

CERTIFICATION IN GAME PRODUCTION

DREAM - DEVELOP - DEPLOY

Unity, Blender, 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[®]
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 Game Production
Duration	6 Months
Format	Offline
Tools Covered	6+ Pro Tools & Integrated AI



COURSE OVERVIEW

This Course trains you to produce professional-grade video games by mastering the Unity Engine and C# programming.

You will learn to architect complex gameplay systems—including logic, physics, and AI—while building game worlds using advanced terrain tools, atmospheric lighting, and integrated 3D assets.

To finalize your projects, you will polish user experiences with UI design and VFX before optimizing games for deployment across PC, mobile, and web platforms.

You will graduate with a published title and a diverse portfolio, ready for competitive roles in Unity Game Development.

SCOPE

By 2026, Unity will have evolved from a game engine into a universal Real-Time 3D (RT3D) platform spanning multiple industries.

Key Sectors

Gaming: Dominating mobile, indie, and AAA markets with a focus on multiplayer and live services.

XR (AR/VR/MR): Leading the way in enterprise training, retail, and immersive education.

Simulation & Digital Twins: Powering automotive design, architecture, and industrial defense training.

Media: Increasing use in filmmaking and real-time broadcast production.

Market Outlook

Gaming Revenue: Expected to exceed \$200 billion by 2026.

XR Growth: Expanding at a 20–30% CAGR due to enterprise adoption.

AI Integration: AI is now a core component of Unity workflows, accelerating production and automation.

3D GAMING & VISUAL EFFECTS MARKET GROWTH



JOB OPPORTUNITIES

Unity Game Developer

AR\VR Developer

Gameplay Programmer

Indie/Mobile Game Developer

3D Game Artist

3D Environment Artist

WHO SHOULD JOIN

PROGRAMMERS AND ENGINEERS

who want to use C# to build complex game logic, physics systems, and scalable mechanics.



DIGITAL ARTISTS AND ANIMATORS

looking for a powerful engine to integrate 2D sprites, 3D models, and visual effects into real-time environments.



INDIE DEVELOPERS AND SOLO CREATORS

seeking a versatile, free-to-start platform that allows easy publishing to mobile, PC, and consoles.



MONTH	MODULE	TITLE
1	Induction & Screening	Game Idea Creation, MCQ
2	Pre-Production	Project Planning, GDD & Asset Pack
3	Production	Gameplay & Mechanics
4	Post-Production	Game Optimization & Publishing
5	Placement	Portfolio Development & Mock Interview

MODULE 01: INDUCTION & SCREENING

Topics:

- Game Idea Creation
- Access LMS Content
- Screening & Concepts Written

Tools:

Presentation



GAME IDEA CREATION

Brainstorm and develop unique game ideas with creative direction, core mechanics, and vision.



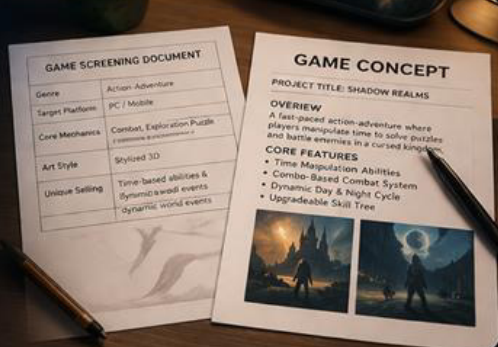
ACCESS LMS CONTENT

Explore structured lessons, tutorials, and resources through the Learning Management System.



SCREENING & CONCEPTS WRITTEN

Transform ideas into clear game concepts and formal design documents.



MODULE 02: PRE - PRODUCTION

Topics:

- Writing Game Design Document
- Project Planning & Asset Preparation
- Concept Finalization

Tools:

Miro, Jira, 3D AI Tools, Blender



WRITING GAME DESIGN & DOCUMENT

Develop comprehensive game design documents that define gameplay, mechanics, and vision.



