



MPGA: Game Art

980 Hours (Training + Practical), 24 Months

The Masters in Game Art is a specialized program designed to equip students with the technical and creative skills required to excel in the field of Game asset design and integration. During the course, students learn how to create compelling characters, environments, weapons, vehicles and other game assets, utilizing various software tools such as Autodesk Maya, ZBrush, Substance Painter and integration using Unity and Unreal engine. They also develop skills in storytelling, concept art, game design, and project management, which are essential for success in the industry.

What will you learn in this Program?

- Learn to create 3D art assets for various game genres, including characters, environments, weapons and props.
- Gain expertise in industry-standard software and tools.
- Understand the principles of game design, including storytelling, world-building, and game mechanics.
- Develop skills in concept art, illustration, and character design to create unique and compelling game worlds.
- Learn to work with game engines such as Unreal and Unity, and how to optimize assets for different platforms and devices.
- Explore emerging technologies like augmented reality (AR) and virtual reality (VR), and learn how to use them to enhance the player experience.
- Deployment and optimization all 3D elements for faster rendering.

Applicable jobs after successful completion of this program:

- Game Designer
- Game Programmer/Developer
- Game Animator
- Gaming 3D Artist
- Game Tester
- Unity/Unreal Developer







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

Fees: Rs. 5,00,000









Module 1: Foundation (8 Months)







*Few topics will be covered online

Sr. No.	Softwares	Hours
1	 Pre-production (Sketching, concept art for game designs)	60
2	 Photoshop (Photo editing and compositing)	40
3	 3ds Max (3D software for gaming and assets)	60
4	 Maya - Foundation (3D software for game asset)	100
5	 ZBrush (Sculpting software)	30
6	 Megascans (Fundamentals of megascans)	30
		320

Module 2 : Intermediate (8 Months)

Sr. No.	Softwares	Hours
1	 3ds Max (Game props and env modeling)	50
2	 Maya (Detailed character modeling)	100
3	 Houdini (Procedural modeling & game development toolkit)	50
4	 ZBrush (Digital sculpting software)	40
5	 Substance Painter (Incredibly powerful 3D painting tool)	40
6	 Substance Designer (Advanced seamless texture creation)	30
7	 Marvelous Designer (Advanced cloth designer tool)	20
8	 Marmoset Toolbag (Realtime rendering and texture baking tool)	10
		340

Module 3 : Master + Portfolio Development (8 Months)

Sr. No.	Softwares	Hours
1	 Topogun (Advanced retopology software)	10
2	 Speed tree for games (Creating high detailed vegetation for games)	10
3	 Spark AR, VR (Augmented reality platform to create AR effects for mobile cameras)	10
4	 Mari (High-resolution advanced texture painting)	30
5	 Unity Engine (Asset integration game engine)	100
6	 Unreal Engine (Game development platform)	160
		320