

FUTURE TECHNOLOGIES: METAVERSE



80 Hours (Training + Practical)



3 Months



50,000

BUILD YOUR DIGITAL WORLD

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.

>>> www.frameboxx.in



WHAT'S COVERED IN THIS PROGRAM?

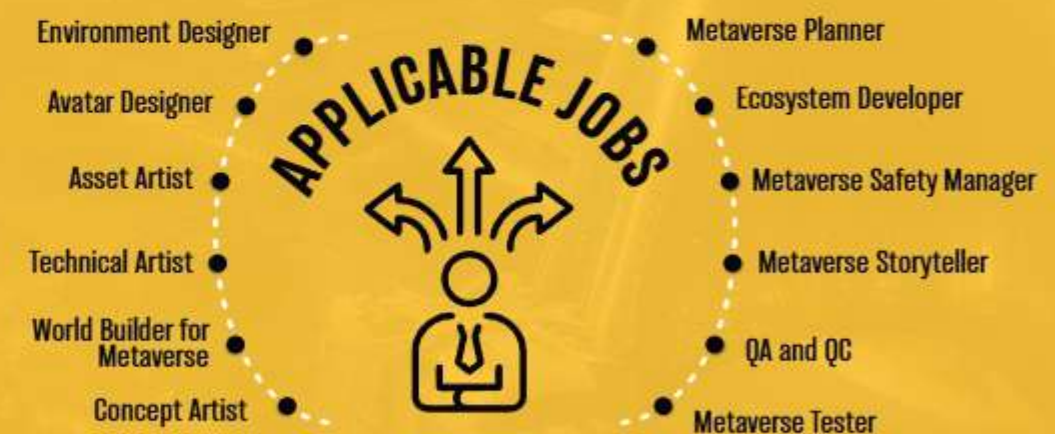
- > Essentials of 2D and 3D graphic creation
- > Optimizing 2D and 3D assets
- > Essentials of environment creation
- > Character and Avatar creation
- > Creating engaging digital interactions
- > Publishing your first Metaverse



SOFTWARES / PLATFORMS COVERED (80 Hours)

- > Photoshop > 3ds Max > Substance Painter
- > Marmoset > Unity > Read Player Me
- > Mozilla Spoke > Mozilla Hubs

*Few topics will be covered online



This program is aligned with MESQ QPNOS: MES/Q2501, Q2503, 0509, Q2505.