



# MPAVG: Game Art

**756 Hours, 24 Months**

This program focuses on creating Digital Video and Mobile Games. It makes you ready as an overall Gaming Artist who can maintain entire digital documentation and processes.

Game Art is an initial process. It gives an overview of conceptualizations, characterizations, storyline, game levels and all other related aspects. It is a very crucial stage which defines scope of work for each concerned departments.

## **What will you learn in this Program?**

- Stylized 3D art for various gaming genres
- Understanding of how to use industry standard game engines
- Great exposure regarding how to optimize all 3D elements for better performance on various platforms like Playstation, PC, Mobile, Xbox and Nintendo
- Use of AR and VR to create immersive gaming experience
- Deployment and optimization all 3D elements for faster rendering

## **Applicable jobs after successful completion of the MPAVG Game Art Program:**

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

## **USPs of this Program:**







Internship at our industry partners **Lakshya Digital** and **CrazyLabs**

This program is aligned with MESC QPNOS: MES/Q0401, Q0502, Q0504, Q0507, Q0701, Q1401, Q2502, Q2503, Q3503.








**Fees: Rs. 5,00,000**









## Module 1: Foundation (6 Months)

Sr. No.	Softwares	Hours
1	 Pre-Production (Story development and execution)	60
2	 Photography (Capturing the moments)	5
3	 Photoshop (Photo editing and compositing)	20
4	 3ds Max (Powerful 3D software for gaming, architecture and assets)	125
5	 Premiere Pro (Video editing and effects)	10
6	 After Effects (Visual effects, motion graphics and compositing)	20
		240

## Module 2 : Specialization in 3D (7 Months)

Sr. No.	Softwares	Hours
1	 Substance Designer (3D models with seamless texture)	20
2	 Substance Painter (Incredibly powerful 3D painting tool)	20
3	 Foundation in Maya (Powerful 3D software for movies, series and visual effects)	150
4	 Foundation in Houdini (Dynamic simulation tools to create visual effects )	50
5	 Mari (High-resolution digital 3D texture painting)	20
6	 Katana (Powerful tool for look development and lighting)	20
7	 Foundation in Nuke (Powerful node base compositing software for movies and series)	20
		300

## Module 3 : Game Art (9 Months)

Sr. No.	Softwares	Hours
1	 Advanced 3ds Max (Powerful 3D software for gaming, architecture and assets)	90
2	 Advanced Photoshop / Spark AR (Augmented Reality platform to create AR effects for mobile cameras)	10
3	 Advanced Substance Designer / Painter (Create complex 2D textures for 3D models)	26
4	 Advanced Zbrush (Digital sculpting tool)	40
5	 Foundation In Unity Engine (Cross-platform game engine)	20
6	 Foundation In Unreal Engine (Game development engine)	30
		216

## Module 4

Portfolio Development: 2 Months