



iGAME

PROFESSIONAL

International Game Art & Multimedia Engineering **PROFESSIONAL**

Platforms covered

PC | Mobiles(Android/IOS) | Web

Scripts & Languages covered

C# (C sharp) | Javascript

Career Options

60+ Career options*, 100% Career

Career as a Game Developer

The video game industry is the economic sector involved in the development, marketing, and monetization of video games. It encompasses dozens of job disciplines and its component parts employ thousands of people worldwide.

The U.S. game industry as a whole was worth US\$18.4 billion. U.S. gaming revenue is forecast to reach \$230 billion by 2022, making it the largest market in the world. Game Industry is one of the biggest grossing and high paid industry, Everybody who wants to become game developer knows about its growth and career benefits after becoming a game developer.

About 67% of Americans, or roughly 211 million people, play video games on at least one type of device, with more than half of those who game, playing on multiple platforms, according to a new study released by Electronic Entertainment Design and Research.



International Game Art & Multimedia Engineering Professional

Courses Duration
36 Months

Module 1

Duration: 6 months

Artwork

- . Working on idea
- . Assembling idea for Game
- . Assembling different artwork
- . Designing rough assets
- . Story boarding
- . 2D content development
- . Designing characters
- . Assembling environment
- . Designing rough levels

Skillset: After completion of module one students will able to understand the importance of artwork for Game Developemnt, animation, VFX & Graphic industry. This module helps to clear idea of project development process

Module 2

Duration: 6 months

Graphics

- . Understanding color theory
- . Planning asset creation
- . Creating assets in 2D software
- . Working with Photoshop
- . Understanding project flow
- . Working on 10 different assignments
- . Working with illustator/corel draw
- . Designing 2D art with applications
- . Understanding Graphics of Games
- . Learning about UI/UX concept
- . Grouplive project

Skillset: After completion of module 2 students will able to apply strong graphic visualization skillset to the projects and completes the Graphic understanding with inustrial level output and projects.

Module 3

Duration: 4 months

2D skill sets

- . Learning to composite 2D art
- . Working with industrial applications
- . Working with adobe flash
- . Learning to render assets for games and animation for games
- . Understanding the character spirit
- . Working with Spirit sheets
- . Creating animation for Games
- . Assembling assets in group
- . Scene and cinematic compositing
- . Working on 2D Games with Unity & Unreal engines
- . Live group projects

Skillset: Here after completion of 3rd Module of Game developmet process. Students will learn how assets are used for the games & animations and how a visual story telling is completed with the help of live projects.

Module 4

Duration: 5 months

3D skill sets

- . Learning to composite 3D art
- . Working with industrial applications
- . working with Maya & Mudbox
- . Creating assets for 3D Games
- . Working on game textures & Game Background art
- . Creating cinematics for 3D Games
- . Creating Animation for 3D Games
- . Learn to make Prefabs
- . Assembling assets in group
- . Scene and cinematic compositing
- . Working on 3D Games with Unity & Unreal engines
- . Live group projects

Skillset: After completion of module 4 students will able to apply 2D & 3D skill sets to Games and other multimedia projects. Here student learns 3D asset creation for Game development.

Module 5

Duration: 5 months

Game VFX Skillset

- . Working on post production
- . Learning to compose assets
- . Learning after effects, fusion
- . Applying effects in Game engines like Unity, Unreal and others
- . PFtrack for Camera tracking
- . Working with game particles
- . Rotoscopy & 3D tracking
- . Animating UI/UX interface
- . Skillset competition for cinematics
- . Group live project

Skillset: VFX Skillsets are very important to to apply effects to games and other multimedia projects. It enhances the depth of work and very usefull for post production techniques.

Module 6

Duration: 5 months

Programming Games

- . Understanding programming
- . Learning C# for Games
- . Learning to integrate 2D & 3D games with C# with Unity engine
- . Learning Javascript for Games
- . Understanding Physics, movement AI, Networking, other Game Logics
- . Scripting animation & scene for Games
- . Linking scenes for 2D & 3D games
- . Group live project

Skillset: Programming module covers the programming and scripting aspects for games. students will be able to apply logics to work and can create unique ideas with languages like C++, C# & Javascript.

