

🌐 www.maacindia.com ✉ marketing@maacmail.com

CORPORATE OFFICE: Aptech House, A-65, MIDC, Marol, Andheri (E), Mumbai – 400093

Animation | VFX | Multimedia | Gaming

MAYA ACADEMY OF ADVANCED CINEMATICS



®



MAYA ACADEMY OF ADVANCED CINEMATICS

Animation | VFX | Multimedia | Gaming



WITH MAAC'S
GAMING COURSES

REACHING THE



NEXT LEVEL

WITH MAAC

At MAAC, the primary focus has always been to ensure future-ready career growth for each student. Our educational process enables students to become outstanding creative professionals, soaring towards a successful career in Media & Entertainment.



ABOUT MAAC

MAAC – India's premier Media & Entertainment Education Institute – offers students a wide range of industry-ready specialised course curriculums and interactive sessions with leading industry experts. Over the decades, the institute has proven itself as the leading authority in Animation, Gaming and Visual Effects learning.



RACING
TOWARDS
THE

FUTURE



Today, the gaming industry is constantly pushing the boundaries of technology and entertainment. New consoles, PCs and devices have transformed the Gaming experience. In the changing digital ecosystem, we even have opportunities to watch some of the best gamers in the world compete through various e-sports platforms. Additionally, the creation of super fast networks, like 5G, has brought us to a point where Smart TVs and lightweight streaming devices can support high-end gaming functions.

THE GAME HAS JUST BEGUN.



THE INDIA STORY

Gaming has become one of the fastest growing industries in India, clocking 40% growth in 2019–20. The Indian gaming industry recently overtook the US in terms of its user base which exceeded 300 million. It generated US\$ 1.5 billion in net revenue during this period and is expected to surpass US\$ 5 billion by 2025. This creates numerous lucrative career opportunities for our students, in various aspects of gaming.

The Animation, Visual Effects, Gaming and Comic (AVGC) task force in India has given the gaming sector a tremendous boost! India has the potential to capture 5% of the global market share by the year 2025, with an annual growth of around 25-30% and creating over 1,60,000 new jobs annually.

Source:

<https://iascore.in/current-affairs/mains/the-emerging-gaming-industry-in-india>
<https://pib.gov.in/PressReleaseDetailm.aspx?PRID=1814698>

GAME ON

WITH MAAC.

India remains the most significant market for the future of the gaming industry. Our courses can help you find your true calling and up-skill yourself as a creator of some of the industry's most sought-after games.

ADIDG

**ADVANCED
PROGRAM
IN INTERACTIVE
DESIGN & GAMES**

576 HOURS*

Create exciting characters & interactive gaming environments for different mediums.

APDGI

**ADVANCED
PROGRAM IN
GAME DESIGN &
INTEGRATION**

480 HOURS*

Master Game Art, Design & Integration for PC, Console and Mobile platforms.

PMGDI

**PROGRAM
IN MOBILE GAME
DESIGN &
INTEGRATION**

388 HOURS*

Become proficient in Game Art & Design for all forms of mobile gaming (2D, 3D & casual).

PID

**PROGRAM
IN IMMERSIVE
DESIGN**

304 HOURS*

Deep dive into Game Integration and Development of various immersive mediums like AR, VR and MR.

ADIDG

ADVANCED PROGRAM IN INTERACTIVE DESIGN AND GAMES

Up-skill yourself and create interactive games for gamers across the globe to explore and enjoy. ADIDG is a career course that provides end-to-end training in creating, augmented & virtual reality & game-level design for interactive media.

DURATION*: 576 HOURS | 24 MONTHS

WHY CHOOSE OUR ADVANCED PROGRAM IN INTERACTIVE DESIGN AND GAMES?*

Reshape the world of gaming with our exclusive modules focusing on game designs across all platforms - PCs, Consoles and Online Gaming. Be the artist behind some of the most exciting games.

COURSE CONSTRUCT

Unity & Unreal Engine - Learn about the two leading 'power game engines' which are used in the industry (Digital Sculpting tool).

Mobile Gaming & Game Level Design - Create mobile games right from design, asset creation & development to publishing. Get complete working knowledge of the game pipeline.

3ds Max & Maya - Two of the most powerful softwares which are extensively used in the gaming field for creating assets.

Augmented & Virtual Reality - Dedicated AR/VR modules covering concept, development, integration & publishing.

