ARENA GAMING™

Product Note

Video Games Professional

Course Code: OV-3148-VDP

The Rise Of The Indian Gaming Industry

- As per research conducted by KPMG, India will have around **190 million** gamers by 2021

- **75%** of the population in India is under the age of 45 which makes it the largest potential market for Gaming

- India has more than **560 million** internet users that makes it the second-largest online market across the globe. This number will go up to **650 million** users by 2023

- **THE COVID Effect**. Naturally, due to COVID-19, there has been a spike in online gaming traffic

GAMING INDUSTRY

India Is Poised To Become One Of The World's Leading Markets In Gaming Sector.

The Growth Is Driven By :-
➢ Rising Younger Population
➢ Higher Disposable Incomes
➢ Introduction Of New Gaming Genres And
➢ The Increasing Number Of Smartphone And Tablet Users

ADVANTAGES OF GAMING INDUSTRY IN INDIA :-

➢ World's Largest Youth Population
➢ World's Second Largest Internet Population
➢ Availability Of Creative Talent
➢ Huge Skills Base Across IT, Testing And Arts
➢ World-class Infrastructure And Advanced Technology
➢ Presence Of Big Development Centres Like Microsoft, Nvidia, UbiSoft, Zynga, Electronic Arts, Disney, Playdom, Sony, Etc.

ARENA GAMING

GAMING INDUSTRY

Games Have Now Become The Most Popular And Profitable Form Of Entertainment.

Over The Years, Gaming Has Evolved To Include Different Mediums. We Have Seen Consoles Becoming More Sophisticated, PC Games Becoming Multi-player And More Complex And An Entire Evolution Of NextGen Mobile Games On Smartphones.

TYPES OF GAMES:

PC Games

Console Games

Mobile Gaming

SOURCE : https://www.entrepreneur.com/article/313541
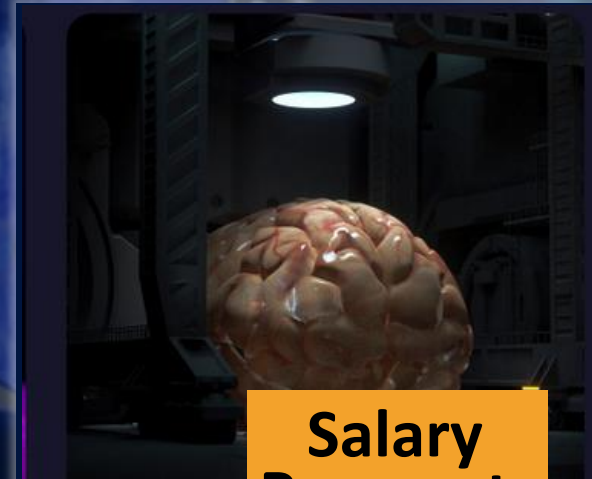
JOB OPPORTUNITIES

ARENA Gaming™

40,000

In 2022, the number of people employed in the gaming sector is estimated to reach across India.

400

Around Game development companies in India

Salary Prospects

Gaming industry - Game design and game engineering need higher-end skills and beginners can expect to start around 4.5 lakh per annum.

Some reputed recruiters are:

Dhruva Interactive ❀ digiKhel ❀ Games2win ❀ 2Pi Interactive ❀ 99 Games
Zapak ❀ Zebu Games ❀ Yellow Monkey studios ❀ Synqua Games
Rebel Fiction ❀ Electronic Arts (EA) ❀ Digital Chocolate ❀ Zynga
Games2Win ❀ Hastag ❀ iEnergizer ❀ Ozura ❀ Rolocule ❀ Octane Tech

- Game Design
- Game Production
- Game Programming
- Art
- Animation
- Sound & Audio
- Quality Assurance
- Software & Web Development
- Management
- Marketing
- Content
- IT
- Research

- Education
- Media
- Customer Service
- Administrative
- Events
- Talent
- Finance
- Legal
- Human Resource