Module 7

Duration: 5 months

Making 2D & 3D Games

- . Gathering created 2D/3D Assets
- . Working in Game Engine
- . Importing assets in game engines
- . Developing Games like Platform, Puzzle, Shooter, Racing, Match 3, AI games, Social and others
- . Applying AI to enemy's
- . Levels development & Linking
- . Learning Networking concept
- . Testing and rectifying the Game
- . Creating Group live project

Skillset: After completion of important skillsets to make games. Students will now start making games for different genere and they will also learn the process of problem solving, Applying AI and networking concepts.

Please Note

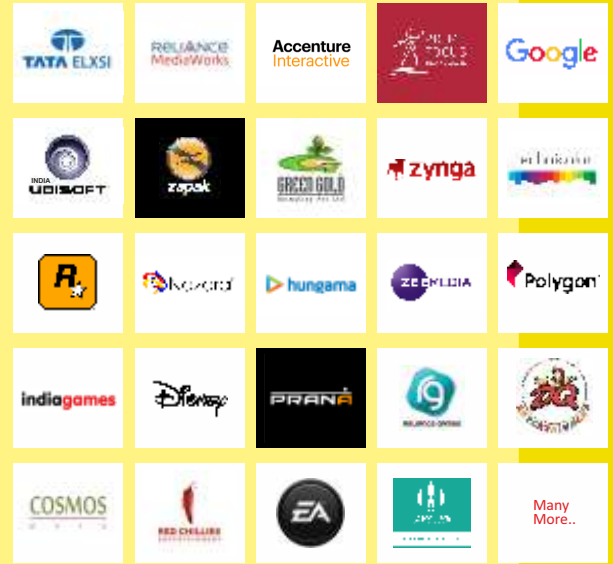
- . This is a short checklist of IGAME Art & Design Courseware. Detailed will be provided after admission.
- . Minimum 85% attendance is must to release course completion certificate.
- . Multiplayer module will not be covered in any of the courses below 3 years. Multiplayer module is a separate course can be done after IGAME Master or IGAME Professional only after required criteria is meet as defined in Multiplayer course module.
- . Diploma Certificates will be released with in 60days after completion of courses.
- . Management hold the right to cancel the admission of students who are not punctual, irregular and Misbehaving under institute premise.
- . GAME Institute is not an university and its courses are not UGC recognized. we run autonomous courses which does not require any compulsory UGC recognition.
- . Once fees paid for course will not be refunded back or adjusted anyhow.
- . Opted career course cannot be changed or shortened after 6 months.
- . If courses are not completed by student in an stipulated time and found delay by student side then in that case student will be fined extra monthly charges for expenses incurred by institute till he completes the course.

More than 30,000 Companies in India offer Designing & Development careers

A STUDIO BACKED ANIMATION SCHOOL FOR BETTER LEARNING STANDARDS

OPPORTUNITY TO WORK IN-HOUSE DURING COURSE

Our Courses help you to reach to your dream career destinations



VISIT > COMPARE > JOIN

We don't hackle you with marketing & pressure tactics to join our courses its your free will.

OUR EVENTS THRILL, ENJOYMENT & LEARNING UNLIMITED

MOTION MAKERS

Motion makers is an event formed to give platform to rising film makers in India. It might be a 2D, 3D or live action content. you will find extraordinary talent under one roof. Come and explore the opportunities in film making industry. Interact with the celebs, Makers or technicians to explore the industry inside out.

CREATIVE CHARACTER CREATOR COMMUNITY

Creative Character Creator Community also known as C4 is one of the best and unique initiative for the love of art and creativity. Here participants have to create and subjective art given to them. The main purpose is to create creative visualization among students to enhance their skills & driving them towards qualitative working approach.

10 SUPER INDIES

Who says unity is the only strength? or miracles can be achieved only in a team?. Today technology is changing at high speed and making individuals to make things or bring their Idea to life with limited capital and manpower. The main purpose of Super Indies is to showcase what they can achieve individually.

THE STORY MAKERS

Over 7 Years our young aspirants are participating and making KES a class apart event . Started with small now inspiring thousand to be the part of ever growing thrill and excitement of gaming. Come and explore the opportunities in esports world. An Inhouse event made to enhance the management capabilities of inspiring students of GAMEPL.