

Master in Game Art, Design and Prototyping with XR

Step into the Interactive World



Learn from the Leader



Industry Insight

The gaming industry in India is experiencing explosive growth, driven by a tech-savvy youth demographic, affordable smartphones, and widespread internet access. Recognizing its potential, the Indian government has introduced initiatives like the AVGC (Animation, Visual Effects, Gaming, and Comics) Promotion Task Force (2022) to foster skill development and innovation, while states such as Karnataka offer incentives for gaming startups. Complementing these efforts, global players are investing in local talent. Sony India's "Hero Project" mentors indie developers, providing funding and PlayStation platform access to amplify homegrown titles globally. Similarly, South Korea's Krafton has launched a multi-million-dollar incubation program in India, supporting startups with resources and expertise. These collaborations are accelerating India's shift from a gaming consumer market to a creator hub, with the sector projected to reach \$7.5 billion by 2028. Together, policy support and corporate partnerships are positioning India as a pivotal player in the global gaming ecosystem.

The growth of India's gaming industry is driven by:

- A Highly Skilled Workforce in 3D modeling, game design, and immersive storytelling
- Rising Demand for AR/VR & XR Experiences in gaming, training, and simulations
- Cost-Effective Game Development Services attracting global studios and indie developers
- Government & AVGC (Animation, VFX, Gaming & Comics) Policy Support fostering innovation
- Growing Esports & Mobile Gaming Market expanding opportunities for developers and designers

Advantages of the Game Art, Design & Development Industry in India

- World-Class Game Studios working on AAA, indie, and mobile games for global markets
- Adoption of Advanced Technologies in real-time 3D, AI, and procedural game design
- Global Outsourcing Hub for game development, AR/VR applications, and 3D asset creation
- Strong IT & Digital Ecosystem supporting cloud gaming, blockchain gaming, and interactive media
- Expanding Demand Across Industries including gaming, education, healthcare, and virtual simulations



About

The Master in Game Art, Design and Prototyping is an advanced program designed to prepare students for professional careers in game development and interactive media. The course covers the complete game creation pipeline — from game design fundamentals, digital art, and UI/UX for games to advanced 3D asset creation, character animation, and cinematic production. Students also learn level design, gameplay prototyping, and immersive experiences using AR and VR technologies. Through hands-on projects and portfolio milestones, learners develop the ability to design, build, and prototype playable game environments. Students are prepared for roles in game art, level design, technical art, and immersive experience development.



Course Highlight:

- Job-oriented, industry centric curriculum
- Hands-on practical training using latest tools and software
- Certified faculty
- Exposure to industry interaction and workshops
- Placement assistance
- Access to **Pro Connect**, a platform to showcase your portfolio



