

APGDI

ADVANCED PROGRAM IN GAME DESIGN & INTEGRATION

APGDI is a comprehensive career course offering end-to-end training in Game Art, Design and Integration across all platforms. Learn the technology behind stunning game art and gain expertise in 2D interactivity, AR & VR development with UNITY and game asset integration using Unreal Engine for PCs, Consoles and Mobile gaming.



COURSE DURATION: 480 HRS



COURSE CONTENT



TERM I: Game Art & Design Fundamentals

- Digital Design • Vector Illustrations for Games • Sound Editing
- Game Production & Design Documents • 3D Design • Introduction to Texturing
- Character Setup



SOFTWARE** COVERED

- Photoshop • Illustrator • Audition • 3ds Max



TERM II: Game Art & Design Advanced

- 3D Modeling • PBR Texturing • Realtime PBR Texturing • CG Lighting • Prop & Character Setup
- 3D Animation • Motion Capture Animation • Digital Sculpting



SOFTWARE** COVERED

- Maya • Substance 3D Painter • Quixel Mixer • Motion Builder • ZBrush • Unreal Game Engine



TERM III: Game Engine

- Game Theory & Pre-Production • Working with Unity Game Engine
- Unity Game Asset Integration & Level Design Mobile
- Unity Game Asset Integration & Level Design AAA • Unreal Game Engine



SOFTWARE** COVERED

- Unity • Unreal Engine



TERM IV: Specialisation in Mobile Gaming

- Mobile Game Theory • Mobile Pre-Production & Design Documentation
- UI/UX for Mobile Game • Creating a 3D Mobile Game
- Creating a First Person Shooter Mobile Game • Creating a 2D Casual Mobile Game



SOFTWARE** COVERED

- Unity • Unreal Engine



TERM V: Specialisation in PC & Console

- Console Game Theory • Console Pre-Production & Design Documentation
- UI/UX for AAA Game • AAA Game Level Design



SOFTWARE** COVERED

- Unity • Unreal Engine



CAREER OPTIONS

- Game Asset Development Artist • Game Artist • Game Environment Designer
- Character Modeler • Game Animation • Game UI/UX Designer • Asset Integration Artist
- Game Level Designer • Technical Artist • Game Designer • Concept Artist • Pre-viz Artist