



# CERTIFICATION IN ART TO PRODUCTION

## APPLIED CREATIVITY

Master Traditional Art, Digital Sculpting, and Next-Gen AI Tools

## ABOUT US

MONOLITH RESEARCH AND TRAINING LABS is the training arm of Monolith Technologies Private Limited, India, and is part of the Monolith associate companies spread across eight countries in the Asia Pacific and United Kingdom regions. The vision of Monolith's training arm is to create an ecosystem with a workforce that is ready to adopt and support future media communication technologies. Monolith is also focused on providing research opportunities to identify and develop scalable and economical solutions for problem statements in various domains.

Training programs at Monolith are developed in association with industry experts across the globe and mapped to job roles that are available not just in the current market but also with future demand in mind. Our training programs are designed and developed to inspire, motivate, and empower learners to excel in their desired careers.



**MONOLITH**



**MONOLITH**<sup>®</sup>  
RESEARCH AND TRAINING LABS

## OUR APPROACH

We translate real-world expertise into industry-aligned learning. Our programs are developed with global experts and mapped to current and future job roles.

## OUR IMPACT

We are building a future-ready workforce for media communication technologies. We serve leading global enterprises, including Fortune 500 companies.

## UNREAL AUTHORIZED TRAINING INSTITUTE

We are authorized training partner of Epic's Unreal Engine. Epic's Unreal Engine is the major tool in the industry to create AAA games, Virtual production, Virtual Reality and to create Real time rendering for movie productions. The partnership help to build the standardizes curriculum and industry exposure to the students.



Unreal Authorized Instructor  
2025



Unreal Academic Partner  
2025

## TOON BOOM AUTHORIZED TRAINING INSTITUTE

We are authorized training partner of Toon Boom. Toon Boom Harmony is a leading animation software used for creating high quality 2D animations across various industries, including television, film, and gaming. One of the most iconic productions that uses Toon Boom is Rick and Morty. The partnership help to build the standardizes curriculum and industry exposure to the students.



**Toon Boom**  
Authorized  
Training Centre

# COURSE SNAPSHOT

Course Title	Certification in Art to Production
Duration	6 Months
Format	Offline
Tools Covered	6+ Pro Tools & Integrated AI



# COURSE OVERVIEW

This program takes you through the production pipeline from Traditional Ideation, Sketching, Digital sculpting, 3D Asset creation, Master Material Creation, and production used by AAA Game Studios and VFX houses. The gap between imagination and reality.

We don't just teach you to push buttons; we teach you the heart of digital creation using the latest industry standards—combining the power of digital sculpting with cutting-edge AI acceleration.

# SCOPE

The industry is in a "super-cycle" of massive growth driven by new technology. The scope for artists is huge, especially in non-entertainment fields.

## Top Growth Areas:

**VR/AR:** Demand for artists to build immersive simulations and virtual spaces.

**Gaming & Metaverse:** The biggest market, needing artists for photorealistic worlds.

**Virtual Production:** Real-time 3D artists are needed for film backdrops (like in The Mandalorian).

**Medical & Scientific Visualization:** A high-paying niche for creating detailed, accurate animations.

## Market Size & Financial Scope:

**3D Animation Market:** Will more than double, from ~\$24B (2025) to **\$58B+** by 2033.

**Gaming Industry:** To hit **\$205 Billion** by 2026, larger than film and music combined.

**AI in Animation:** Exploding growth, projected to reach **\$16 Billion** by 2030

## Key to Success:

Blend artistic fundamentals with technical skills (game engines, AI tools). This combination is your ticket to a high-demand career.

### 3D GAMING & VISUAL EFFECTS MARKET GROWTH



# JOB OPPORTUNITIES

Concept Artist

3D Character Artist

Digital Sculptor

Storyboard Artist

Environment Artist

Hard Surface Modeler

Modeling Artist

Lighting Artist

## WHO SHOULD JOIN

Prerequisites: A passion for art. No prior 3D experience required

### DIGITAL ARTIST

Illustrators wanting to add the third dimension to their work



### GAMER

Enthusiasts who want to stop playing and start creating



### DESIGNER

Professionals looking to master organic modeling and realistic texturing



MONTH	MODULE	TITLE
1	Traditional Art Foundation	Sketching & Ideation
2	Concept Art & Environment	Digital Art for Design Concepts
3	3D Modeling	BaseMesh Creation & Retopology
4	Texturing & Shading	PBR Material Creation
5	Lighting	Cinematic Lighting & Rendering
6	Production	Composition & Final Presentation

# MODULE 01: TRADITIONAL ART FOUNDATION

## Topics:

- Traditional Art Fundamentals (Perspective study for Environment)
- Asset and Prop Design (Foundation in Design thinking)
- Anatomy and Figure Drawing (Studying human forms)
- Introduction to Color Theory

