



B.Sc in Game Art

3750 Hours, 36 Months

The 3-Year Game Arts Degree Program is designed to equip students with the essential skills and knowledge required to excel in the rapidly growing gaming industry.

The program focuses on creative design, 3D Modeling, Animation, Texturing, and Interactive Storytelling, blending traditional and digital art principles. Through this curriculum, students will develop industry-ready portfolios and gain real-world exposure through hands-on projects.



What will you learn in this program?

- Grasp 2D/3D Art, Asset and Animation.
- Master industry software tools.
- Design compelling game worlds.
- Collaborate in creative teams.
- Build portfolios with real experience.

Applicable jobs after successful completion of this program:

- 3D Environment Artist
- 3D Character Artist
- Game Asset Modeler
- Concept Artist
- UI/UX Designer for Games
- Animator (2D/3D)
- Texture and Lighting Artist
- Technical Artist
- Game Art Generalist
- Level Designer

This program is aligned with MESC QPNOS: MES/Q0502, Q0504, Q0510, Q0701, Q2501, Q2502, Q2503

*Duration of the course might change from 3 years to 4 years as per National Education Policy (2020). Course curriculum and fees will change accordingly.

Subjects / Topics

Practical/Theory

Software Skills

1ST Year

Semester 1

- 1 - English - I
- 2 - Introduction to Game Art
- 3 - Fundamentals of Drawing and Sketching
- 4 - Digital Drawing and Painting Techniques
- 5 - Introduction to Data Mining
- 6 - Gender Perspective / Yoga / Media Ethics

- Theory
- Practical
- Practical
- Practical
- Practical
- Theory/Practical



Adobe Photoshop



Prompting of Aesthetics |
ChatGPT and Google Gemini AI

Semester 2

- 1 - English II
- 2 - Advanced Drawing and Anatomy
- 3 - Character Concept Design
- 4 - Project Management
- 5 - Fundamentals of 3D
- 6 - Digital Marketing / Self Defence-
(judo) / Moral Values

- Theory
- Practical
- Practical
- Practical
- Practical
- Theory/Practical



Sketchup



Substance Painter



3ds Max
(Fundamentals)



Maya



Leonardo AI

2nd Year

Semester 3

- 1 - Advanced 3D Modeling
- 2 - Introduction to Unreal Engine
- 3 - Player Controls and Interaction in Unity
- 4 - Level Design Basics
- 5 - Entrepreneurship and New-Venture Creation
- 6 - Communication Skills
- 7 - Environmental Study

- Practical
- Practical
- Practical
- Practical
- Practical
- Practical
- Practical



Maya



Unreal Engine



Unity



Substance Designer



SpeedTree



Midjourney | Kling AI | Prompting
Aesthetics for Animation

Semester 4

- 1 - High-Poly Sculpting in Zbrush
- 2 - Texturing Game-Ready Assets with Substance
Painter. Procedural Material Creation with
Substance Designer
- 3 - Lighting and Storytelling in Unreal/Unity
- 4 - Rendering with Marmoset Toolbag
- 5 - High-Resolution Texturing with Mari

- Practical
- Practical
- Practical
- Practical
- Practical



ZBrush



Mari



Houdini



Marmoset Toolbag



Eleven Labs | Runway ML |
Clip Champ | Suno

3rd Year

Semester 5

- 1 - AR/VR Asset Design with Spark AR
- 2 - Procedural Environment Design in Houdini
- 3 - Retopology
- 4 - 2D Animation with Spine
- 5 - Advanced Character Rigging and Animation
- 6 - Internship / Project

- Practical
- Practical
- Practical
- Practical
- Practical
- Practical



Spark AR



Gaea



TopoGun



Spine



Maya



ComfyUI

Semester 6

- 1 - Advanced Environment Assembly in
Unreal/Unity
- 2 - Capstone Project
- 3 - Portfolio Development and Presentation
- 4 - Internship / Project

- Practical
- Practical
- Practical
- Practical



Unreal Engine



Unity



Luma AI