Game Design & Development (GDD) Program

Anibrain School of Media Design, Pune was founded by Jesh Krishna Murthy one of India's leading VFX and Animation experts. At School of media design we are creating a new breed of digital artists by inspiring, creating passion and a hunger to excel. .

Overview of the course:

GDD program is for all gaming enthusiasts who want to build a career in coverage of all gaming aspects. This program helps learners cover all aspects- game art & design as well as game development with a specialization in any one of these. The course will provide an introduction to the various features of game development from designing to developing. It will also introduce to various types of games and how to create these games. Students can master either of the game development aspect i.e. programming or design.

Objective of the course.

Students learn to create games from concept to publishing. They learn all the aspects of game development thereby helping them create their own games or secure jobs in reputed gaming companies.

Duration: 13 months (12 months + 1 month project)

The course comes in 3 stages:

1. Foundation Stage.
2. Advanced Stage:
- Art & Design major + programing minor
- Programing major +Art & Design minor
3. Project.

Timings - 5 days a week / 3 hours a day

Software Thought:

- Maya
- Mudbox
- Unity
- Photoshop
- Gimp
- Unreal Engine

Applicable industry jobs.

- **General**

  - Generalist
  - Producer (Associate/ Junior)
  - Business Development
  - Project Manager
  - Quality Assurance/ Game Tester

- **Programming :**

  - Games Programmer (Unity/ IOS/ Android)
  - Physics Programmer
  - Software Engineer (Games)
  - AI Programmer
  - UI Programmer
  - Network Programmer

- **Art & Design**
  - Game Artist 2D/ 3D
  - Animator
  - Special Effects
  - Game Designer
  - Environmental Designer
  - Level Designer
  - Interface Designer
- **USP**

- Be able to Create your own game
- Prepare a gaming portfolio to get a career anywhere around the world.
- Ability to direct your passion to design or development with modular structure.
- Understand the language of communication between various gaming departments.
- Be part of the 100 Billion dollar gaming industry.
- Unique curriculum matching international standards.
- Comprehensive coverage of all aspects along with specialization.

- Learn best game development application like Unity and Unreal Engine.
- Understating the pipeline for creating games of different genre and platforms.