MySuccess Game Designer Course

INTRODUCTION

Get ready to run, jump, ski, drive, race, bounce, collect, shoot, kill, revive and frag!

Learn how to build 3D graphics using the same software used to design Avatar, Spiderman and Halo. Learn techniques such as filmmaking, modeling, animation and much more.

Following this, import your creations into Unity to create fully immersive games for PC, Mac, iPhone, Android and even web browsers – all from one single game source! Using a combination of your Maya and Unity skills, you will be able to be the master of your own virtual world.

Embark on an exciting career path and do what you love to do every day for a living.

COURSE CONTENT

Autodesk Maya Professional
  Animation
  Cameras
  Compositing
  Dynamics & Simulation
  Effects & Lighting
  Materials & Shading
  Modeling
  Rendering
  Rigging & Setup
  Scene Assembly
  Scripting
  UI/Object Management

Game Development with Unity
  Getting to know Unity
  Game Space & Scene
  Scripting in C#
  Game Physics & AI
  Weapons & Game Life
  Creating Particle Systems
  Special Effects
  Use Interface & GUI
  Finishing Game Content

COURSE DETAILS

Mode of Study
PARTTIME
Frequency: Once Weekly

Duration
54 Hours
(18 Lessons of 3 Hours)

Delivery Method
Lectures & Hands-On Practice

Entry Requirements
Good Knowledge of English
Object-Oriented Programming Fundamentals

Award
Autodesk Maya Certified Professional 2016

Price: € 1,300

Study Experience includes: Training by an Autodesk Certified Educator & Experienced Game Developer, Official Autodesk Courseware (Format: Paperback), Detailed Educator Presentations, Autodesk Maya 2016 Software, Autodesk Maya Professional Exam.