



PGDI

Duration: 12 Months

Program in Game Design & Integration

Program is designed for students having a keen interest in the field of Game Design. It covers the details of designing from Organic/Inorganic modeling to asset design and environment.

Course Covers:

- Basics of Art
- Game Theory
- Game Concept art
- Concepts of Design
- Introduction to 3D
- Pre-visualization of Level Design
- Modeling & Texturing
- Character Setup & Skinning
- Character Animation
- Lighting & Rendering
- Fundamentals of Sculpting

Softwares to Learn: Animation | VFX | Multimedia | Gaming

- Adobe Photoshop™
- Autodesk Maya™
- Mudbox™
- Unity