MPAVG: Game Art

Duration: 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.

USPs of this Program:
Internship at our industry partners **Lakshya Digital** and **CrazyLabs**

Module 1 — Foundation (6 Months)

Sr. No.	Softwares	Hours
1	Pre-Production	60
2	Photography	5
3	Photoshop	20
4	3ds Max	125
5	Premiere Pro	10
6	After Effects	20
		240

Module 2 — Specialization in 3D (7 Months)

Sr. No.	Softwares	Hours
1	Substance Designer	20
2	Substance Painter	20
3	Maya	150
4	Houdini	50
5	Mari	20
6	Katana	20
7	Nuke	20
		300

Module 3 — Game Art (9 Months)

Sr. No.	Softwares	Hours
1	3ds Max	90
2	Photoshop with Spark AR	10
3	Substance Designer with Pointer	26
4	ZBrush	40
5	Unity Engine	20
6	Unreal Engine	30
		216

Module 4

Portfolio Development: 2 Months

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

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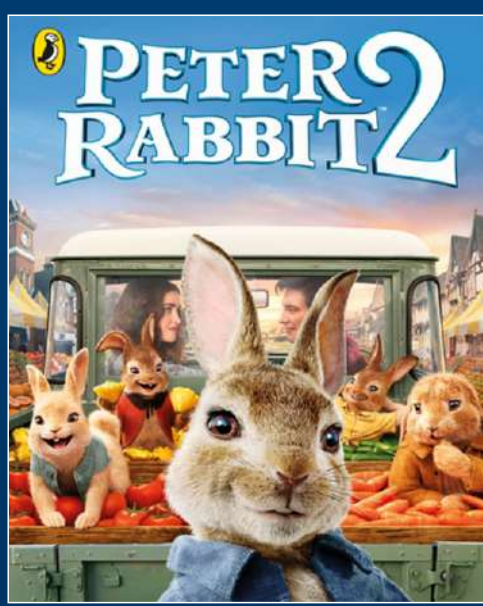- Unity / Unreal Developer

OUR STUDENT WORK FROM INDUSTRY

Oniel Fernandes
2D Compositor Supervisor
Double Negative, Mumbai

Jitesh Gohil
Compositor
Atomic Arts, Mumbai

Puneeth PB
Creature/Character Animator
Animal Logic, Australia

Younis Ahmed
Lighting TD
Method Studios, Canada

Sangram Patil
Lead Compositor
Double Negative, Mumbai

Indrajeet Sisodiya
Senior Compositor
Pixomondo, Canada

Recent Placements

accenture | RED CHILLIES ENTERTAINMENT | MAKUTA visual effects | FRAMESTORE | VIACOM 18 | TAU FILMS

GOLDEN ROBOT | MPC | LEGEND 3D | VFX | VR | bot | technicolor | ZEETV

Why Frameboxx?

- Career-Focused Training
- Hands on Training
- Collaborative Learning
- Training by Industry Experts
- Workshops & Seminars
- 0% EMI Student Loan
- Industry Oriented Courses
- Project & Portfolio Creation
- 100% Placement Assistance
- Personalized Attention
- Internal Competetions
- Studio Internship

Our Affiliations