

Expert Program: Metaverse

79 Hours, 3 Months

The world as we know is about to evolve by major tech corporations such as Facebook, Microsoft, and Apple. They all have announced firm plans for the future of Internet Metaverse. This will increase the number of work opportunities for students. This is one of the next generations of technologies which will be in high demand in the coming years.

This program is designed to provide you with the skills you'll need to get started in the Metaverse Creation. If you are a professional, enthusiast, or hobbyist; this program will be your first step towards the future of Metaverse.

What will you learn in this Program?









- Essentials of 2D and 3D graphic creation
- Optimizing 2D and 3D assets
- Essentials of environment creation
- Character and Avatar creation
- Creating engaging digital interactions
- Publishing your first Metaverse

Applicable jobs after successful completion of the Expert Program in Metaverse:

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|------------------------|-------------------------------|----------------------------|
| - Environment Designer | - World Builder for Metaverse | - Metaverse Safety Manager |
| - Avatar Designer | - Concept Artist | - Metaverse Storyteller |
| - Asset Artist | - Metaverse Planner | - QA and QC |
| - Technical Artist | - Ecosystem Developer | - Metaverse Tester |

This program is aligned with MESC QPNOS: MES/Q0401, Q0502, Q0504, Q0507, Q0601, Q0701, Q2502, Q2503, Q3503.



Sr. No.	Softwares / Platforms		Hours
1		Photoshop	10
2		3ds Max	30
3		Substance Painter	08
4		Marmoset	02
5		Unity	20
6		Ready Player Me	02
7		Mozilla Spoke	05
8		Mozilla Hubs	02
			79

