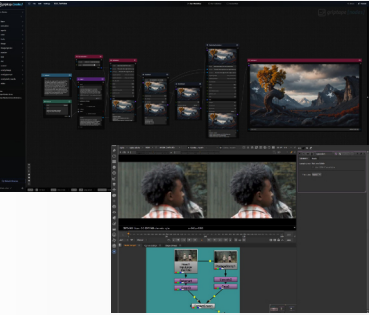
Researchers released AlayaWorld, an open-source framework capable of generating interactive virtual worlds in real time. While still research, it represents a major step toward AI-assisted game and virtual production pipelines.

AlayaRenderer-Flash Achieves Real-Time Generative Rendering

Researchers introduced AlayaRenderer-Flash, a next-generation AI rendering framework capable of generating and rendering interactive virtual worlds at over 30 frames per second (FPS). The system combines generative AI with real-time rendering techniques, enabling dynamic scene creation while maintaining interactive performance.

The breakthrough highlights the rapid progress of generative rendering technologies and their potential applications in game development, virtual production, digital twins, immersive simulations, and interactive content creation.

Foundry Launches 'Griptape Enterprise' for Studio Pipelines



Foundry has introduced Griptape Enterprise, an AI orchestration platform designed to help VFX, animation, and post-production studios integrate AI into production workflows securely and efficiently. Rather than generating content itself, the platform connects multiple AI models and creative tools into a centralized, studio-controlled pipeline.

Key features include on-premises and private cloud deployment, role-based access control, OpenColorIO colour management, and native integration with Nuke. Studios can automate repetitive tasks, create standardized AI workflows, and maintain strict control over project data and intellectual property.

For Indian studios handling international productions, Griptape Enterprise offers a practical way to adopt AI while ensuring pipeline consistency, security, and compliance with client requirements. As AI becomes an integral part of content

creation, platforms like Griptape are expected to play a key role in modern VFX and animation pipelines.

Source: www.hindustantimes.com

Marvel Studios Returns to Hall H with Major Future Slate



Marvel Studios closed San Diego Comic-Con with a major Hall H presentation, unveiling Ghost Rider, confirming Black Panther 3, showcasing new footage from Avengers: Doomsday, and previewing the next phase of the MCU. The presentation reaffirmed Marvel's focus on large-scale VFX-driven productions and generated significant excitement across the global entertainment industry.

DID YOU KNOW?

A single VFX shot can contain over 100 layers.

OpenUSD is becoming the 'PDF' of 3D production.

AI can upscale and restore high-resolution footage in a fraction of the time required by traditional methods.

Unreal Engine 5 can render scenes with billions of polygons using Nanite virtualization.

Modern tentpole films often contain 2,000–3,000+ VFX shots.

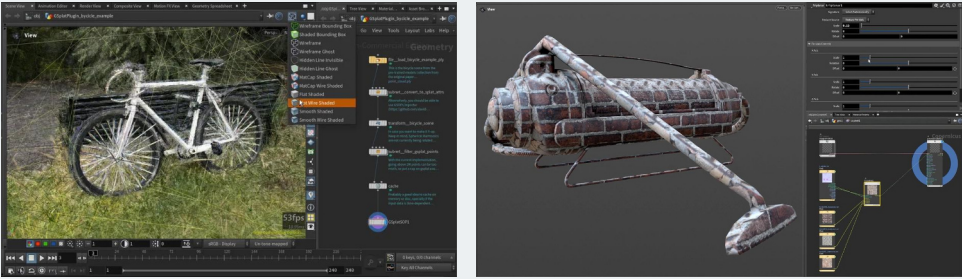
Quick Bites across the world

- ✦ Animal Logic continues expanding its real-time production capabilities for feature animation projects.
- ✦ SideFX announced new Houdini learning resources and production-focused workflow improvements for artists.
- ✦ TOHO Animation revealed new anime production partnerships for its upcoming content slate.
- ✦ Bilibili announced additional support for independent Chinese animation creators through its production initiatives.
- ✦ Escape Studios introduced updated industry-focused training modules in VFX, games, and animation.
- ✦ Lightbox Expo Europe confirmed expanded participation from international animation and concept art studios.
- ✦ Pixar released new behind-the-scenes insights into its character animation and rendering workflows.
- ✦ Cartoon Forum Europe announced record participation from animated television projects ahead of its 2026 event.
- ✦ Gobelins Paris unveiled new international collaboration programs for animation education.

TOOLS & TECH

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

SideFX Releases Houdini 22



SideFX has officially released Houdini 22, delivering a major update packed with new tools for VFX, animation, procedural workflows, and virtual production. One of the headline features is native Gaussian Splatting support, allowing artists to import, edit, and render Gaussian Splat scans directly within Houdini. This enables highly detailed scanned environments to be integrated into production pipelines without first converting them into heavy polygon meshes, making scene creation faster and more efficient.

The update also brings significant enhancements to KineFX, Houdini's procedural animation framework. Improved animation retargeting, faster rig editing, refined motion editing, and more efficient crowd workflows make it easier for studios to reuse and adapt character animations across multiple assets, reducing production time while maintaining consistency.

