MASTER IN GAME ART, DESIGN AND DEVELOPMENT WITH ARVR-XR

Step into the Interactive World

ARENA ANIMATION®

Learn from the Leader





ARENA ANIMATION®
Learn from the Leader

INDUSTRY INSIGHT

The gaming industry in India is experiencing explosive growth, driven by a tech-savvy youth demographic, affordable smartphones, and widespread internet access. Recognizing its potential, the Indian government has introduced initiatives like the AVGC (Animation, Visual Effects, Gaming, and Comics) Promotion Task Force (2022) to foster skill development and innovation, while states such as Karnataka offer incentives for gaming startups. Complementing these efforts, global players are investing in local talent. Sony India's "Hero Project" mentors' indie developers, providing funding and PlayStation platform access to amplify homegrown titles globally. Similarly, South Korea's Krafton has launched a multi-million-dollar incubation program in India, supporting startups with resources and expertise. These collaborations are accelerating India's shift from a gaming consumer market to a creator hub, with the sector projected to reach $7.5 billion by 2028. Together, policy support and corporate partnerships are positioning India as a pivotal player in the global gaming ecosystem.

The growth of India's gaming industry is driven by:
A Highly Skilled Workforce in 3D modeling, game design, and immersive storytelling
Rising Demand for AR/VR & XR Experiences in gaming, training, and simulations
Cost-Effective Game Development Services attracting global studios and indie developers
Government & AVGC (Animation, VFX, Gaming & Comics) Policy Support fostering innovation
Growing Esports & Mobile Gaming Market expanding opportunities for developers and designers

Advantages of the Game Art, Design & Development Industry in India
World-Class Game Studios working on AAA, indie, and mobile games for global markets
Adoption of Advanced Technologies in real-time 3D, AI, and procedural game design
Global Outsourcing Hub for game development, AR/VR applications, and 3D asset creation
Strong IT & Digital Ecosystem supporting cloud gaming, blockchain gaming, and interactive media
Expanding Demand Across Industries including gaming, education, healthcare, and virtual simulations



About

Master in Game Art, Design and Development with ARVR-XR is a comprehensive program designed to equip students with cutting-edge skills in game creation, blending artistic creativity with technical expertise. The curriculum covers core areas like game art fundamentals, digital illustration, UI/UX design, 2D/3D asset creation, and immersive technologies (AR/VR/XR), using industry-standard tools such as Unreal Engine 5, Unity, Maya, Substance Painter, and AI-driven workflows. Students gain hands-on experience in game engine integration, cinematic realism, procedural texturing, and real-time rendering, while modules like Immersive Development focus on building AR/VR experiences. The program emphasizes portfolio development and freelancing readiness, aligning with India's booming gaming sector and global demand for skilled creators.





ARENA ANIMATION®
Learn from the Leader

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 : **818 Hours**

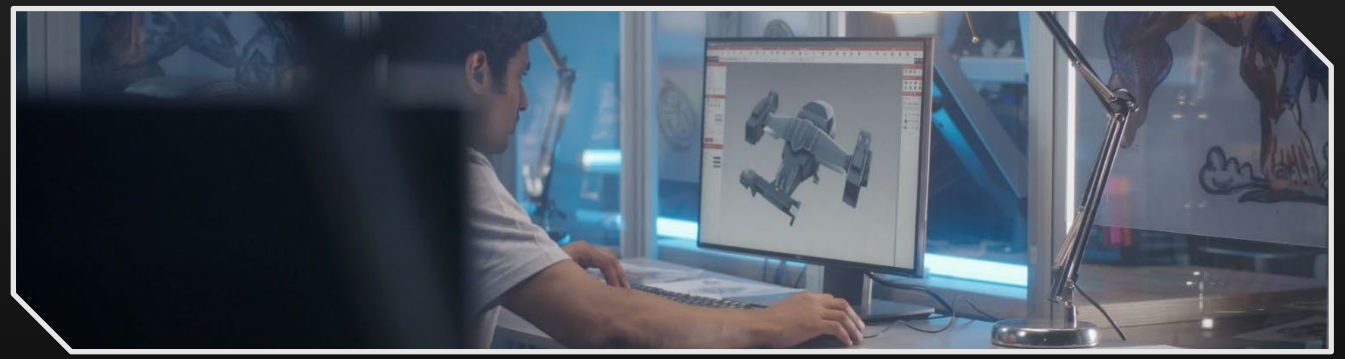
Delivery Pattern :
2 Hours, 3days / week