Various Functions in Gaming Industry

Job Roles in Gaming Industry

ARENA GAMING™
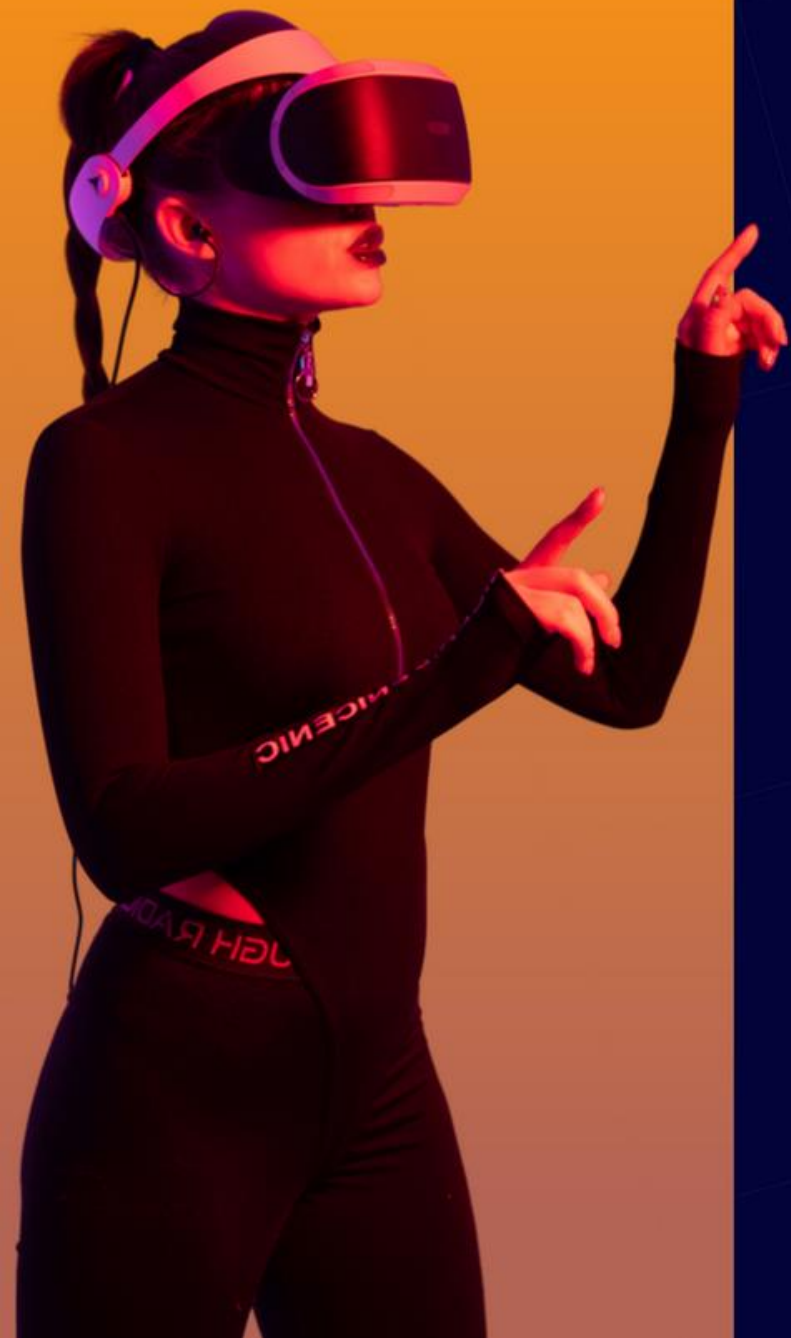
- Game Design
- Game Art
- Animation
- Game Programming
- Game Production

- Quality Assurance
- Content
- Audio
- Management

VIDEO GAMES

Video **gaming in India** is an emerging market compared to other Asian countries, such as China and South Korea. However, the growing amount of gamers in India has attracted interest from global video game companies. As investments from international video game companies continue to rise, more global game studios such as Ubisoft and Microsoft Games have opened offices in India.

ABOUT VIDEO GAMES PROFESSIONAL

In this course students will learn concepts and approaches involved in creating successful designs that can be applied to video games. It will start with understanding the basics and foundation concepts of Game Art & Design including Creating art, illustrations, animation and UI design.