Course Duration : 788 Hours

Delivery Pattern :
2 Hours, 3days / week

Course Content

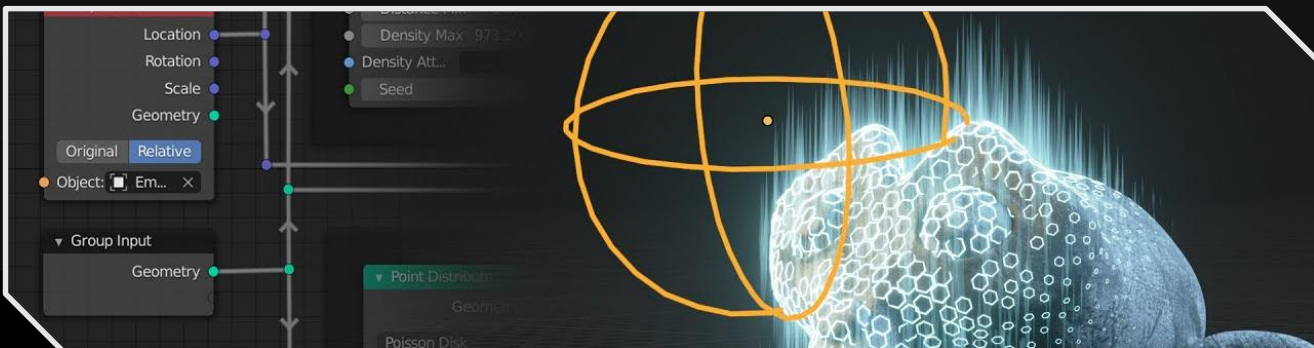


Game Design & Art Essentials

Duration: 172 hrs

Advanced Game Art

Duration: 288 hrs



Game Art Specialist

Duration: 118 hrs

5

Course Duration : 788 Hours

Delivery Pattern :
2 Hours, 3days / week

Course Content



Game Level Designing

Duration: 114 hrs

Immersive Design

Duration: 96 hrs



Course Structure

Term 1: Game Design and Art Essentials

Modules	Preferred Training Tools	Sessions	Theory Hours	Lab Hours	Total Hours	Home Assignments
Fundamentals of Game Art & Design	Conceptual	6	12	0	12	0
Mastering Digital Illustrations	Adobe Illustrator CC	10	20	8	28	0
Pixel Perfect Painter	Adobe Photoshop CC	14	28	12	40	2
UI UX Design for Games	Figma	5	10	8	18	8
Animate for Game Art	Adobe Animate CC	4	8	4	12	10
AI Art Innovator	Gen AI tools	6	12	4	16	10
Introduction to Game Engine	GDevelop.io	5	10	6	16	10
2D Game Project	GDevelop.io	10	20	10	30	10
Total		60	120	52	172	50



Course Structure

Term 2: Advanced Game Art

Modules	Preferred Training Tools	Sessions	Theory Hours	Lab Hours	Total Hours	Home Assignments
Understanding Game Production Pipeline	Conceptual	2	4	0	4	0
Asset Creation for CGI & Games	Autodesk Maya	15	30	8	38	6
Mastering Digital Sculpting	Maxon ZBrush	10	20	10	30	8
Textures and Details	Autodesk Maya	6	12	8	20	6
Realistic Surface Creation	Adobe Substance Painter	9	18	8	26	4
Illuminating Assets	Autodesk Maya with Arnold	12	24	8	32	8
Bringing Characters to Life with Rigging	Autodesk Maya	6	12	10	22	4
Art of 3D Animation	Autodesk Maya	12	24	12	36	6
Understanding Mo-Cap Workflow for Animation	Autodesk Maya	3	6	2	8	6
Ai Powered 3D Workflow	Gen Ai tools	3	6	2	8	10
Cinematic Realism with Unreal	Unreal Engine	18	36	24	60	16
Portfolio Powerhouse	NA	1	2	2	4	20
Total		97	194	94	288	94

