

A large, bold, white letter 'G' is positioned on the left side of the page. It is set against a white rectangular background that is part of a larger design element consisting of two horizontal white lines. The background of the entire page is a solid green color with faint, light green outlines of a video game controller and several circular patterns.

GAME DEVELOPMENT

New In 2014, the Diploma of Game Design (Artist) level 7, Is a two year diploma for people who want to learn to use their artistic creativity for designing games.

Game design is one of 2013's fastest growing industries. Graduates can work as UI/UX developers, social game designers, mobile game designers, web designers and app developers, among others.

In this 41 week programme you will create games in teams in a studio style setting, develop your graphical style and express your stories through games. By the end of the programme you will have developed an interactive portfolio that will show off your creative works.

Course Outline

Concept & 2D art

- Introduction of Drawing
- Color Theory
- Perspective Drawing
- Concept art
- Isometric drawing
- UI Design animation
- Mobile platform scaling
- Game Design and game play introduction
- Side scrolling level design

3D art

- Introduction of game art
- Overview of Game Design
- Basic asset creation for games
- Game modeling & texturing
- Game Rigging & Animation
- Game art pipeline for production level
- Design for Console's
- Introduction of Level design

COURSE STRUCTURE

Game Engine

Introduction of Unity 3D
Understanding user interface of unity 3D
Terrain creation
Assets importing in unity 3D
Environment Creation
Advanced Level Design
Polycount restriction in engine
Draw call Controlling
Game Effect
Light baking texture's
Basic character functionality

SOFTWARE

ADOBE PHOTOSHOP
ADOBE FLASH
ADOBE AFTER EFFECTS
AUTODESK MAYA
UNITY 3D
PARTICLE ILLUSION
MARMOSSET TOOLBAG

CAREER

CONCEPT ARTIST
2D ARTIST
CHARACTER ARTIST
ENVIRONMENT ARTIST
TEXTURE ARTIST
GAME DESIGNER
LEVEL DESIGNER
3D ANIMATOR
2D ANIMATOR
FX ARTIST

	Duration	Eligibility
Diploma In Game Development	16 Months	SSLC, 12 (PASS / FAIL)
Advanced Diploma In Game Development (IAO)	16 Months	SSLC, 12 (PASS / FAIL)

THANK YOU

GET IN TOUCH



Media and Designs

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