COURSE CONTENT

- Elements of Design
- Video Editing
- Interactive Presentation
- Browser Games
- Digital Design
- Sound Editing
- 3D Design & Modeling
- Digital Sculpting
- Look Development
- Lighting & Rendering
- Fluid, Hair & Cloth FX
- Character Setup & Skinning
- Character Animation
- Game Engine Workflow
- Working with Game Engine Lights, Camera & Animation
- Asset Integration in Game Engine
- Creating UI Tools
- Publishing to Different Platforms
- Software Development Kit for VR & AR
- Application Development for VR & AR
- Mobile Game Creation

CAREER OPTIONS

- Modeling/Texturing Artist
- Lighting Artist
- Rigging Artist
- Interactive Product Demo Artist
- 3D Visualizer
- Render Wranglers
- Layout Artist
- Virtual Production Developer
- 3D Modeling Artist
- Animators
- Texturing Artist
- 3D VR Background Artist
- 3D VR Developer
- AR Unity Developer
- Game Asset Creator
- Game Level Designer
- E-learning
- Editor

SOFTWARE**

- Adobe Photoshop
- Adobe Premiere
- Adobe Audition
- Adobe Animate
- Sketchup
- Lumion
- Autodesk® 3ds Max
- Autodesk® Mudbox®
- Autodesk® Maya®
- Substance Painter
- Unity
- Unreal Engine
- Vuforia SDK

APGDI

ADVANCED PROGRAM IN GAME DESIGN & INTEGRATION

Master the technology needed to design mesmerizing game art and make your mark in the gaming industry. APGDI is a comprehensive career course which provides end-to-end training in Game Art, Design & Integration for all platforms.

DURATION*: 480 HOURS | 20 MONTHS

WHY CHOOSE OUR ADVANCED PROGRAM IN GAME DESIGN & INTEGRATION?*

Gain an in-depth knowledge of 2D Interactivity and the skills required to design and develop futuristic gaming, using UNITY engine for AR & VR technology. Create game asset integration using UNREAL Game engine for PCs, Consoles and Mobiles.

COURSE CONSTRUCT

TERM 1 : Game Art & Design Fundamentals -

Dedicated module covering Fundamentals for understanding & creating Game Design & Asset Creation.

TERM 2 : Game Art & Design Advanced -

Dedicated module covering in-depth content towards mastering Game Design & Asset Creation.

TERM 3 : Game Engine -

Most Popular game engines used in the industry, UNITY & UNREAL. Detailed modules covering Game Engine Fundamentals.

TERM 4 : Specialisation in Mobile Gaming -

Specialised module which helps the learners to create and publish mobile games and keep them trained as per the growing industry need.

TERM 5 : Specialisation in PC & Console -

Specialisation module covering every skill required for Game Asset creation & Integration with Level Designing.

COURSE CONTENT

- Digital Design
- Vector Art for Games
- Sound Editing
- Game Design & Documentation
- 3D Design & Modeling
- Digital Sculpting
- PBR Texturing Workflow
- Lighting & Rendering
- Game Character Setup and Animation
- Game Asset Creation
- Game Theory & Pre-Production
- Game Engine Workflow
- Game Asset Integration
- Game Level Design- Mobile, AAA
- UI/UX design - Mobile, AAA
- Mobile Game Creation
- Publishing Games to different platforms
- Game Monetization Process

CAREER OPTIONS

- Game Asset Development Artist • Game Artist
- Game Environment Designer • Character Modeler
- Game Animation • Game UI/UX Designer
- Asset Integration Artist • Game Level Designer
- Technical Artist • Game Designer

SOFTWARE**

- Adobe Photoshop
- Adobe Illustrator
- Adobe Audition
- Autodesk® 3ds Max
- Autodesk® Maya®
- Substance Painter
- Quixel
- ZBrush
- Motion Builder
- Unity
- Unreal Engine

PMGDI

PROGRAM IN MOBILE GAME DESIGN & INTEGRATION

Mobile gaming is all-prevalent and here's your chance to become the creator of some of the most exciting mobile-friendly games. PMGDI is a course which provides training in Mobile Game Design & Integration so you can master integrated game design for mobile devices.

DURATION*: 388 HOURS | 16 MONTHS

WHY CHOOSE OUR PROGRAM IN MOBILE GAME DESIGN & INTEGRATION?*

With mobile gaming on the rise, this is your chance to learn how to design, develop and publish mobile games. Bring to life the most advanced 2D & 3D games, using interactive AR & VR technology.

COURSE CONSTRUCT

TERM 1 : Game Art & Design Fundamentals - Dedicated module covering Fundamentals for understanding & creating Game Design & Asset Creation.

TERM 2 : Game Art & Design Advanced - Dedicated module covering in-depth content towards mastering Game Design & Asset Creation.

TERM 3 : Game Engine - Most Popular game engines used in the industry, UNITY & UNREAL. Detailed modules covering Game Engine Fundamentals.

TERM 4 : Specialisation in Mobile Gaming - Specialised module which helps the learners to create and publish mobile games, to keep them trained as per the growing industry need.