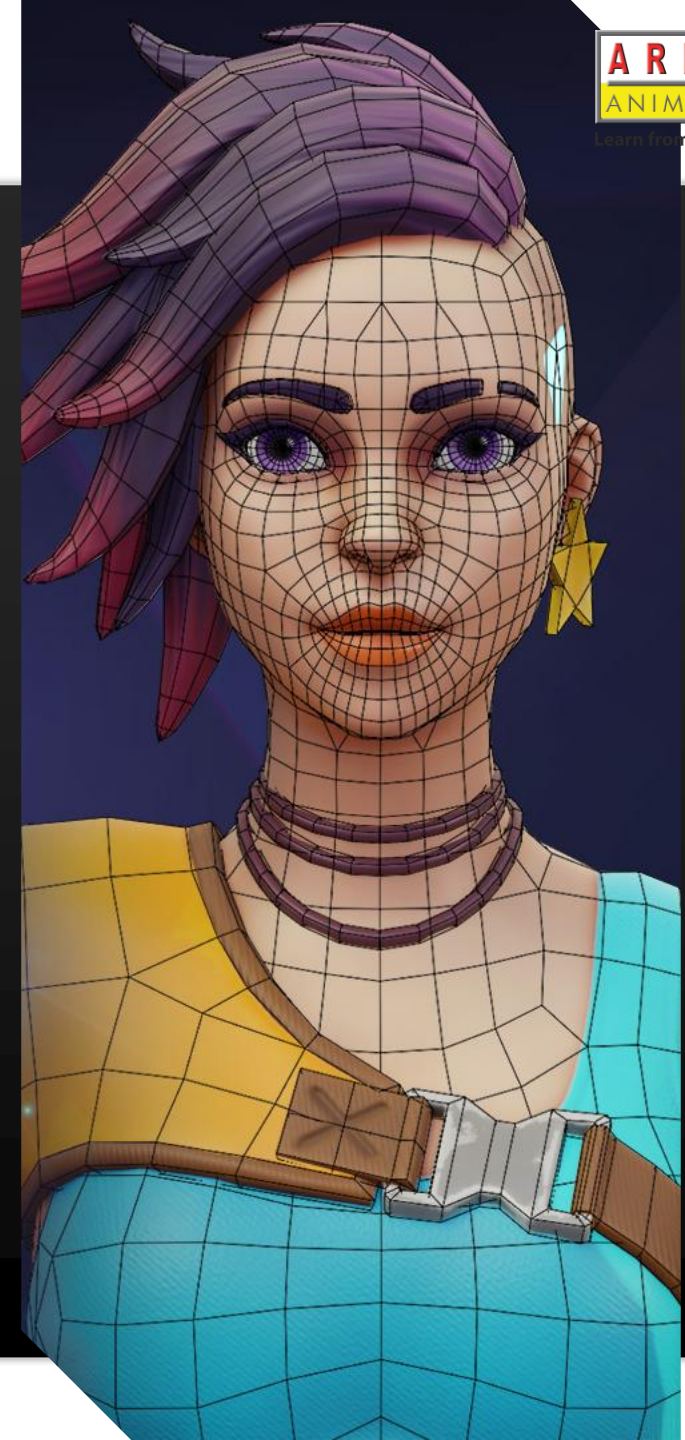


Course Structure



Term 3: Game Art Specialist

Modules	Preferred Training Tools	Sessions	Theory Hours	Lab Hours	Total Hours	Home Assignments
Specialization in Game Art	Blender	24	48	24	72	10
Procedural Texture Creation	Substance Designer	6	12	8	20	12
Realtime Lookdev	Stager	3	6	4	10	10
Real World Replication	Reality Scan	4	8	8	16	4
Total		37	74	44	118	36



Course Structure

Term 4: Game Level Designing

Modules	Preferred Training Tools	Sessions	Theory Hours	Lab Hours	Total Hours	Home Assignments
Introduction to Game Design & Level Design Principles	Unreal Engine	2	4	4	8	0
Level Blockout & Greyboxing Techniques		2	4	4	8	0
Environment Asset Integration & Scene Building		2	4	6	10	0
Landscape Creation & Open World Design		2	4	6	10	0
Lighting & Atmosphere for Game Levels		2	4	4	8	0
Materials, Textures & Surface Creation		2	4	6	10	0
Gameplay & Level Interaction		7	14	10	24	0
Optimization & Performance for Game Levels		2	4	4	8	0
Game Prototyping		6	12	12	24	0
Portfolio Powerhouse		1	2	2	4	20
Total		28	56	58	114	20



Course Structure

Term 5: Immersive Design

Modules	Preferred Training Tools	Sessions	Theory Hours	Lab Hours	Total Hours	Home Assignments
Introduction to Augmented Reality	Lens Studio	3	6	6	12	12
Creating a VR experience in Unreal	Unreal Engine 5.0	3	6	6	12	6
Essentials of Unity	Unity 3D	12	24	10	34	12
Unity AR Foundation	Unity 3D	3	6	6	12	4
Creating AR Experience	Unity 3D	4	8	12	20	6
Portfolio Powerhouse	-	1	2	2	4	20
Career Launchpad	LinkedIn, Upwork (freemium)	1	2	0	2	10
Total		27	54	42	96	70



