



## Future Technologies: Metaverse

**80 Hours (Training + Practical), 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 this program:

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

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

**Fees: Rs. 50,000**



Sr. No.	Softwares / Platforms	Hours
1	 <b>Photoshop</b> (Photo editing and compositing)	10
2	 <b>3ds Max</b> (Powerful 3D software for gaming, architecture and assets)	30
3	 <b>Substance Painter</b> (Incredibly powerful 3D painting tool)	08
4	 <b>Marmoset</b> (3D production tools)	02
5	 <b>Unity</b> (Cross-platform game engine)	20
6	 <b>Read Player Me</b> (Create full body 3D avatar)	02
7	 <b>Mozilla Spoke</b> (Creating virtual scenes)	06
8	 <b>Mozilla Hubs</b> (VR chatroom designed for every headset and browser)	02
		<b>80</b>

