ADVANCED PROGRAM IN GAME ART, DESIGN AND DEVELOPMENT

Step into the Interactive World

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INDUSTRY INSIGHT

The gaming industry continues to expand, driven by advancements in AI, cloud gaming, VR/AR, and real-time graphics. The global market is booming, with mobile gaming leading in revenue, followed by PC and console markets. AI-driven content generation, including procedural level design and NPC behavior, is transforming game development, making workflows faster and more efficient. Unreal Engine 5 dominate, offering real-time rendering and hyper-realistic environments. Cloud gaming is reducing hardware dependence. Esports and live-service games continue to thrive, with a strong focus on player engagement and community-driven content. The future of gaming is shifting towards immersive experiences, AI-enhanced interactivity, and cross-platform accessibility, making adaptability key for developers and studios.

India Is Poised To Become One Of The World's Leading Markets In Gaming Sector.
The Growth Is Driven By :-
Rising Younger Population
Higher Disposable Incomes
Introduction Of New Gaming Genres And
The Increasing Number Of Smartphone And Tablet Users

ADVANTAGES OF GAMING INDUSTRY IN INDIA :-
World's Largest Youth Population
World's Second Largest Internet Population
Availability Of Creative Talent
Huge Skills Base Across IT, Testing And Arts
World-class Infrastructure And Advanced Technology
Presence Of Big Development Centres Like Microsoft, Nvidia, UbiSoft, Zynga, Electronic Arts, Disney, Playdom, Sony, Etc.

About

The Advanced Program in Game Art, Design and Development is a holistic course that trains students in all aspects of game creation. Covering both artistic and technical disciplines, the program teaches fundamental design principles, professional asset creation (2D/3D), and game engine implementation. Students master illustration, UI/UX, 3D modeling, animation, and Unreal Engine development while building complete game projects. The curriculum emphasizes industry workflows, from concept to final product, culminating in a professional portfolio. Graduates gain the versatile skills needed for roles as game artists, designers, or technical developers, equipped to handle every stage of game production.

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COURSE HIGHLIGHT:

- Job-oriented, industry centric curriculum

- Hands-on practical training using latest tools and software

- Certified faculty

- Exposure to industry interaction and workshops

- Placement assistance

- Access to **Pro Connect**, a platform to showcase your portfolio

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Course Content

Game Design & Art Essentials

Duration: 172 hrs

Advanced Game Art

Duration: 280 hrs

Comprehensive Game Development

Duration: 148 hrs

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Course Structure

Term 1: Game Design and Art Essentials

Modules	Preferred Training Tools	Sessions	Theory Hours	Lab Hours	Total Hours	Home Assignments
Fundamentals of Game Art & Design	Conceptual	6	12	0	12	0
Mastering Digital Illustrations	Adobe Illustrator CC	10	20	8	28	0
Pixel Perfect Painter	Adobe Photoshop CC	14	28	12	40	2
UI UX Design for Games	Figma	5	10	8	18	8
Animate for Game Art	Adobe Animate CC	4	8	4	12	10
AI Art Innovator	Gen AI tools for Text/Image/Video	6	12	4	16	10
Introduction to Game Engine	GDevelop.io	5	10	6	16	10
2D Game Project	GDevelop.io	10	20	10	30	10
Total		60	120	52	172	50

Course Structure

Term 2: Advanced Game Art

Modules	Preferred Training Tools	Sessions	Theory Hours	Lab Hours	Total Hours	Home Assignments
Understanding Game Production Pipeline	Conceptual	2	4	0	4	0
Asset Creation for CGI & Games	Autodesk Maya	15	30	8	38	6
Mastering Digital Sculpting	Maxon ZBrush	10	20	10	30	8
Textures and Details	Autodesk Maya	6	12	8	20	6
Realistic Surface Creation	Adobe Substance Painter	9	18	8	26	4
Illuminating Assets	Autodesk Maya	12	24	8	32	8
Bringing Characters to life with Rigging	Autodesk Maya	6	12	10	22	4
Art of 3D Animation	Autodesk Maya	12	24	12	36	6
Cinematic Realism with Unreal	Unreal Engine	18	36	24	60	16
AI Powered 3D Workflow	Gen AI tools for 3D Assets Creation & Animation	3	6	2	8	10
Portfolio Powerhouse	Term-end Portfolio	1	2	2	4	20
Total		94	188	92	280	88