Summary



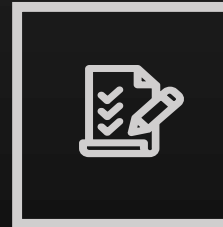
Total Hours

788 hours



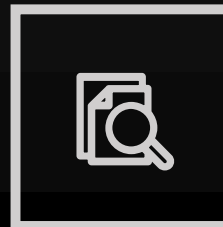
Total Terms

5



Software's Covered

Adobe Photoshop CC | Adobe Illustrator CC | Figma | Adobe Animate CC | Gen Ai Tools | GDevelop.io | Autodesk Maya | Maxon ZBrush | Adobe Substance Painter | Unreal Engine | Blender | Adobe Substance Designer | Adobe Substance 3D Stager | Reality Scan | Lens Studio | Unity3D



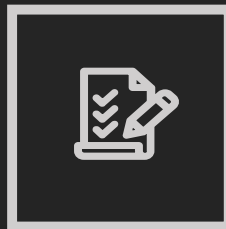
Course Code

RD10014-MGADPXR

Course Outcome

This program equips students with a robust skill set to excel in the gaming and immersive tech industries. Graduates will master game art fundamentals, including digital illustration, UI/UX design, and 2D/3D asset creation using tools like Adobe Photoshop, Maya, ZBrush, and Substance Painter. They will gain proficiency in game engines (Unreal Engine 5, Unity, GDevelop) to design, animate, and deploy interactive games and immersive AR/VR experiences. Advanced modules foster expertise in cinematic realism, procedural texturing, real-time rendering, and AI-driven workflows for asset creation and automation. Students will learn to rig characters, animate lifelike movements, and replicate real-world environments through photogrammetry. The curriculum emphasizes portfolio development and freelancing readiness, enabling graduates to showcase polished projects and navigate platforms like Upwork. By integrating industry pipelines, collaborative projects, and emerging technologies, learners emerge as versatile creators capable of contributing to gaming ecosystem and global studios, prepared to innovate in game design, immersive storytelling, and AI-enhanced development.

Career Opportunities



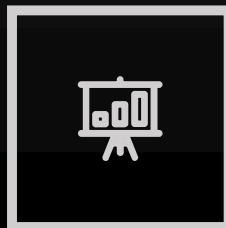
- Game Designer
- Game Producer
- Level Designer
- 2D Game Artist
- 3D Game Artist
- Technical Artist
- UI Artist for Games
- Game Developer
- R&D and Prototype Specialist
- Visual Coder for Games | XR
- Asset Artist XR
- Technical Artist XR
- UI Artist XR
- XR Developer

Eligibility



Eligibility Criteria:

10th



Certification: Master in Game Art, Design and Prototyping with XR

Certificate Type: Certificate of Accomplishment

Reason To Believe



Industry-Relevant Curriculum

Designed with cutting-edge tools and technologies like Gen AI, ensuring students are industry-ready.



Diverse Career Opportunities

Graduates can explore roles in Animation, VFX, Gaming, UI/UX, Graphic Design, Digital Content creation and more, offering flexibility and growth.



Practical Hands-On Industry Exposure & Training

Real-world projects, live assignments, and immersive learning experiences bridge the gap between theory and application.



Industry Exposure & Placement Assistance

Get access to workshops, mentorship from industry leaders, and placement support through our vast recruiter network.



Pro Connect

With a legacy of excellence, Arena Animation equips students with the skills, exposure, and expertise to thrive in the fast-evolving creative and digital industries.

Brand Engagement



Industry Collaboration
and Expert masterclass

Regular masterclasses and guest lectures from top industry professionals across animation, VFX, gaming, and design.



Immersive Experience
Booths

Presenting student work at Comic-Con, industry expos, and recruitment summits.



On Ground engagement
and Events

Creative Minds events where students showcase their projects to industry leaders.



