ADVANCED PROGRAM IN GAME ART AND DESIGN WITH SPECIALIZATION

Step into the Interactive World

ARENA ®
ANIMATION

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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 and Design with Specialization is a comprehensive training course designed to equip aspiring artists and designers with the creative and technical expertise needed to thrive in the gaming industry. Through a structured, project-based curriculum, students will explore the entire game development pipeline—from concept art and asset creation to animation, lighting, and interactive design. The program emphasizes hands-on learning, allowing participants to build a professional portfolio while mastering industry-standard workflows. With a focus on both foundational principles and specialized advanced techniques, graduates will be prepared to contribute to game studios as versatile artists, specializing in areas such as character design, environment art, or cinematic storytelling. Ideal for creative minds passionate about bringing immersive worlds to life, this course blends artistic expression with practical game development skills.

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

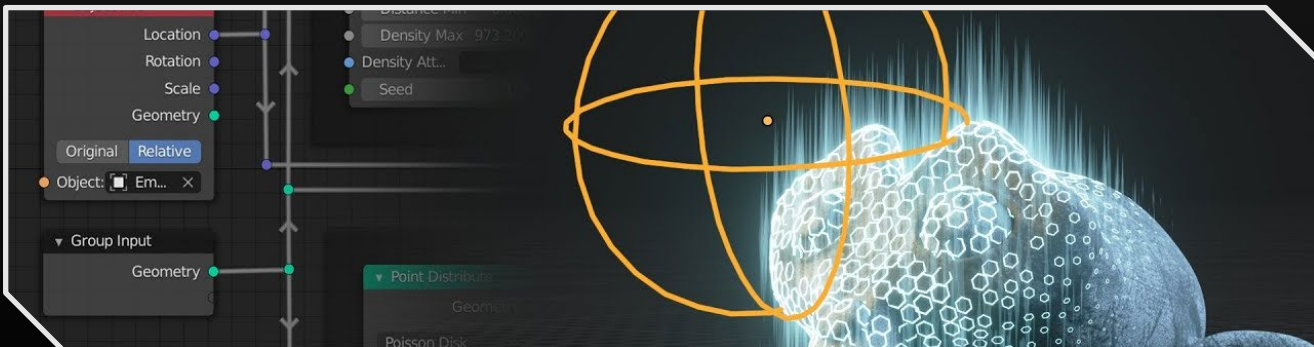## Game Design & Art Essentials

Duration: 172 hrs

Advanced Game Art

Duration: 280 hrs

Game Art Specialist

Duration: 122 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: Game Art Specialist

Modules	Preferred Training Tools	Sessions	Theory Hours	Lab Hours	Total Hours	Home Assignments
Specialization in Game Art	Blender	24	48	24	72	10
Procedural Texture Creation	Substance Designer	6	12	8	20	12
Realtime Lookdev	Adobe Stager	3	6	4	10	10
Real World Replication	Reality Capture	4	8	8	16	4
Portfolio Powerhouse	Term-end Portfolio	1	2	2	4	20
Total		38	76	46	122	56

SUMMARY

Total Hours

574 hrs

Total Terms

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Software's Covered

Adobe Illustrator CC, Adobe Photoshop CC, Figma, Adobe Animate CC, GDevelop.io, Autodesk Maya, Maxon ZBrush, Adobe Substance Painter, Unreal Engine, Blender, Adobe Substance Designer, Adobe Substance 3D Stager, Reality Capture, Gen Ai Tools
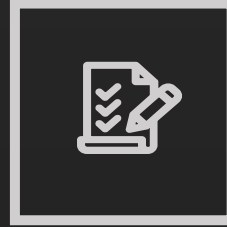
Course Code

3175-GID-APGADS

COURSE OUTCOME

Upon completing the Advanced Program in Game Art and Design with Specialization, students will gain the expertise to create visually compelling and technically optimized game assets, from stylized 2D designs to high-fidelity 3D models. They will master the artistic principles of composition, color theory, and visual storytelling, enabling them to craft immersive game worlds and engaging user experiences. Through hands-on projects, learners will develop proficiency in asset pipelines, including modeling, texturing, animation, and lighting, while refining their ability to work efficiently in a production environment. Additionally, they will explore specialized techniques such as digital sculpting, procedural content creation, and real-world asset integration, preparing them for niche roles in the industry. By the end of the program, students will have a polished, industry-ready portfolio showcasing their ability to contribute to game development teams as skilled artists and designers.