Further students will learn the advance techniques involved in Video games through modeling, rigging and animating 3D-modeled characters for use in video games with the help of tools like Maya, ZBrush, Substance Painter and Unreal Engine.
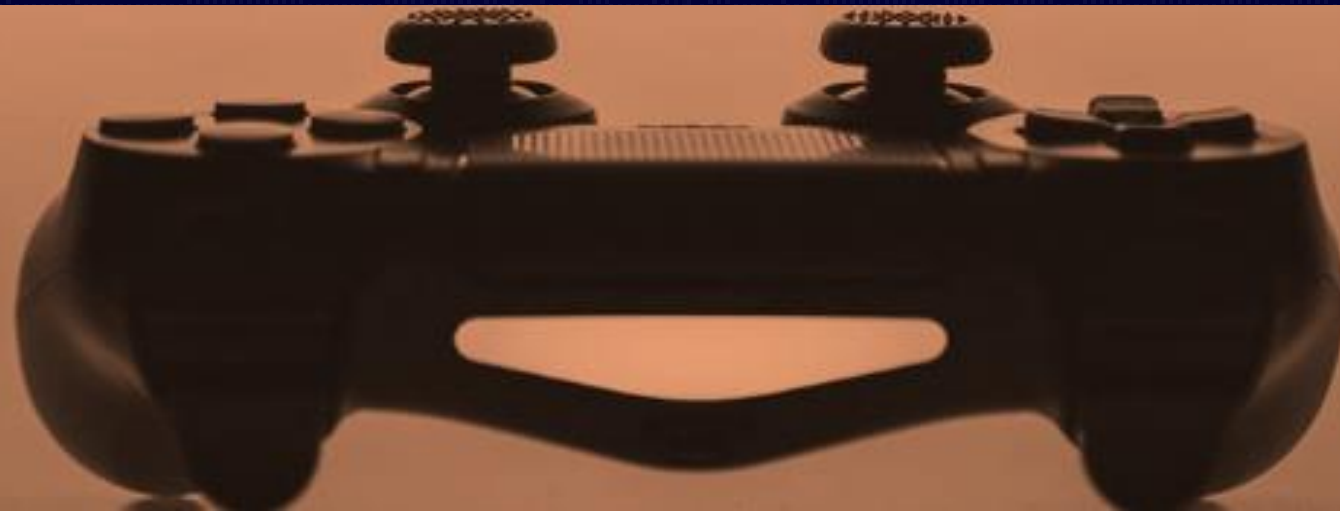
Target Audience

Gaming is a highly competitive sector where professionals are needed who have a good balance of creativity, fun and technology. The most important skills required in this field are creativity and passion.

➢ 10+2

➢ Graduates

➢ Working Professionals

WHY ARENA GAMING ?

ARENA GAMING™

Industry Connect programs

Placement Assistance

Metaverse aligned course offerings

Creosouls

Showcase Talent, Online Portfolio, etc.

Loan facility

State-of-the-art-infrastructure

Abbreviations :
Below Are The Indications To Interpret Course Structures With Respective Mandatory /Non-mandatory Points

Theory Hours :
- Theory Hours Are Mandatory To Be Delivered As Per The Program And Will Be Tracked In Aptrack

Lab Hours :
- Lab Hours Are Mandatory To Be Delivered As Per The Program And Will Be Tracked In Aptrack

Additional Practice Hours :
- Additional Practice Hours Are Not Mandatory For Program Delivery And Will Not Be Considered Under Aptrack For Tracking And Program Duration
- These Hours Can Be Practiced By The Student Either At The Centre By Prior Booking The LAB Or Another Appropriate Venue As Convenient To The Student
- These to be Communicated As Suggested Additional Practice Sessions To Strengthen Students Learning

PROGRAM DETAILS

Note: Course Monitoring Will Be Limited To Theory Hours And Lab Hours Sessions Only

ARENA GAMING

COURSE STRUCTURE

Advanced Program in Game Design	Hours	Months
Game Art & Design	118	5
Video Game Design	340	14
Total	**458**	**19**

