

3D GAME ART & INTEGRATION

The 3D Game Art and Integration Course is a 1-year intensive program designed to fast-track aspiring game artists into the industry. It covers the complete game art pipeline - from foundational design to advanced 3D modeling, texturing, animation and game engine integration. By blending creative and technical training, the course equips graduates to produce high-quality, game-ready assets. Advanced modules, including PBR texturing, digital sculpting with ZBrush and 3D+GenAI workflows, ensure proficiency with the latest industry technologies.

The creation of this program is driven by industry demands, technological advancements and evolving educational needs in the gaming and digital content sectors.

 **COURSE DURATION: 296 HRS**

TERM I: FOUNDATION OF 3D GAME ART

- Visual Design for Games • Digital Design • UI Design for Games
- Game Art Fundamentals and Game Design Document
- Generative AI for Digital Creators-Imagery • Introduction to Maya
- 3D Modeling • Materials & Textures • PBR Texturing
- Prop & Character Setup • 3D Animation • Look Development

SOFTWARE COVERED**

- Photoshop • Maya • Substance 3D Painter • ChatGPT • Deepseek • Leonardo AI
- Midjourney • Firefly • Canva AI Tools

TERM II: ADVANCED 3D SCULPTING, SIMULATION & AI

- Digital Sculpting & Advanced CG Modeling • Working with Game Engine
- Cloth Simulation and FX • Node-based Texturing
- Photogrammetry Workflow • 3D-Generative AI Workflow

SOFTWARE COVERED**

- ZBrush • Unreal Engine • Marvelous Designer • Substance 3D Designer
- Substance 3D Sampler • Reality Capture • Meshy AI

CAREER OPTIONS

- 3D Modeler/Artist • Texture/Material Artist • Technical Artist
- Character Artist • Environment Artist • UI/UX Designer for Games
- Lighting Artist • Cloth/FX Artist • Generative AI Artist
- Game Engine Artist • 3D Generalist Artist • Game Concept Artist