## Tools:

### Traditional Drawing Tools



# MODULE 02: CONCEPT ART & ENVIRONMENT

## Topics:

- Character Concept Art (Design based approach for Character Creation)
- Industrial Design (Vehicular and Machine Art)
- Environment Design (Indoor and Outdoor Concept Art)
- AI Concepting (Using AI tools for reference boards)

## Tools:

Photoshop and AI Tools

### Character Concept Art



### Industrial Design



### Environment Design



### AI Concepting



# MODULE 03: 3D MODELING

## Topics:

- Hard Surface vs. Organic
- Digital Sculpting & Poly Modeling (Blender/Sculptris)
- Optimization (Retopology for game engines)
- AI Integration (Accelerating base mesh with Tripo AI)

## Tools:

Blender, Sculptris, Tripo AI



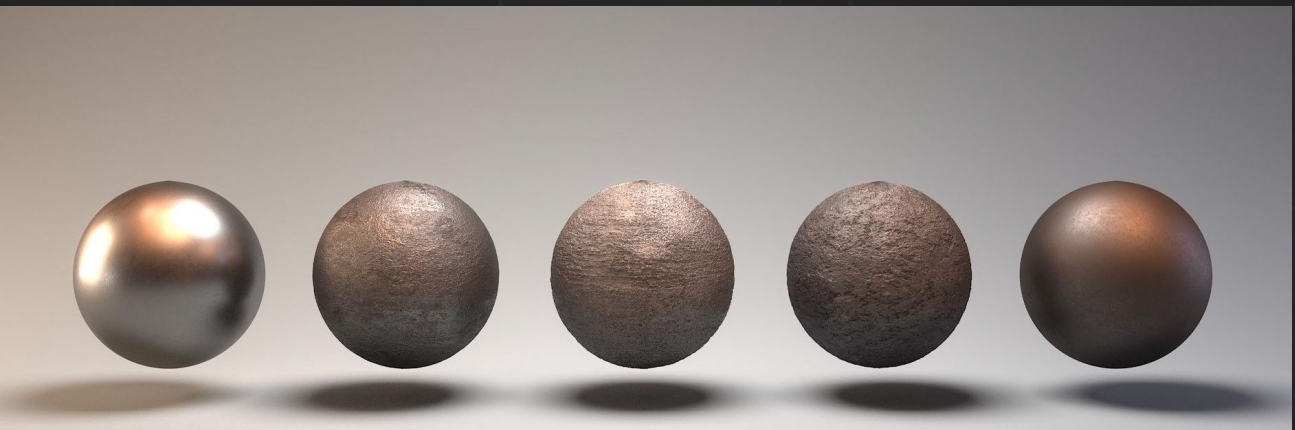
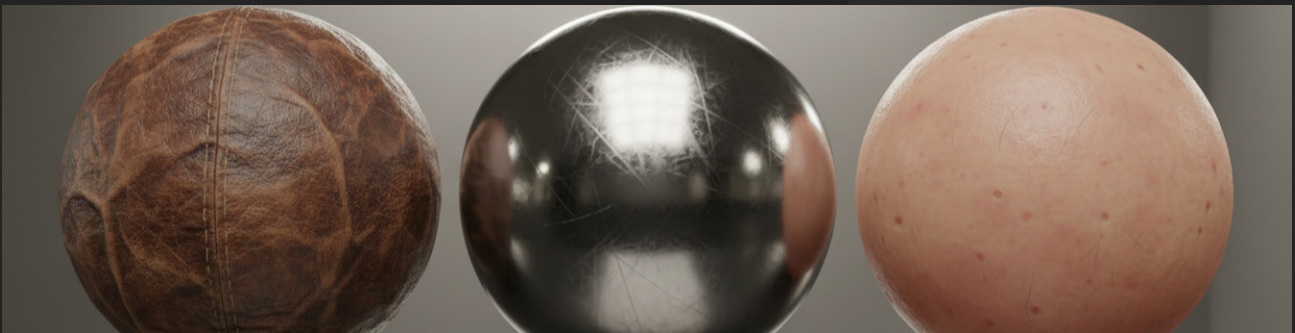
# MODULE 04: TEXTURING & SHADING

## Topics:

- UV Unwrapping
- PBR Workflow (Albedo, Normal, Roughness, Metalness maps)
- Hand Painting & Procedural (Substance Painter)
- AI Textures (Generating patterns using Leonardo AI)

## Tools:

Substance Painter, Leonardo AI



# MODULE 05: LIGHTING

## Topics:

- Lighting Theory (Three-point lighting )
- HDRI
- Product Rendering (Studio setups in Keyshot)
- Compositing (Final color grading and touch-ups using AI & Photoshop)

## Tools:

Blender, Keyshot, Photoshop



# MODULE 06: PRODUCTION

## Topics:

- Unreal Engine Integration
- Environment Creation
- Framing and Composition
- Refining & Rendering