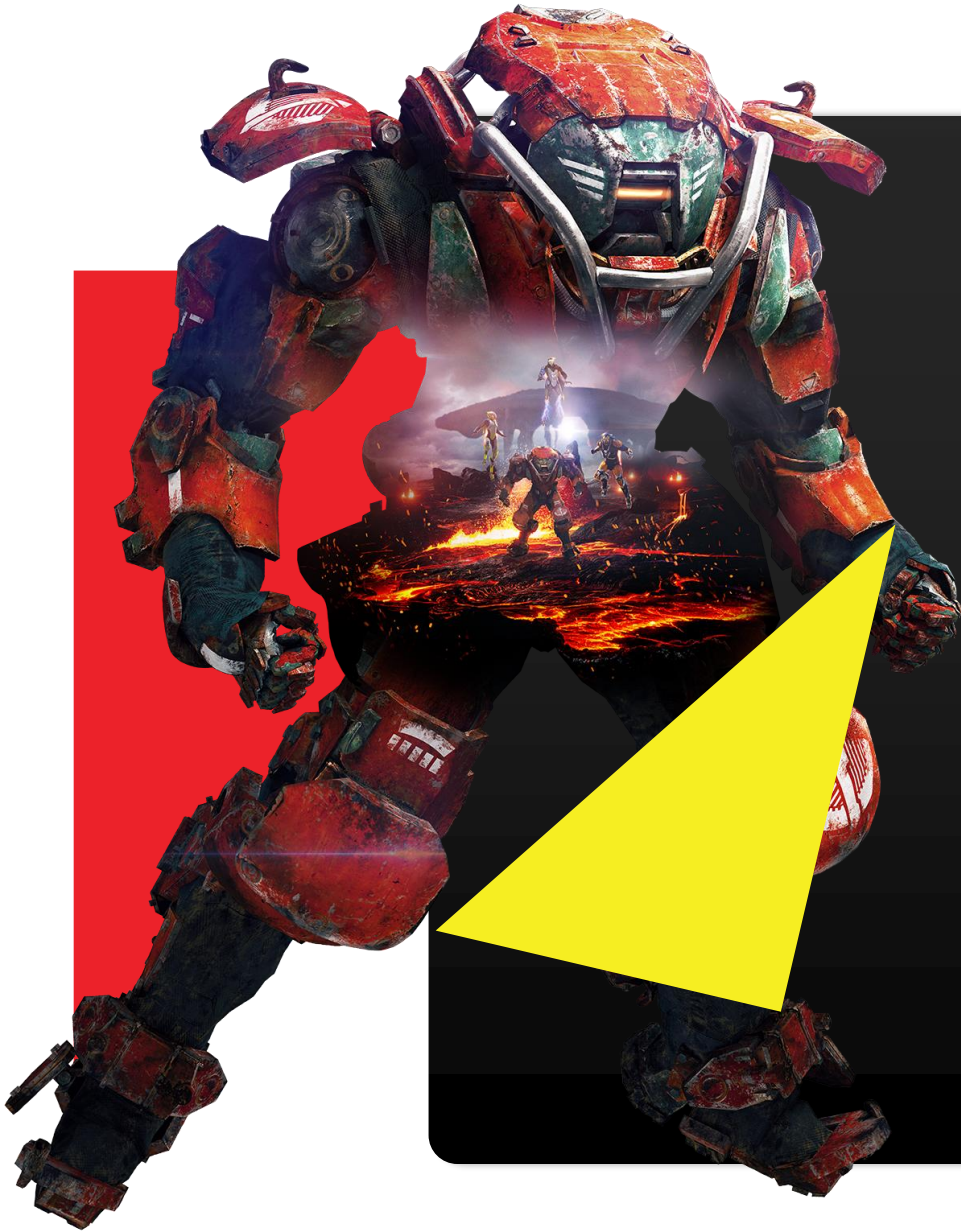
Student centric Engagements

Internships & Industry Projects – Real-world learning opportunities with top brands and studios across all courses



Campus Workshops & Walk-
Ins

Hands-on training sessions for prospective students to experience the program before enrolling.



Thank YOU

Reach out to us for any queries at:

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