

ADVANCED PROGRAM IN GAME ART AND DESIGN

Step into the Interactive World



Learn from the Leader



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 dominates, 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 is an intensive, career-focused course designed to transform creative talent into professional game artists. Over two dynamic terms, students master the full spectrum of game development artistry—from foundational 2D design principles and UI/UX workflows to advanced 3D modeling, texturing, and cinematic storytelling. The first term builds core skills in digital illustration, asset creation, and game prototyping, while the second term delves into high-end techniques like character sculpting, environment art, and real-time rendering. Through project-based learning, participants develop a versatile portfolio showcasing their ability to design captivating game worlds, optimize assets for production, and collaborate effectively in team pipelines. Graduates emerge as well-rounded artists ready for roles in indie studios or AAA game development.



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

Course Duration : **452 Hours**

Delivery Pattern :
2 Hours, 3days / week

Course Content



Game Design & Art Essentials

Duration: 172 hrs

Advanced Game Art

Duration: 280 hrs



5

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



SUMMARY



Total Hours

452 hrs



Total Terms

2



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



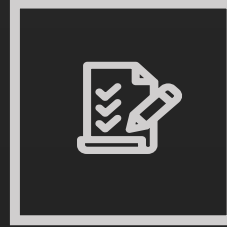
Course Code

3175-GID-APGAD

COURSE OUTCOME

By completing this two-term program, students will develop a strong foundation in both artistic principles and technical execution for game development. In the first term, learners will gain proficiency in core game art creation, including digital illustration techniques, asset design, and user interface development, while understanding how these elements integrate into interactive experiences. The second term advances these skills into 3D production, where students will master professional workflows for modeling, texturing, and lighting game-ready assets, as well as techniques for bringing characters and environments to life through animation and visual storytelling. Across both terms, participants will cultivate critical problem-solving abilities for game art pipelines, learn to adapt their work for performance and aesthetics, and build a comprehensive portfolio demonstrating their readiness for industry roles. Graduates will emerge with the creative vision and technical discipline needed to contribute effectively to game development teams in various artistic specializations.

CAREER OPPORTUNITIES



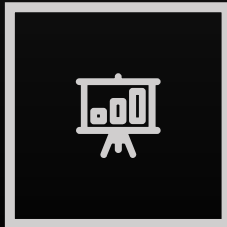
- Game Designer
- Game Producer
- Level Designer
- 2D Game Artist
- 3D Game Artist
- Technical Artist
- UI Artist for Games
- Game Developer

ELIGIBILITY



Eligibility Criteria:

10th



Certification: Advanced Program in Game Art and Design

Certificate Type :Certificate of Accomplishment

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.



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.



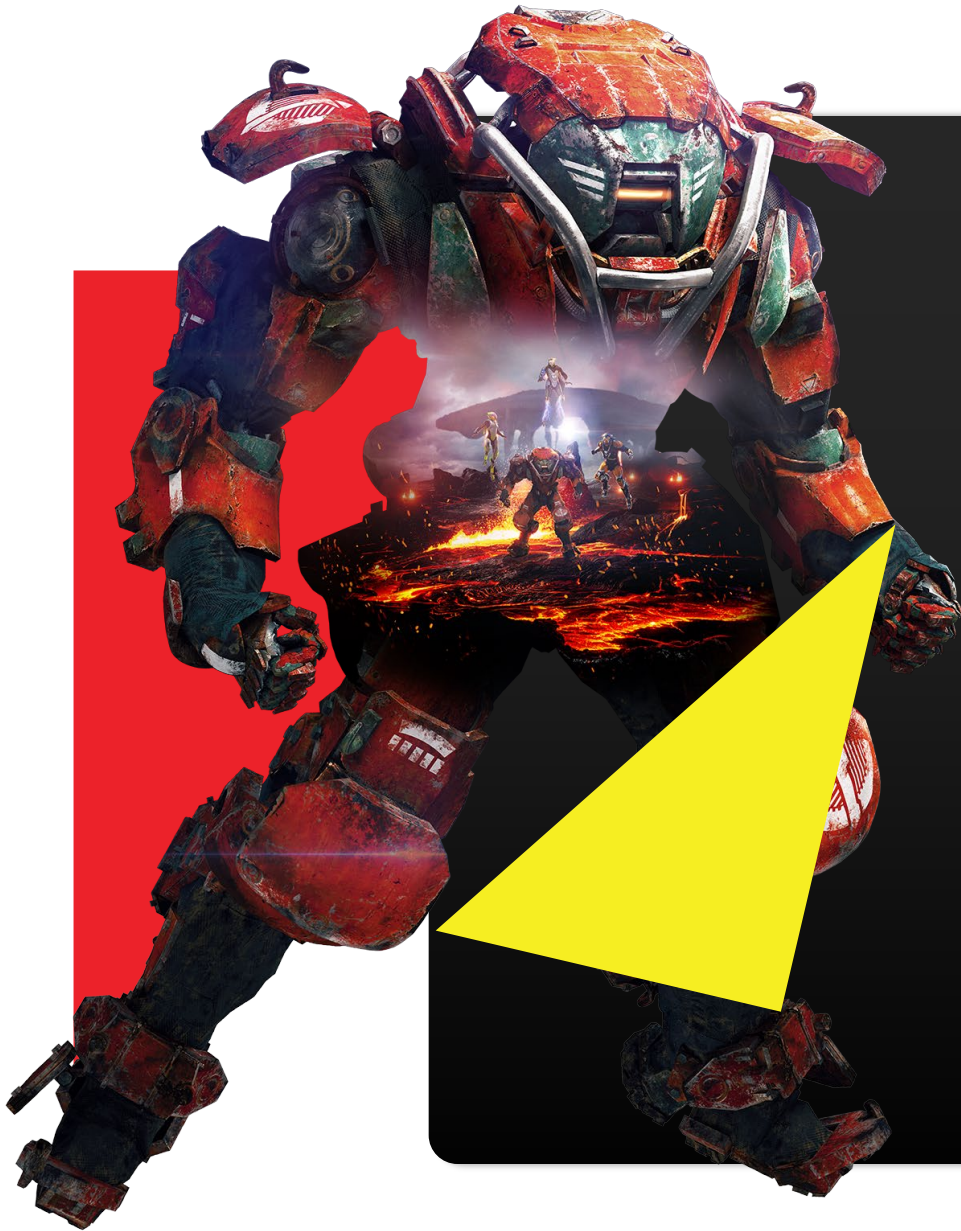
Student centric Engagements

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:

arenaanimation@aptech.co.in