

ADIDG PLUS

POWERED BY

CAREER X & CREATOR X

COURSE DURATION: 650 HRS
WITH CAREERX

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WITH CAREERX & CREATORX

The new ADIDG Plus course includes Gaming, Metaverse and 3D design, equipping students with skills for careers in Media & Entertainment and beyond. This program is designed to meet the evolving demands of the industry.

**Please refer to page no. 110 for Trademark Attribution.

TERM I: Digital and Interactive Design

- Game Art Fundamentals • Digital Design • Visual Design for Games • Vector Illustration
- UI Design for Games • Motion Design for Games • Video & Sound Editing
- Generative AI for Digital Creators - Imagery • Generative AI for Digital Creators - Video & Audio

SOFTWARE** COVERED

- Photoshop • Illustrator • Animate • Premiere • Audition • ChatGPT
- Deepseek • Leonardo AI • Midjourney • Sora • Suno AI • Descript • Comfy UI • Firefly
- Gen Ai Video generation tools- (Higgsfield/Runway ML***) • ElevenLabs • Canva AI Tools

TERM II: Animation & Modeling for Games & Interactive Design - 1

- Introduction to 3D World • 3D Design • Introduction to Texturing
- PBR Texturing • Fundamentals of CG Lighting • Dynamics and FX
- Lighting & Rendering in V-Ray

SOFTWARE** COVERED

- 3ds Max • Substance 3D Painter

TERM III: Animation & Modeling for Games & Interactive Design - 2

- 3D Modeling • Realtime PBR Texturing • Advanced CG Lighting • Prop & Character Setup
- Advanced Lighting & Rendering in Arnold • 3D Animation • Hair Grooming with XGen
- Particles, Dynamics & Advanced Effects with Bifrost • Virtual Staging

SOFTWARE** COVERED

- Maya • Quixel Mixer • Substance 3D Stager

TERM IV: Digital Assets, Real Time 3D & Interactive Design

- Digital Sculpting • Photogrammetry Workflow • Cloth Simulation & FX • Realtime 3D
- Motion Capture Animation • Unity Mobile Gaming • Unity AR/VR Module
- Game Level Design • Motion & Performance Capture Integration • MetaHuman

SOFTWARE** COVERED

- ZBrush • Substance 3D Sampler • Marvelous Designer • Motion Builder
- Unity • Unreal Engine • MetaHuman

CAREER OPTIONS

- Game Artist • Game Designer • 3D Asset Artist • Game Level Designer • Game Animator
- Technical Artist • Environment Artist • 3D Artist (AR/VR) • Game UI/UX Designer
- Game Character Artist • 3D Generalist • Texturing Artist • VAD Artist • 3D Visualiser
- Pre-viz Artist • 3D Modeler • Lighting Artist • Rigging Artist • Interactive Product Demo Artist
- Layout Artist • Motion Capture Animator • 3D Modeling Artist • Animator • Texturing Artist
- Game Asset Creator • E-learning • Editor

*** In the Era of Gen AI, AI keeps evolving, as such the tools covered are subject to upgrades and replacements

SEMESTER I:

- Narrative Design: Align worldbuilding and story with gameplay mechanics
- Art Direction: Maintain visual consistency and style across all assets
- GenAI Workflows: Use GenAI for rapid ideation and production-ready concepts
- Character Design: Design functional characters with strong, readable silhouettes
- Game Art & UI Design: Build scalable, optimized assets and UI for games

SEMESTER II:

- 3D Pipeline: Mastering departmental workflows and deadlines
- Asset Workflow: Creating production-ready assets without errors
- Scene Optimization: Using proxies, LODs, and instancing for performance
- LookDev & Lighting: Cinematic lighting using practical references
- Animation: Transforming storyboards into shots with clear body mechanics

SEMESTER III:

- Studio Workflow: Execute professional workflows from modeling to final texturing
- Asset Optimization: Build optimized, production-ready assets with clean topology
- VFX Integration: Master CG-to-plate matching through lighting and LookDev
- Performance-driven Animation: Create story-driven performances with precise body mechanics
- GenAI Integration: Leverage GenAI for rapid ideation and production optimization

SEMESTER IV:

- Asset Pipelines: Studying studio workflows via industry case studies
- Character Pipeline: Mastering end-to-end real-time character creation
- MoCap & Simulations: Implementing motion capture and cloth simulation
- Level Design: Crafting real-time environments and cinematic stories
- Portfolio Prep: Gaining industry insights for career readiness



Eligible post completion of CareerX

MODULE I: Freelance Fundamentals & Gig Economy

- Explore creative career pathways
- Identify strengths and niche
- Build job-ready portfolios
- Learn pricing and client skills
- Practice professional ethics

MODULE II: Studio Setup & Project Management

- Set up a production-ready workspace
- Adopt the production workflow
- Master project management basics
- Work effectively in teams
- Develop a deadline-driven mindset

MODULE III: Project Pitch & Client Readiness

- Decode creative briefs with ease
- Pitch creative projects with clarity
- Confident presentation across pitches
- Professional feedback management
- Master portfolio presentation strategies

MODULE IV: Personal Brand & Network Building

- Build a strong professional identity
- Use online platforms strategically
- Professional Network building
- Plan long-term career growth
- Master remote and hybrid teamwork

MODULE V: Entrepreneurship & Creator Mindset

- Navigate the creator economy ecosystem
- Adopt a value-driven creative and business mindset
- Explore monetization and revenue frameworks
- Safeguard intellectual property and creative assets
- Manage finances for long-term sustainability