



IGAME

INTERMEDIATE

International Game Art & Multimedia Engineering **INTERMEDIATE**

Platforms covered

PC | Android | Web

Scripts & Languages covered

C# (C sharp)

Career Options

60+ Career options*, 100% Career

Career as a Game Developer

A good artist can put pencil to paper – or work on a computer – and create a mighty superhero. He might admire his work for some time and then file it away. But a gaming artist is luckier. He brings his characters to life – making them play, fight battles, vanquish enemies – do whatever he wants. Making a video game is as interesting as playing it. “When you show the blueprint of the game to your team leader, it has to be projected as a complete source of entertainment even when it exists in the form of a few sketches on a piece of paper”.

There was a time when we would play video games at either game parlours or on our PCs. Over the last decade, however, there has been a spurt in newer technologies and mediums supporting the gaming industry, like smart phones, networking sites, consoles like Xbox and Sony PlayStation and so huge career potential has also unlocked.

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.



International Game Art & Multimedia Engineering MASTER

Courses Duration
24 Months

Module 1

Duration: 4 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 be able to understand the importance of artwork for Game Development, animation, VFX & Graphic industry. This module helps to clear idea of project development process

Module 2

Duration: 4 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 illustrator/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 be able to apply strong graphic visualization skillset to the projects and completes the Graphic understanding with industrial 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 development 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: 4 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 be 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: 4 months

Game VFX Skillset

- . Working on post production
- . Learning to compose assets
- . Learning after effects, DaVinci
- . Applying effects in Game engine like Unity engine
- . Unity Camera tracking
- . Working with game particles
- . Animating UI/UX interface
- . Skillset competition for cinematics
- . Group live project

Skillset: After completion module 1, you will be able to understand the basic concept of Game Asset Creation and Assembling techniques for creating unique game.

Module 6

Duration: 4 months

Game Programming

- . Understanding programming
- . Learning C# for Games
- . Learning to integrate 2D & 3D games with C# in Unity engine
- . Learning to Integrate LOD's in Engine
- . Understanding Physics, movement AI, Networking(workshop)
- . Scripting animation & scene for Games
- . Linking scenes for 2D & 3D games
- . Group live project

Skillset: after completion module 2, you will be able to design assets for games, animation, graphics and all type of graphic needs for projects



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.

Leading Interactive companies of world



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DID YOU KNOW?



- ▶ There are 2.3 billion hardcore gamers in the world.
- ▶ With 2.3 billion gamers, gaming is the biggest entertainment industry in the world. Bigger than the film and music industries. Gaming is huge, and its accelerated growth does not seem to slow down. The video game industry's revenue is higher than any other in the entertainment sector. Therefore it's safe to say games rule the entertainment business. The video games industry has generated more than \$152 billion in 2019.
- ▶ Dota 2 players received over \$177 million in tournament prizes.
- ▶ League of Legends is the most popular game in world. gaming industry is not only dominated by male community over 45% of US gamers are women. RPGs and shooters are the most played genres on all platforms.
- ▶ Over 66% of game studios are currently making games for PC. Almost 38% worked on a mobile game for smartphones and tablets. 31% of all studios were developing a game for Playstation 4/Pro, while 28% were working on an Xbox game. Android is the preferred OS for creating mobile games.
- ▶ Deus EX Game predicted the 9/11 attacks - Deus EX was released 19 years ago – in 2000. There are sections of the game where New York is visible. Interesting enough, the WTC twin towers weren't there. Early in the game's storyline, a terrorist attack occurred.
- ▶ The top earner in the free-to-play market made its creators \$2.4 billion. The Battle Royale PvP mode of Fortnite is the undisputed champion for 2018. The second place award goes to Dungeon Fighter Online & League of legends has earned \$1.5+ billion each.
- ▶ The gaming video content market was \$5.2 billion in 2018. Can you believe how much money this industry makes? All this revenue comes from just streaming the most popular games. Twitch stats reveal revenue was at \$1.6 billion, leaving YouTube second with \$1.2 billion, despite the latter's enormous audience.
- ▶ Did you know that around 50 new games are released everyday in gaming market. Last year (2018) 9050 new games were released on Steam alone. With Steam's database now featuring as many as 28,977 games, gamers have plenty of options.
- ▶ 56% of gamers play multiplayer games at least once a week. According to the video games statistics for 2018-2019, 55% of gamers say video games help them connect with their friends. Almost half say it helps their family spend more time together.

— Info Source **NASSCOM, NEWZOO, EEDAR, ESA, GDC, Steamspy, Superdata & others**