Course Content



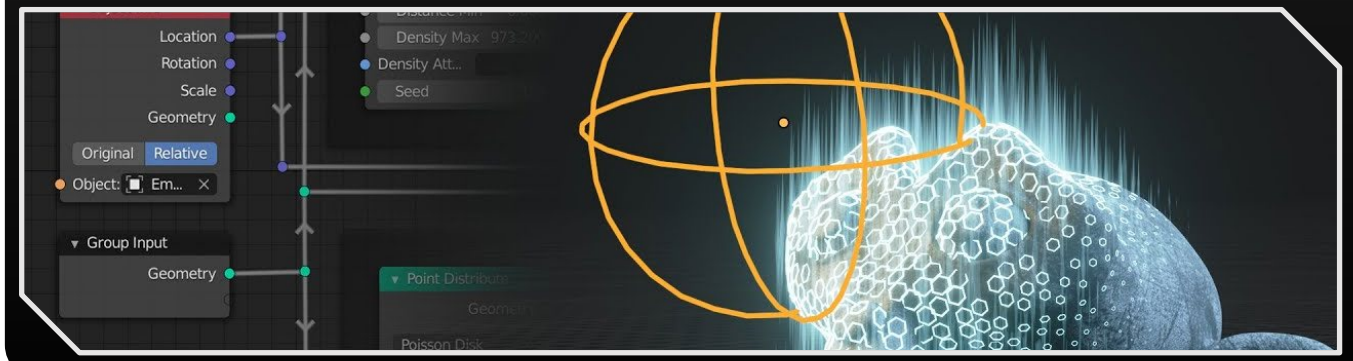
Game Design & Art Essentials

Duration: 172 hrs



Advanced Game Art

Duration: 280 hrs



Game Art Specialist

Duration: 122 hrs

ARENA ANIMATION
Learn from the Leader

Course Duration : **818 Hours**

Delivery Pattern :
2 Hours, 3days / week

Course Content



Comprehensive Game Development

Duration: 148 hrs

Immersive Development

Duration: 96 hrs



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



Course Structure

Term 4: Comprehensive Game Development

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 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
Portfolio Powerhouse		1	2	2	4	20
Total		39	78	70	148	48



ARENA ANIMATION
Learn from the Leader

Course Structure

Term 5: Immersive Development

Modules	Preferred Training Tools	Sessions	Theory Hours	Lab Hours	Total Hours	Home Assignments
Introduction to Augmented Reality	Spark AR	3	6	6	12	12
Creating a VR Experience in Unreal	Unreal Engine	3	6	6	12	6
Essentials of Unity	Unity3D	12	24	10	34	12
Unity AR Foundation	Unity3D	3	6	6	12	4
Creating AR Experience	Unity3D	4	8	12	20	6
Portfolio Powerhouse	Term-end Portfolio	1	2	2	4	20
Career Launchpad	LinkedIn, Upwork	1	2	0	2	10
Total		27	54	42	96	70



SUMMARY



Total Hours

818 hrs

Total Terms

5

Software's Covered

Gen AI, Adobe Illustrator CC, Adobe Photoshop CC, Adobe Animate CC, Maya, Substance Painter, Figma, Zbrush, Blender, Unreal Engine, Spark AR, Unity, Stager, Blender, Substance Designer, GDevelop.io, Reality Capture.

Course Code

3175-GID-MGADDARVR

COURSE OUTCOME



This program equips students with a robust skill set to excel in the gaming and immersive tech industries. Graduates will master game art fundamentals, including digital illustration, UI/UX design, and 2D/3D asset creation using tools like Adobe Photoshop, Maya, ZBrush, and Substance Painter. They will gain proficiency in game engines (Unreal Engine 5, Unity, GDevelop) to design, animate, and deploy interactive games and immersive AR/VR experiences. Advanced modules foster expertise in cinematic realism, procedural texturing, real-time rendering, and AI-driven workflows for asset creation and automation. Students will learn to rig characters, animate lifelike movements, and replicate real-world environments through photogrammetry. The curriculum emphasizes portfolio development and freelancing readiness, enabling graduates to showcase polished projects and navigate platforms like Upwork. By integrating industry pipelines, collaborative projects, and emerging technologies, learners emerge as versatile creators capable of contributing to gaming ecosystem and global studios, prepared to innovate in game design, immersive storytelling, and AI-enhanced development.

CAREER OPPORTUNITIES



- Game Designer
- Game Producer
- Level Designer
- 2D Game Artist
- 3D Game Artist
- Technical Artist
- UI Artist for Games
- Game Developer
- R&D and Prototype Specialist
- Visual Coder for Games |XR
- Asset Artist XR
- Technical Artist XR
- UI Artist XR
- XR Developer

ELIGIBILITY

Eligibility Criteria:

10 + 2

Certification: Master in Game Art, Design and Dev with ARVR-XR

Certificate Type :Certificate of Accomplishment

REASON TO BELIEVE

ARENA ANIMATION®
Learn from the Leader



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

ARENA ANIMATION
Learn from the Leader

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