COURSE CONTENT

- Digital Design
- Vector Art for Games
- Sound Editing
- Game Design & Documentation
- 3D Design & Modeling
- Digital Sculpting
- PBR Texturing Workflow
- Look Development
- Lighting & Rendering
- Game Character Setup and Animation
- Game Theory & Pre-Production
- Game Engine Workflow
- Game Asset Integration
- Game Level Design- Mobile
- UI/UX design - Mobile
- Mobile Game Creation
- Publishing Games to different platforms
- Game Monetization Process

SOFTWARE**

- Adobe Photoshop
- Adobe Illustrator
- Adobe Audition
- Autodesk® 3ds Max
- Substance Painter
- Quixel
- Maya
- ZBrush
- Motion Builder
- Unity
- Unreal Engine

CAREER OPTIONS

- 2D Mobile Game Artist • 3D Mobile Game Artist (Modeling, Texturing)
- Game Environment Artist • Game Animator • Game Rigging Artist
- Mobile Game Developer • Mobile Game Designers
- Mobile Game Environment Artists • Mobile Game UI/UX Designers
- Technical Artist • Game Designer • Mobile Game Level Designers

PID



PROGRAM IN IMMERSIVE DESIGN

What makes gaming so popular is the engaging, interactive and captivating interface. With PID you can excel in designing the immersive experience that gamers favour so highly.

DURATION*: 304 HOURS | 13 MONTHS

WHY CHOOSE OUR PROGRAM IN IMMERSIVE DESIGN?*

Study the technology that is disrupting the gaming industry. Learn to create exciting games and immersive experiences using AR & VR; and gain a robust understanding of merging the virtual and physical worlds using Game Art Fundamentals.

COURSE CONSTRUCT

TERM 1 : Game Art & Design Fundamentals - Dedicated module covering Fundamentals for understanding & creating Game Design & Asset Creation.

TERM 3 : Specialisation In Augmented Reality - Dedicated module covering in-depth content on AR application Development and AR Games creation. Includes specialisation in Game Engines & Fundamentals.

TERM 2 : Game Engine - Most Popular Game Engines used in the Industry, UNITY & UNREAL. Detailed modules covering Game Engines & Fundamentals.

TERM 4 : Specialisation In Virtual Reality - Dedicated module covering in-depth content on VR Immersive application Development and VR Games creation. Includes 3 projects with specialisation in Game Engines & Fundamentals.

COURSE CONTENT

- Digital Design
- Vector Art for Games
- Sound Editing
- Game Design & Documentation
- 3D Asset Creation
- Game Engine Workflow
- AR Design Documentation
- AR Software Development Kit
- Creating AR Applications
- AR Games Creation
- VR Design Documentation
- VR Software Development Kit
- Creating VR Applications
- Creating VR Games

SOFTWARE**

- Adobe Photoshop
- Adobe Illustrator
- Adobe Audition
- Autodesk® 3ds Max
- Unity
- Unreal Engine
- Vuforia SDK
- Unity AR Foundation

CAREER OPTIONS

- AR Asset Artist • AR Designer • AR Developer
- VR Asset Artist • VR Designer • VR Developer
- Technical Artist • AR/VR Developer



THE MAAC ADVANTAGE

We are here to help you succeed. Here's how MAAC helps students discover exciting career opportunities.



SPECIALISED ADVANCED COURSES



Designed in sync with industry requirements, helping students become job-ready, skilled professionals.

CERTIFIED FACULTY MEMBERS



Our certified and trained faculty members transform students into professionals.

WORLD-CLASS INFRASTRUCTURE



Educational facilities with the best equipment, practice labs and the latest technology.**

PLACEMENT ASSISTANCE



Complete support to students with regards to career opportunities.

INDUSTRY EXPOSURE



Regular interaction with Industry Professionals and Subject Matter Experts.

ONLINE VARSITY



A unique portal that lets students learn anytime, anywhere.

ENHANCED LEARNING WITH AUGMENTED REALITY



AR integrated books to enhance a student's learning experience.

General Trademark Attribution: All trademarks/tradenames/logos/copyrights of Software** used by MEL TRAINING AND ASSESSMENT LTD/Aptech for training and learning are owned/licensed by the respective third party software developers. Disclaimer: We disclaim all warranties and representations of all trademarks, tradenames, logo, copyrights, patents, compilation rights, service marks, digital rights, proprietary rights, know-how and such other intellectual property rights owned/licensed by all third party software developers. We only use the software for education and training purposes and are not responsible for any third party infringement/47 passing off.

*Terms and Conditions Apply.
To Know More Call: 1800-209-6222

MAAC is a registered trademark of MEL TRAINING & ASSESSMENTS LIMITED.

**Trademark Attribution:
Autodesk, 3ds Max, Fusion, Maya, MotionBuilder and Mudbox are registered trademarks or trademarks of Autodesk, Inc. and/or its subsidiaries and/or affiliates in the USA and/or other countries.

Adobe, ActionScript, Adobe Animate, Adobe Audition, Adobe Premiere, Adobe Substance 3D Painter, Adobe XD, After Effects, Dreamweaver, Illustrator, InDesign and Photoshop are either registered trademarks or trademarks of Adobe in the United States and/or other countries