PROJECT PLANNING & ASSET PREPARATION

Organize project timelines, create tasks, and prepare asset lists for efficient development.



CONCEPT FINALIZATION

Validate and finalize game concepts with team consensus and clear objectives.



MODULE 03: PRODUCTION

Topics:

- Unity - Game Math & Physics
- AI Implementation
- UI Design & Development, SFX & VFX

Tools:

Unity & AI Development Tools



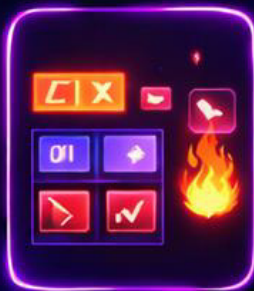
UNITY · GAME MATH & PHYSICS

Master game math, physics, and rigidbody simulations for gameplay mechanics



AI IMPLEMENTATION

Program intelligent NPC behaviors and decision-making to adapt to the game environment.



UI DESIGN & DEVELOPMENT, SFX & VFX

Create immersive interfaces, sound effects, and visual effects to polish the gameplay experience.



MODULE 04: POST - PRODUCTION

Topics:

- Game Optimization
- Game Testing
- Game Publishing

Tools:

Unity & Game Publication Platforms



GAME OPTIMIZATION

Optimize gameplay performance for smooth and responsive experiences across platforms.



GAME TESTING

Conduct QA testing to identify and fix bugs, ensuring a polished and eligible gameplay experience.



GAME PUBLISHING

Prepare and launch your game on major platforms like PC, mobile, and web.



MODULE 05: PLACEMENT

Topics:

- Portfolio Preparation
- Placement Process & Follow-Ups

Tools:

Portfolio Development (Figma, GitHub, Wiz & AI)



BUILD A STUDIO-READY PORTFOLIO

Project 1:

Design and build a complete game using Unity based on the learner's finalized concept and design decisions. The project covers the full production pipeline, including gameplay implementation, UI design, testing, optimization, and build generation. The final outcome is a fully playable and published game that demonstrates industry-ready skills from concept to deployment.

Complete Game Development Project

Gameplay Implementation

UI Design

Testing & Optimization

Build Generation

Unity | Fully Playable & Published Game

Demonstrating industry-ready skills from concept to deployment

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 an important role in my growth as a game designer and developer. The Diploma in Advanced Game Design and Development helped me build a strong foundation in Unreal Engine, core game design principles, and essential 3D concepts through hands-on learning. The supportive and knowledgeable instructors and practical project-based approach gave me the confidence to develop complete game systems and strengthened my readiness for a career in game development.

— Tamizhselvam Unreal & Unity Developer

Gemlabs Pvt Ltd (Chennai)

FAQS

Q: Is this course suitable for non-programmers?

A: Yes, we start from the basics of Design & Research

Q: How does Game Production differ from Game Design?

A: Design focuses on the rules, story, and mechanics ("the idea"), while Production involves the technical implementation inside the engine—scripting logic, physics, and assembling assets to make the game playable ("the build").

Q: How do developers prevent Game lag?

A: To ensure smooth gameplay without stuttering, developers use optimization techniques like object pooling, texture compression, and efficient coding to maintain a stable FPS.

Q: What is the duration of this course?

A: This Course Duration is 3 hours. One and a half hours Theory and one and a half hours practical.

Q: Is Unity only used for Video Games?

A: No, Unity is a real-time 3D engine used extensively for Architectural Visualization, Automotive Design, Film Animation (Virtual Production), and Educational Simulations.

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

A: Yes, Monolith Academy Offers job placement assistance to students upon completion of their courses. Our dedicated placement cell works to connect students with relevant job opportunities.

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.



DREAM - DEVELOP - DEPLOY

TRANSFORM YOUR IDEAS INTO IMMERSIVE GAMING EXPERIENCES

ENROLL NOW

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