Course Structure

Term 3: Comprehensive Game Development

Modules	Preferred Training Tools	Sessions	Theory Hours	Lab Hours	Total Hours	Home Assignments
Understanding Unreal Engine for Game Development		2	4	4	8	2
Design Game Worlds with Level Editor		10	20	14	34	4
Create Game Elements with Actors		5	10	8	18	4
Simplify Game Logic with Blueprints		5	10	8	18	4
Set Up Player Controls and Inputs		3	6	6	12	2
Enhance Gameplay with Collision Systems	Unreal Engine	3	6	6	12	2
Design User-Friendly Interfaces		3	6	6	12	2
Integrate Audio for Immersive Experiences		3	6	6	12	2
Export and Share your Game Demo		3	6	6	12	2
Build a Standout 3D Portfolio		1	2	4	6	4
Portfolio Powerhouse		1	2	2	4	20
Total		39	78	70	148	48

SUMMARY

Total Hours

600 hrs

Total Terms

3

Software's Covered

Adobe Illustrator CC, Adobe Photoshop CC, Figma, Adobe Animate CC, GDevelop.io, Autodesk Maya, Maxon ZBrush, Adobe Substance Painter, Unreal Engine, Gen Ai Tools

Course Code

3175-GID-APGADD

COURSE OUTCOME

Upon completing the Advanced Program in Game Art, Design and Development, students will master the complete game creation pipeline, from conceptualization to final implementation. They will develop professional skills in 2D/3D asset creation, including digital illustration, 3D modeling, texturing, and animation, while learning to design intuitive UI/UX systems and balanced gameplay mechanics. Through hands-on projects, students will gain expertise in game engines, enabling them to build, optimize, and deploy interactive experiences with polished visuals and responsive mechanics. By combining artistic vision with technical proficiency, graduates will be equipped to contribute to game development teams as versatile artists, designers, or technical developers, supported by a strong portfolio showcasing their ability to deliver complete game projects from start to finish.

CAREER OPPORTUNITIES
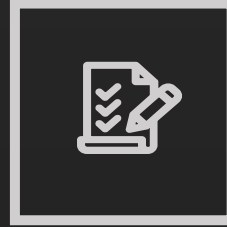
- Game Designer
- Game Producer
- Level Designer
- 2D Game Artist
- 3D Game Artist
- Technical Artist
- UI Artist for Games
- Game Developer

ELIGIBILITY

Eligibility Criteria:

10th

Certification: Advanced Program in Game Art, Design and Dev

Certificate Type :Certificate of Accomplishment

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REASON TO BELIEVE

INDUSTRY-RELEVANT CURRICULUM

Designed with cutting-edge tools and technologies like Gen AI, ensuring students are industry-ready.

DIVERSE CAREER OPPORTUNITIES

Graduates can explore roles in Animation, VFX, Gaming, UI/UX, Graphic Design, Digital Content creation and more, offering flexibility and growth.

PRACTICAL HANDS-ON TRAINING

Real-world projects, live assignments, and immersive learning experiences bridge the gap between theory and application.

INDUSTRY EXPOSURE & PLACEMENT ASSISTANCE

Get access to workshops, mentorship from industry leaders, and placement support through our vast recruiter network.

PRO CONNECT

With a legacy of excellence, Arena Animation equips students with the skills, exposure, and expertise to thrive in the fast-evolving creative and digital industries.

BRAND ENGAGEMENT

Industry Collaboration and Expert masterclass
Regular masterclasses and guest lectures from top industry professionals across animation, VFX, gaming, and design.

Immersive Experience Booths
Presenting student work at Comic-Con, industry expos, and recruitment summits.

