

# Masters in Game Art

**AI** **AI-INTEGRATED**  
COURSE

**960 Hours**  
(Training + Practical)

**24 Months**

**Masters in Game Art** is a comprehensive 2-year program focused on game design and real-time production workflows. This course covers art fundamentals, character and environment design, 3D modeling, texturing, rigging, animation, game engine integration, AR/VR modules, and playable game development using Unity and Unreal Engine. Students follow a structured production pipeline and complete a fully playable game as part of their final portfolio.

At Completion students develop a professional game art and game design portfolio that includes high-quality character models, textured environments, rigged and animated assets, Unity-based playable prototypes, Unreal cinematic scenes, and structured Game Design Documentation. This prepares them for roles such as Game Designer, 3D Game Artist, Environment Artist, Level Designer, Unity Game Developer (Art Track), Unreal Engine Artist, Technical Artist, or VR/AR Game Developer.



**CAREER  
OPPORTUNITIES  
AFTER COMPLETION**

- ◇ Game Environment Artist
- ◇ 3D Character Artist
- ◇ Game Asset Modeler
- ◇ Level Designer
- ◇ Unity Game Developer
- ◇ Unreal Engine Artist
- ◇ AR/VR Game Artist
- ◇ Mobile Game Artist
- ◇ Texture & Look Development Artist
- ◇ Game Animator
- ◇ Rigging Artist

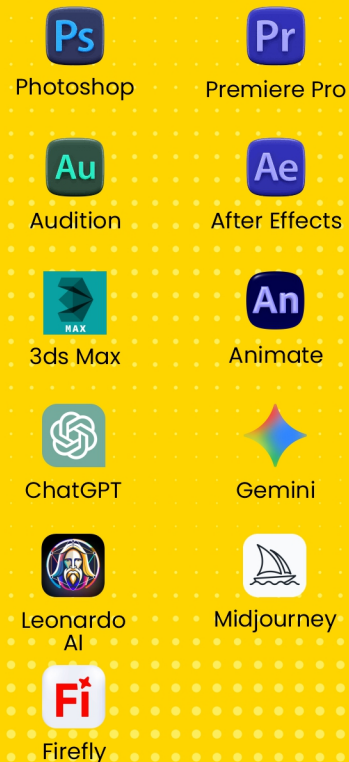
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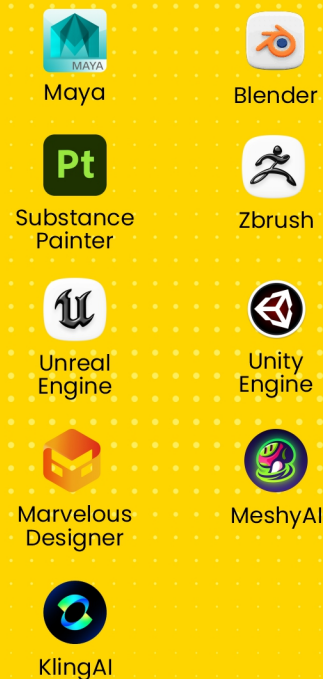
# Foundation & Storytelling

Elements of Design  
Pre Production  
Photoshop  
Premiere Pro  
Audition  
After Effects  
Animate CC  
Action Script  
Max – Modeling  
Max – Texturing  
Max – Lighting  
Introduction to PBR



# Game Engine Integration

Maya-Modeling  
Maya-Texturing  
Substance Painter  
Maya-Lighting  
Maya – Rigging  
Maya – Animation  
Maya-Particles, Dynamics  
& Tech Animation  
Unity Game Engine  
Unity Mobile Gaming  
Unity VR Module  
Unity AR Module  
Unreal Game Engine  
Game Level Design



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