## Tools:

Unreal Engine

**AFTER COMPLETING THE ART TO PRODUCTION COURSE**  
INTEGRATED IN UNREAL ENGINE — FINAL CHARACTER COMPOSITION

1. CHARACTER CONCEPT ART      2. INDUSTRIAL DESIGN      3. ENVIRONMENT DESIGN      4. UNREAL ENGINE 5 FINAL COMPOSITION

SKETCH & COLOR SCRIPT

3D MODELING & BLUEPRINTS

FULL ENVIRONMENT & LIGHTING

UNREAL ENGINE 5

Outliner

- BP\_SciFiWarrior (Character)
- BP\_HunterATV (Vehicle)
- NS\_AncientRuins (Environment)
- DirectionalLight
- ExponentialHeightFog
- CineCameraActor

Details

- Lumen Global Illumination
- Nanite Virtualized Geometry
- Niagara VFX (Embers, Mist)

Sequencer

- CineCameraActor
- BP\_SciFiWarrior

REAL-TIME RENDERED IN UNREAL ENGINE 5

CINEMATIC QUALITY • 60 FPS • DYNAMIC LIGHTING

# BUILD A STUDIO-READY PORTFOLIO

## Project 1: The Prop

Create realistic weapon or vehicle (Hard Surface)



## Project 2: The Hero Asset

Full 3D Character with cloth simulation (Organic)



## Project 3: The Environment

Textured diorama scene



# CERTIFICATE SAMPLE

This Course is accredited and certified by Monolith



# INSTRUCTORS BADGE



Our Faculty members are Certified from Epic's Unreal as Authorized Instructors. Currently at our Academy we have 5 Gold Badge Instructors and 2 Silver Badge Instructors.

## GOLD BADGE

5 Unreal Authorized Instructors

## SILVER BADGE

2 Unreal Authorized Instructors

# HOW WE TEACH & EVALUATE

- LMS
- Flipped Classroom Approach
- MCQ's (Beginner, Intermediate & Advanced Level)
- Skill Assessment - Industry POV
- Live Feedback
- The "Pipeline" Approach
- Portfolio based Teaching

## HALL OF FAME



Monolith Academy played a key role in shaping my journey as a game developer. One of the most useful supports during my studies was the system access they provided. Since I didn't have a personal laptop or PC, the availability of systems and extended working hours allowed me to spend extra time practicing and building my portfolio. During these extra hours, whenever I needed help, the staff were available to support me and clear my doubts whenever I asked, without limiting the time they spent assisting me. This access and support helped me put in consistent effort. The institute was also financially affordable for me, which made it possible to complete the course without added pressure. Today, I am working in my dream role at a professional game studio."

— Pavan, Unreal Engine Game Developer

Xogar Games, Bangalore

# FAQS

**Q: Is this course suitable for total beginners?**

A: Yes, we start from the basics of Concept Art

**Q: What career opportunities are available after this course?**

A: Graduates can pursue roles such as 3D Character Artist, Environment Artist, Texture Artist, Asset Developer, or Production Artist in gaming and film studios.

**Q: What software will I learn in this pipeline?**

A: You will learn the industry-standard workflow, starting with Photoshop for Concept Art, moving to Blender for 3D modeling, Substance Painter for texturing, and finally Unreal Engine for lighting and final production rendering.

**Q: What is the duration of this course?**

A: This Course Duration is 6 months. Classes run for 3 hours a day: one and half hours of pipeline theory/workflow demonstration, and one and half hours of practical lab work.

**Q: What is the duration of this course?**

A: Yes, you will create production-ready assets and a professional portfolio suitable for applying to game studios, film studios, or freelance work.

**Q: Does Monolith Academy offer any job placement assistance after completing the courses?**

A: Yes, Monolith Academy offers job placement assistance to students who successfully complete their courses. Please note that all placement support and studio referrals are contingent upon the industry-readiness of your final portfolio.

# PLACEMENT SUPPORT

- Intensive Placement training from Beginner level
- Project and portfolio guidance
- MCQs and Mock Interviews
- Community Meetup and Networking Opportunities

# INDUSTRY CONNECT & PLACEMENT ASSISTANCE

For over twenty-five years, Monolith has provided mediatechnology communication services to Japan, Singapore, India, Hong Kong, China, the Republic of Korea, Australia, and the United Kingdom. With over two decades of experience in providing staffing and HR solutions, Monolith has established itself as an industry leader in delivering high-level service quality among the top hundred Fortune Five Hundred companies.

Monolith offers full support to the learners by helping them build a strong portfolio and identify jobs that align with their interests and goals. Learners will get highly beneficial insights about the current job market and what employers seek through the program. By providing hands-on training with cutting-edge technologies, exposure to real-world use cases and internships through its industry connect, Monolith helps learners to gain an accurate view of the industry.



# CREATE REALITY

# DON'T JUST PLAY GAMES. BUILD THEM

## ENROLL NOW

### CONTACT US

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