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: Adv Program in Game Art and Design Specialization

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.
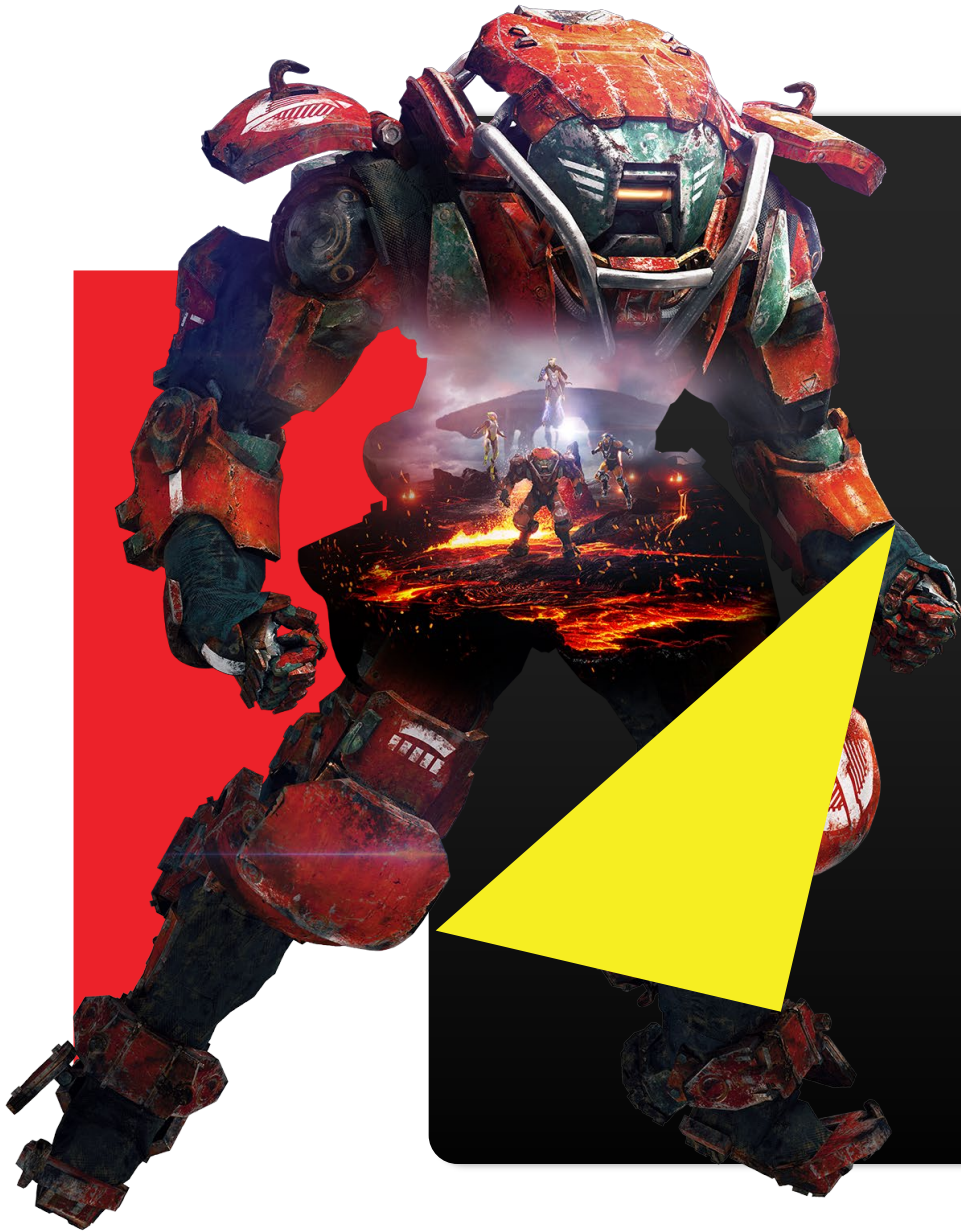
✅ Student centric Engagements — Internships & Industry Projects – Real-world learning opportunities with top brands and studios across all courses

✅ 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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