PMGDI

PROGRAM IN MOBILE GAME DESIGN & INTEGRATION

PMGDI trains you in Mobile Game Design & Integration, equipping you to create exciting, mobile-friendly games for the ever-growing mobile gaming industry. With mobile gaming on the rise, this course teaches you to design, develop and publish advanced 2D & 3D games using interactive AR & VR technology.

COURSE DURATION: 388 HRS

COURSE CONTENT

TERM I: GAME ART & DESIGN FUNDAMENTALS
- Digital Design • Vector Illustrations for Games • Sound Editing • 3D Design
- Game Production & Design Documents • Hierarchy, Connections & Character Setup
- Introduction to Texturing

SOFTWARE** COVERED
- Photoshop • Illustrator • Audition • 3ds Max

TERM II: GAME ART & DESIGN ADVANCED
- 3D Modeling • PBR Texturing • Realtime PBR Texturing • Prop & Character Setup
- 3D Animation • Motion Capture Animation • Digital Sculpting • Look Development

SOFTWARE** COVERED
- Maya • Substance 3D Painter • Quixel Mixer • Motion Builder • ZBrush

TERM III: GAME ENGINE
- Game Theory & Pre-Production • Working with Unity Game Engine • Unreal Game Engine
- Unity Game Asset Integration & Level Design Mobile

SOFTWARE** COVERED
- Unity • Unreal Engine

**Please refer to page no. 78 for Trademark Attribution.

TERM IV: SPECIALISATION IN MOBILE GAMING
- Mobile Game Theory • Mobile Pre-Production & Design Documentation • UI/UX for Mobile Game
- Creating a 2D Casual Mobile Game • Creating a 3D Mobile Game
- Creating a First Person Shooter Mobile Game

SOFTWARE** COVERED
- Unity • Unreal Engine

CAREER OPTIONS
- 2D Mobile Game Artist • 3D Mobile Game Artist (Modeling & Texturing)
- Game Environment Artist • Game Animator • Game Rigging Artist • Mobile Game Developer
- Mobile Game Designer • Concept Artist • Mobile Game Environment Artist
- Mobile Game UI/UX Designer • Technical Artist • Game Designer
- Mobile Game Level Designer • Look Dev Artist • Pre-viz Artist