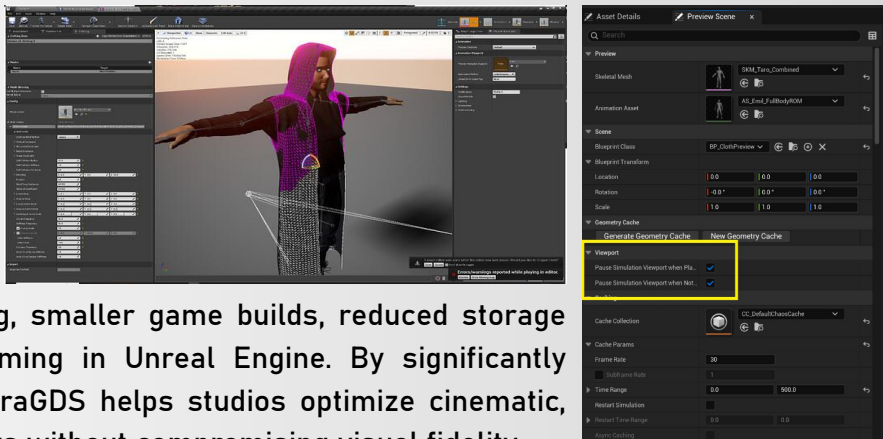
Another major improvement is Copernicus, Houdini's GPU-accelerated image processing system. With expanded support for procedural texture generation, image compositing, masks, filters, and procedural material creation, artists can perform many look-development and texture tasks directly inside Houdini, minimizing the need to switch between different applications.

Houdini 22 further strengthens Solaris and OpenUSD workflows with faster USD scene assembly, an enhanced Hydra viewport, improved MaterialX compatibility, and smoother interoperability with applications such as Autodesk Maya and Unreal Engine. These updates reinforce Houdini's role as a central hub for modern collaborative production pipelines built on OpenUSD standards.

Why it matters: By combining procedural asset creation, advanced animation tools, GPU-powered look development, and deeper OpenUSD integration, Houdini 22 continues to push the industry toward faster, more scalable, and collaborative production workflows for film, television, games, and virtual production.

Zibra AI Introduces ZibraGDS for Efficient Geometry Streaming

Zibra AI has launched ZibraGDS (Geometry Data Streaming), a new technology that compresses geometry caches for cloth, fluids, destruction, and soft-body simulations by up to 92% while preserving playback quality. The breakthrough enables faster loading, smaller game builds, reduced storage requirements, and smoother streaming in Unreal Engine. By significantly reducing geometry cache sizes, ZibraGDS helps studios optimize cinematic, VFX, and virtual production workflows without compromising visual fidelity.



OTHER KEY UPDATES

Khronos Group Releases Free glTF Tools for 3ds Max

The Khronos Group has sponsored the development of professional glTF 2.0 Import and Export plugins for Autodesk 3ds Max, improving support for PBR materials, animations, cameras, and asset exchange. The new tools enable creators to transfer 3D assets more seamlessly between applications such as Blender, Unreal Engine, Unity, and WebXR platforms. By strengthening interoperability, the update simplifies real-time production workflows and reduces compatibility issues across different 3D pipelines.

Adonis 2.1 Introduces AI-Powered Soft Tissue Simulation

Adonis 2.1 introduces AdonisML, a machine learning-powered system for soft tissue simulation in Autodesk Maya and SideFX Houdini. By accelerating simulations for muscles, skin, and fat deformation, the update delivers faster iteration times while maintaining high-quality, realistic character movement, making it a valuable addition to film, animation, and VFX production pipelines.

3DF Zephyr 9.0 Adds Gaussian Splatting

3DF Zephyr 9.0 introduces native 3D Gaussian Splatting, enabling artists to convert drone footage, photographs, and videos into highly detailed, real-time splat-based 3D scenes. Compared to traditional photogrammetry, the technology delivers smaller file sizes, faster rendering, and smoother viewport performance while also improving camera alignment and mesh reconstruction accuracy for more efficient digital twin, VFX, and environment creation workflows.

NVIDIA Agent Toolkit adds Omniverse libraries

Introduced modular libraries for RTX sensor simulation, GPU physics, and OpenUSD workflows, along with a Blender integration blueprint. This is highly relevant to AVGC, especially for virtual production and simulation pipelines.

