MPGA: GAME ART

1200 Hours (Training + Practical)

30 Months

₹ 5,00,000

AI **AI INTEGRATED COURSE**

LEVEL UP YOUR SKILLS

The Masters in Game Art is a specialized program designed to equip students with the technical and creative skills required to excel in the field of Game asset design and integration.

During the course, students learn how to create compelling characters, environments, weapons, vehicles and other game assets, utilizing various software tools such as Autodesk Maya, ZBrush, Substance Painter and integration using Unity and Unreal Engine. They also develop skills in storytelling, concept art, game design, and project management, which are essential for success in the industry.

>>>> www.frameboxx.in

WHAT'S COVERED IN THIS PROGRAM?

- Learn to create 3D art assets for various game genres, including characters, environments, weapons and props
- Gain expertise in industry-standard software and tools
- Understand the principles of game design, including storytelling, world-building, and game mechanics
- Develop skills in concept art, illustration, and character design to create unique and compelling game worlds
- Learn to work with game engines such as Unreal and Unity, and how to optimize assets for different platforms and devices
- Explore emerging technologies like Augmented Reality (AR) and virtual reality (VR), and learn how to use them to enhance the player experience
- Deployment and optimization all 3D elements for faster rendering

SOFTWARES COVERED

Foundation (11 Months / 440 Hours)

- Pre-Production
- Photoshop
- Sketchup
- Maya-Foundation
- 3ds Max
- ZBrush Foundation
- Substance Painter

AI Prompting Aesthetics | ChatGPT and Google Gemini AI

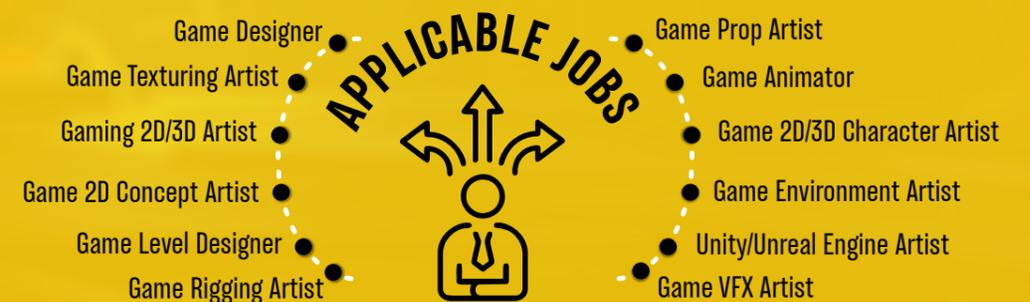### Intermediate (10 Months / 390 Hours)

- Maya
- 3ds Max
- Houdini
- ZBrush
- Substance Painter
- Substance Designer
- SpeedTree
- Marmoset Toolbag

AI Leonardo AI | Kling AI

Master + Portfolio Development (9 Months / 370 Hours)

- Topogun
- Spine
- Mari
- Spark AR, VR
- Unity Engine
- Unreal Engine
- Industry Preparation
- Capstone Project
- Portfolio Development & Presentation

*Few topics will be covered online

APPLICABLE JOBS

- Game Designer
- Game Texturing Artist
- Gaming 2D/3D Artist
- Game 2D Concept Artist
- Game Level Designer
- Game Rigging Artist
- Game Prop Artist
- Game Animator
- Game 2D/3D Character Artist
- Game Environment Artist
- Unity/Unreal Engine Artist
- Game VFX Artist

This program is aligned with MESC QPNOS: MES/Q0502, Q0504, Q0510, Q0701, Q2501, Q2502, Q2503