COURSE STRUCTURE

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Term 1: Game Art & Design

Modules	Preferred Training Tools	Theory hours	Lab hours	Total hours	Additional Practice hours*
Game Production & Design Documents	-	16	0	16	
Game Art Fundamental	-	16	0	16	
Visual Development for Games	-	8	0	8	
Game Art using Photoshop	Adobe Photoshop CC 2021	24	12	36	12
Vector Illustrations for Games	Adobe Illustrator CC 2021	8	4	12	4
Animate for Game Art	Adobe Animate CC 2020/2021	8	4	12	4
UI/UX Design for Games	Adobe Photoshop CC 2021	10	8	18	4
Total		**90**	**28**	**118**	**24**

*Additional Practice Hours - These Hours Can Be Practiced By The Student Either At The Centre By Prior Booking The LAB Or Another Appropriate Venue As Convenient To The Student

COURSE STRUCTURE

Term 2: Video Game Design

Modules	Preferred Training Tools	Theory hours	Lab hours	Total hours	Additional Practice hours*
PC/Console Game Pipeline & Architecture	-	8	0	8	4
Game Art for Video Games	Adobe Photoshop CC 2021	8	8	16	4
Maya Modeling for 3D Objects	MAYA 2022	20	10	30	16
Maya Texturing for 3D Objects	MAYA 2022	18	8	26	8
Maya Lighting and Rendering for 3D Objects	MAYA 2022	16	8	24	8
Rendering with Renderer	Arnold Renderer 4.2 for Maya	10	10	20	4
Maya Rigging for 3D Objects	MAYA 2022	16	12	28	8
Maya Animation	MAYA 2022	16	8	24	6
Game Assets Pipeline and Level Design	Maya latest	32	16	48	16
Character Sculpting with Zbrush	ZBrush 2021.6.4	24	12	36	12
PBR Workflow (Substance & Quixel)	Substance Painter & Quixel	20	10	30	10
Game Essentials with Unreal	Unreal	32	16	48	16
PC Game Portfolio (Prototype of Interactive Level Design)	Maya, Substance Painter, Quixel, Unreal	2	0	2	16
Total		**222**	**118**	**340**	**128**

*Additional Practice Hours - These Hours Can Be Practiced By The Student Either At The Centre By Prior Booking The LAB Or Another Appropriate Venue As Convenient To The Student

LEARNING OUTCOMES

Term 1: Game Art & Design

Understand the Game Design, Art Workflow & Fundamentals. Creating art, illustrations, animation and UI design for games

Term 2: Video Game Design

Understand fundamentals of modeling, rigging and animating 3D-modeled characters for use in video games. Creating games for mobile and console systems with rules for touch and motion controls. Integrating story into the game, writing the game script, putting together the game, creating the design document. Create dream video games with the help of the different tools of Maya, ZBrush, Substance Painter and Unreal Engine

DELIVERY PATTERN

Delivery Pattern :

➢ Normal Track - 2 Hrs. a Day x 3 Days a week

Certificate Type :

Certificate of Accomplishment (COA)

Certificate :

Video Games Professional	Video Games Professional

EXIT PROFILES

- ➤ Game Designers
- ➤ Level Designers
- ➤ Technical Artists / 3D Asset Integration Artists
- ➤ 3D Asset Artists
- ➤ Texture Artist
- ➤ Game Animators
- ➤ Game Character Artists
- ➤ Game Concept Artists
- ➤ World Building Artist
- ➤ Environment Artist
- ➤ 3D Generalist

TOP GAMING STUDIOS

DHRUVA INTERACTIVE	NAZARA	99 GAMES
ROCKSTAR GAMES	MOONFROG LABS	LITTLE RED ZOMBIES
LAKSHYA DIGITAL	FLYING ROBOT STUDIOS	MINDBOX
YOOZOO GAMES	HOLY COW PRODUCTIONS	LUCID LABS
SUMO DIGITAL	OGRE HEAD STUDIOS	SMARTVIZX
NUKEBOX STUDIOS	APAR GAMES	NODDING HEADS GAMES

