



MASTER IN UNREAL ENGINE

Mastering the Realtime Engine



®

Learn from the Leader



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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 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 Master in Unreal Engine is a comprehensive short-term course designed to equip aspiring game developers and 3D artists with professional skills in Unreal Engine, the industry-leading platform for real-time 3D creation. This hands-on program covers everything from foundational engine navigation to advanced techniques in level design, game logic (Blueprints), player controls, collision systems, UI/UX design, and audio integration. Participants will learn to build immersive game worlds, optimize workflows, and develop polished game demos while mastering Unreal Engine's powerful tools. By the end of the course, students will have a standout 3D portfolio and the practical expertise to pursue careers in game development, virtual production, or interactive design.





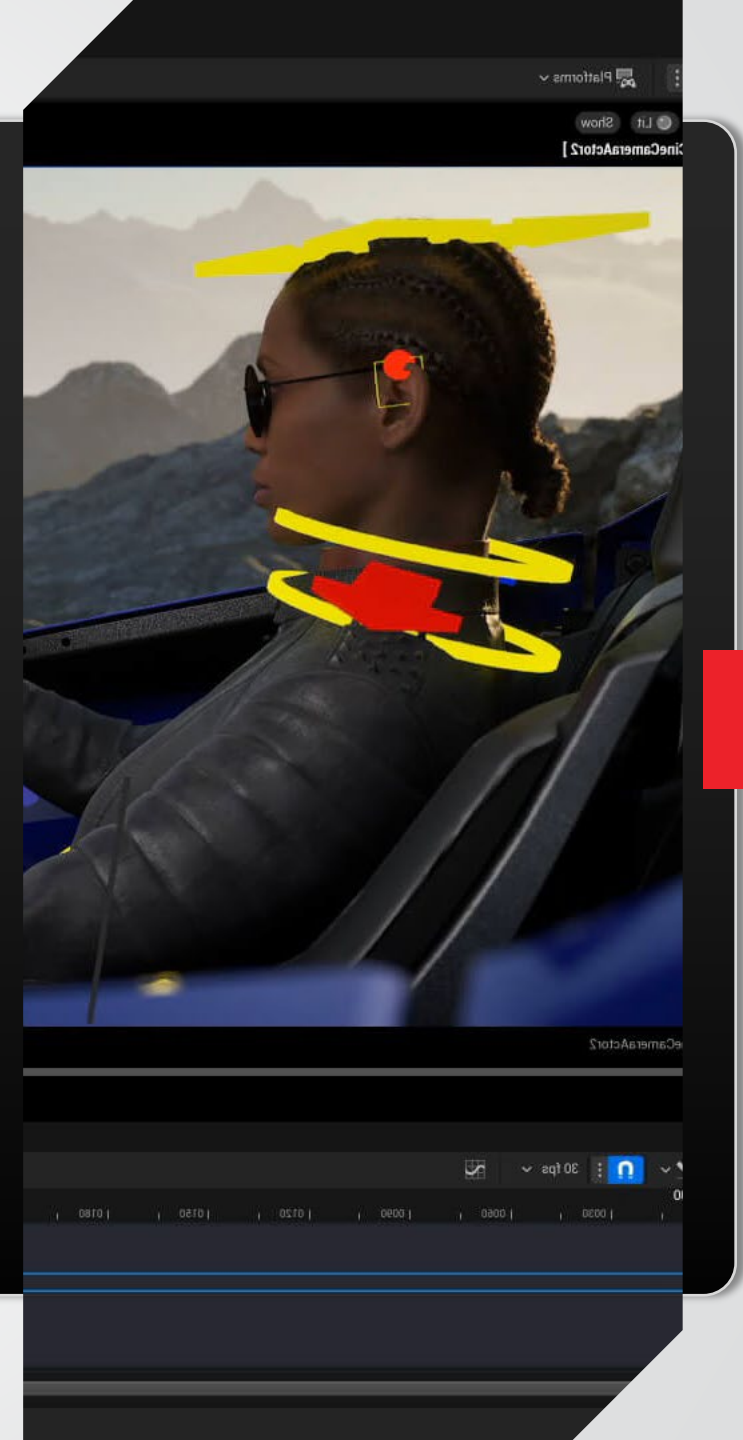
COURSE HIGHLIGHT:

- 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 Structure



| Modules | Preferred Training Tools | Sessions | Theory Hours | Lab Hours | Total Hours | Home Assignments |
|--|--------------------------|-----------|--------------|-----------|-------------|------------------|
| Understanding Unreal Engine for Game Development | Unreal Engine | 2 | 4 | 4 | 8 | 2 |
| Design Game Worlds with the 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 | | 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 |
| TOTAL | | 38 | 76 | 68 | 144 | 28 |





SUMMARY



Total Hours

144 hrs



Total Terms

1



Software's Covered

Unreal Engine



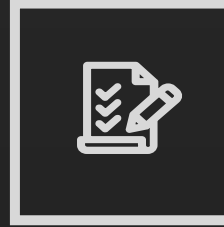
Course Code

676-MUE

COURSE OUTCOME

Upon completing this course, students will demonstrate comprehensive proficiency in Unreal Engine for game development and real-time 3D content creation. Participants will be able to navigate and utilize Unreal Engine's core interface and tools effectively, construct immersive game environments using the Level Editor, and implement interactive gameplay elements through Actors and Blueprint visual scripting. Learners will master player control systems, collision detection, and user interface design, while acquiring skills to integrate audio for enhanced immersion. The course will enable students to optimize and export professional game demos, culminating in the development of a polished 3D portfolio showcasing their technical abilities and creative vision in real-time 3D development, preparing them for careers in game development, simulation design, or interactive media production.

CAREER OPPORTUNITIES



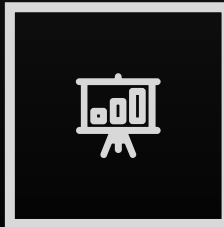
- Game Designer
- Level Designer
- Realtime 3D Artist
- Technical Artist
- Game Developer
- Cinematic Artist
- Render Wrangler
- Pipeline TD

ELIGIBILITY



Eligibility Criteria:

10 + 2



Certification: **STC – Master in Unreal Engine**

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:

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