JOB S & CAREER

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

COMPANY NAME	ROLE	EXPERIENCE	LOCATION
SilverCloud Studios	Compositor	2 - 3 Years	Mumbai
Company3 SDFX Studios	Stereo Compositor (Depth Artist)	5+ Years	Pune (Kharadi)
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	Senior Digital Matte Painting Artists	Experienced	Mumbai
GelaroGrace Studio	CG Generalist	1 - 5 Years (Industry Experience Required)	Mumbai / Noida
Identical Brains	VFX Producer	Experienced	Mumbai
Labyrinth	3D Modelling & Texturing Artist	5+ Years	Mumbai
Lakshya	3D Hair Artists	2+ Years	Gurugram, Pune, Bengaluru
Resonance Digital	Compositors (Contract Basis)	Mid - level	Mumbai
White Apple Studios	VFX Paint/Prep Artist's	Experienced	Mumbai

Companies Actively Hiring

- ✦ DNEG
- ✦ Technicolor Group
- ✦ Framestore
- ✦ Industrial Light & Magic (ILM)
- ✦ Netflix Eyeline Studios
- ✦ Rockstar India
- ✦ Ubisoft Pune
- ✦ Electronic Arts India
- ✦ Lakshya Digital
- ✦ Jellyfish Pictures India

Emerging Career Skills

- Environment Artist
- FX Artist
- Character Rigger
- Technical Artist
- Lighting Artist
- Motion Graphics
- Look Development Artist
- Pipeline TD
- Texture Artist
- Substance Painter

Learning Path

- Want to Become a Houdini FX Artist?
- Learn Maya or Blender basics
 - Study procedural modeling
 - Master particles & destruction
 - Build 5–6 FX shots
 - Learn Python fundamentals
 - Create a professional showreel

AI Vs Artists

AI Can	Artists Still need to
Generate concepts, textures, and 3D assets	Art direct, validate, and maintain visual consistency
Automate modeling, rigging, or animation tasks	Clean topology, optimize rigs, and ensure production-ready assets
Generate VFX elements and simulations	Integrate, light, composite, and match the production pipeline
Produce code or pipeline scripts	Debug, customize, and integrate them into studio workflows



Bottom Line: AI accelerates production; artists ensure technical accuracy, creative intent, and final delivery.

CAREER INTELLIGENCE

Your Monthly AVGC Career Snapshot

1. Skill of the Month

OpenUSD – Learn the fundamentals of USD composition, variants, and asset referencing to stay aligned with modern studio pipelines. As more studios adopt OpenUSD, this skill is quickly becoming essential for collaborative film, VFX, animation, and game production.

2. Career Spotlight

Technical Artist – Bridges the gap between artists and programmers by optimizing assets, developing tools, and improving production workflows. With expertise in both art and technology, Technical Artists are among the fastest-growing and most sought-after roles in the AVGC industry.

3. Portfolio Tip

Show your process, not just the final result. Include wireframes, node graphs, UV layouts, lighting passes, or workflow breakdowns to demonstrate production-ready skills. Recruiters often spend less than a minute reviewing a portfolio, so clear breakdowns can leave a stronger impression than polished renders alone.

AALSI ONLINE

Latest News from AALSI ONLINE

AALSI Online Announces VISION X 2026 – A Series of Advanced Online Workshops



The AVGC (Animation, Visual Effects, Gaming and Comics) industry is undergoing one of its most significant transformations in recent years. Advancements in artificial intelligence, procedural workflows, real-time rendering, virtual production, OpenUSD, and cloud-based collaboration are reshaping production pipelines across animation, VFX, gaming, XR, and digital content creation. As studios continue to adopt these technologies, the demand for professionals who understand both creative artistry and modern production workflows continues to grow.

Recognizing the need for continuous industry learning, AALSI Online is proud to announce the first edition of VISION X 2026, an exclusive series of advanced online workshops designed to bring practical production knowledge directly from experienced industry professionals to the wider creative community.

VISION X has been conceived as a platform where learning goes beyond software tutorials. Instead of focusing only on tool demonstrations, the series explores how experienced professionals approach real production challenges, optimize workflows, solve technical problems, and adapt to evolving technologies within modern studio environments. Participants will gain valuable insights into current production practices, decision-making processes, and techniques that are applied across leading studios and creative organizations.

What Participants Can Expect

VISION X 2026 offers practical, production-focused learning delivered by experienced industry professionals. The sessions go beyond software demonstrations, exploring real-world workflows, studio practices, and modern production pipelines used across the AVGC industry. Participants will gain insights into advanced production techniques, AI-assisted workflows, pipeline optimization, emerging technologies, industry expectations, and collaborative production processes through technical discussions and real production case studies.

Why VISION X Matters

With rapid advancements in AI, OpenUSD, real-time rendering, procedural workflows, and virtual production, the AVGC industry is constantly evolving. Staying current requires continuous learning and exposure to industry practices beyond traditional training. VISION X bridges this gap by connecting participants with professionals who share practical knowledge, technical expertise, and production insights directly from real studio environments.

Workshop Highlights

- Advanced production tools & techniques
- Modern production workflows & pipelines
- Real-world case studies and technical insights
- Industry experts from leading organizations
- Emerging technologies and best practices
- Certificate of Participation
- 100% Online Sessions

Event Details

Workshop Series: 8 August 2026 – 29 August 2026

Mode: 100% Online

Certificate: Certificate of Participation

VISION X 2026 reflects AALSI Online's commitment to delivering industry-relevant learning and empowering the creative community with knowledge that aligns with today's rapidly evolving AVGC production landscape.



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See You
Next Month,
Creators!



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VISION X 2026
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CAREER
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