AVAILABILITY IN PORTAL

View Course Mapping

Brand*   Arena Animation,ARENA

Course Family Name*   Gaming & Immersive Design

Course Name*   Video Games Professional,OV-3148-VDP,OV-3148-VDP

⊟ OV-3148-Game Art and Design-Term 1(59 Sessions),OV-3148-Term 1
- ⊞ Game Production and Design Documents,OV-GPDD
- ⊞ Game Art Fundamental ,OV-GAFUN
- ⊞ Visual Development for Games,OV-VDGAM
- ⊞ Game Art using Photoshop,OV-GAPHO
- ⊞ Vector Illustrations for Games,OV-VIGAM
- ⊞ Animate for Game Art,OV-AGART
- ⊞ UI/UX Design for Games,OV-UIXDGM

⊟ OV-3148-Video Game Design-Term 2(170 Sessions),OV-3148-Term 2
- ⊞ PC/Console Game Pipeline and Architecture,OV-PCCGP
- ⊞ Game Art for Video Games,OV-GAVDG
- ⊞ Maya Modeling for 3D Objects,OV-MM3DO
- ⊞ Maya Texturing for 3D Objects,OV-MT3DO
- ⊞ Maya Lighting and Rendering for 3D Objects,OV-MLR3DO
- ⊞ Rendering with Renderer,OV-REWREN
- ⊞ Maya Rigging for 3D Objects,OV-MR3DO
- ⊞ Maya Animation ,OV-MANIM
- ⊞ Game Assets Pipeline and Level Design,OV-GMASSP
- ⊞ Character Sculpting with Zbrush,OV-CSZB
- ⊞ PBR Workflow,OV-PBRWRK
- ⊞ Game Essentials with Unreal,OV-GESSUN
- ⊞ PC Game Portfolio,OV-PCGPRT

FEES AVAILABILITY DATES

Program	Course Code	Fee Plan Released to Regions	Fee Plan Availability to Regions
Video Games Professional	OV-3148-VDP	16th May 2022	16th May 2022

CONTENT AVAILABILITY DATES

Program	Course Code	Content Availability	PM Released to Regions	Batch start dates
Video Games Professional	OV-3148-VDP	Term 1: July 2022	Term 1: June 2022	Term 1: 20th June 2022
		Term 2: October 2022	Term 2: September 2022	Term 2:

PRICE LIST AVAILABILITY DATES

ARENA GAMING™

Term 1: Game Art & Design

Program	Course Code	Book Title	Book Code	Book Price Released to Regions
Video Games Professional	OV-3148-VDP	Game Production and Design Documents	RDNNGPDDC10522E000	1st week June
		Game Art Fundamental	RDNNGMARF10522E000	
		Visual Development for Games	RDNNVDVGM10522E000	
		Game Art using Photoshop	RDNNGMARP10522E000	
		Vector Illustrations for Games	RDNNVILGM10522E000	
		Animate for Game Art	RDNNANGMA10522E000	
		UI/UX Design for Games	RDNNUIUXD10522E000	

PRICE LIST AVAILABILITY DATES

ARENA GAMING™

Term 2: Video Game Design

| Program	Course Code	Book Title	Book Code	Book Price Released to Regions
Video Games Professional	OV-3148-VDP	PC/Console Game Pipeline and Architecture	RDNNPCGPA10522E000	
		Game Art for Video Games	RDNNGMAVG10522E000	
		Maya Modeling for 3D Objects	RDNNMM3DO10522E000	
		Maya Texturing for 3D Objects	RDNNMT3DO10522E000	
		Maya Lighting and Rendering for 3D Objects	RDNNMLR3D10522E000	
		Rendering with Renderer	RDNNRNDRN10522E000	
		Maya Rigging for 3D Objects	RDNNMR3DO10522E000	
		Maya Animation	RDNNMAYAA10522E000	
		Game Assets Pipeline and Level Design	RDNNGAPLD10522E000	
		Character Sculpting with Zbrush	RDNNCHSZB10522E000	
		PBR Workflow	RDNNPBRWR10522E000	
		Game Essentials with Unreal	RDNNGESUN10522E000	
		PC Game Portfolio	RDNNPCGMP10522E000	

CUSTOMER ENGAGEMENT

Customer Experience Means Different Things To Different People, It Is Generally About The Sum Of All Interaction A Customer Has With A Brand. That's A Significant Difference From:-

- Customer Service, Which Generally Focuses On A Single Transaction .
- Engaging Customers And Strengthen Their Loyalty To A Brand.