On Ground engagement and Events
Creative Minds events where students showcase their projects to industry leaders.
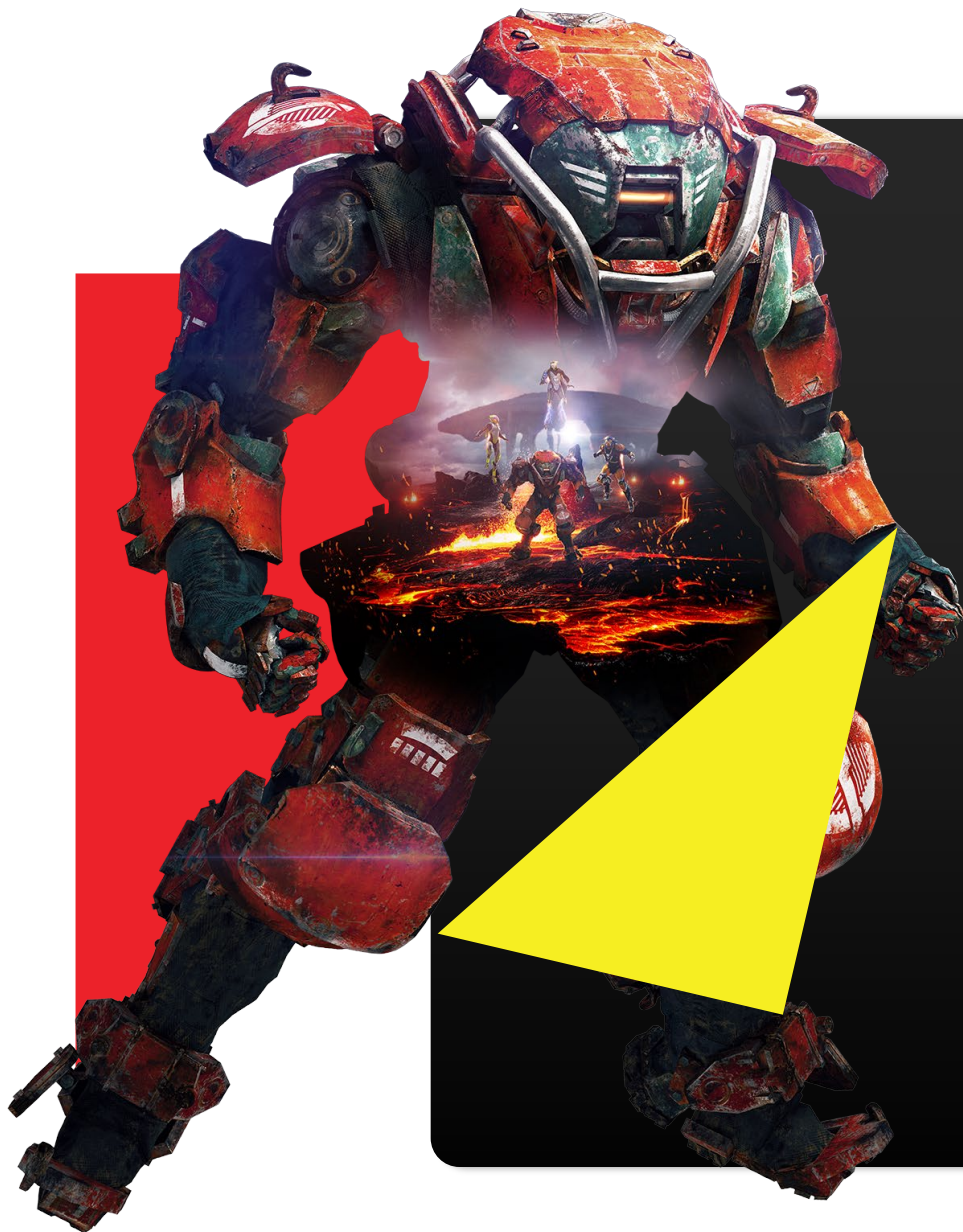
Student centric Engagements
Internships & Industry Projects – Real-world learning opportunities with top brands and studios across all courses

Campus Workshops & Walk-Ins
Hands-on training sessions for prospective students to experience the program before enrolling.

THANK YOU

Reach out to us for any queries at:

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