The Aim Of Customer Engagement Is To Have Long-term Engagement, Encouraging Customer Loyalty And Advocacy Through Word-of Mouth, Below Are Few Triggers To Attract Or Engage Audience (Intenders/ Existing Students) On Many Occasions:-

- Centre
- Social
- Technical/Creative
- Personal

ATTRACT

REFER

GROW

CONVERT

RETAIN
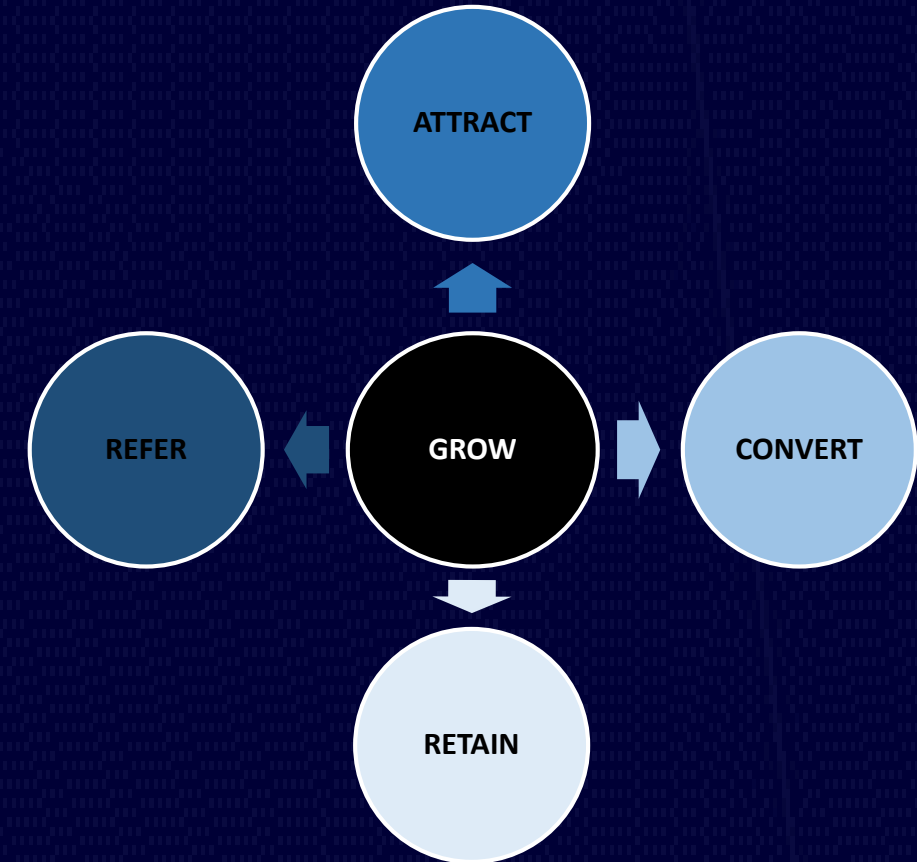
Creosouls

- Creosouls Is A Social Network Portal Specializing In Showcasing Talent, Online Portfolio Including Opportunity To Building Career And Offering Your Talent Services To Customers.

- It Has Custom Institute Workflow Which Enables Institutions To Develop A Portfolio Of Their Own And Helps With Assignment Management.

- Easy To Monitor Progress And Quality Of Education.

- Arena Animation Is First And Only Brand To Implement This Platform World Wide For Students.

| Assignment Management | Dynamic Portfolio | Announcements | Host Competitions | Job Posting | Alumni Network | Events Management | Dedicated page for each Centre |