



**MASTER CERTIFICATION
IN GAMETECH & XR**

FUTURE OF PLAY AND REALITY

Unity, Blender, Unreal Engine

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	Master Certification in Game Tech & XR
Duration	18 Months
Format	Offline
Tools Covered	6+ Pro Tools & Integrated AI



COURSE OVERVIEW

This comprehensive program equips you to transform creative ideas into structured, engaging digital experiences by mastering interactive design principles, storytelling, and user experience. You will gain hands-on expertise in creating high-quality visual assets, environments, and immersive content, while also developing strong programming logic to build technically efficient interactive systems and gameplay mechanics.

With a focus on user interaction, performance optimization, and scalable system design, you will learn to craft compelling and responsive experiences across modern platforms. The program also emphasizes problem-solving, collaboration, and professional production workflows aligned with industry standards.

By the end of the course, you will graduate with a polished, industry-ready portfolio and the skills needed to pursue careers in game development, immersive technologies, and interactive media industries.

SCOPE

Gametech & XR in 2026 is rapidly expanding beyond gaming into enterprise, media, and spatial computing, driven by advancements in mixed reality, digital twins, virtual production, and AI. High-growth areas include spatial computing (MR apps), virtual production in film, and XR-based training simulations for industries like healthcare and aviation.

Game engines are now core to real-time 3D applications, while AI is accelerating content creation and intelligent interactions.

For students, strong skills in real-time rendering, programming, and spatial design will open up high demand careers as physical and digital worlds continue to merge.

3D GAMING & VISUAL EFFECTS MARKET GROWTH



JOB OPPORTUNITIES

Game Designer

GamePlay Programmer

Unity Developer

3D Designer

XR Developer

Unreal Engine Developer

Game Animator

WebGL Developer

WHO SHOULD JOIN

ENGINEERS AND TECHNICAL LEADS

looking to master low-level engine architecture, real-time networking for multiplayer, and high-performance C# or C++ optimization for complex logic.



TECHNICAL ARTISTS AND LOOK-DEV SPECIALISTS

aiming to push the boundaries of real-time lighting, custom shaders, and high-fidelity rendering to create photorealistic or stylized immersive worlds.



SPATIAL COMPUTING AND ENTERPRISE PIONEERS

focused on building next-gen interactions, such as hand-tracking, eye-tracking, and passthrough AR for industrial training, healthcare, or remote collaboration.



MONTH	MODULE	TITLE
1	Design Principles	Design fundamentals, collaboration workflows
2	3D Asset Creation	Model Creation, Texturing, Retopology
3	Game Engine 1	Scene setup, interaction, build, deployment
4	Programming & Interactive Systems	Scripting logic, interaction systems, gameplay mechanics
5	Interactive Web Technologies	Cinematic Lighting & Rendering
6	Project #101	

MONTH	MODULE	TITLE
7	AR Development	AR Setup, Tracking, Interaction, WebAR
8	Advanced Gameplay Systems 1	Advanced Mechanics, System Design
9	Game Engine 2	Unreal workflows, Environment & Lighting, Cinematics
10	Rigging & Animation	Character Rigging, Animation Setup
11	Programming & Blueprints	Visual Scripting, gameplay logic, level development
12	Project #201	

MONTH	MODULE	TITLE
13	Advanced Gameplay Systems 2	Complex Systems, Optimization Techniques
14	VR Development	VR Setup, Interaction Design, MR Development
15	Emerging AI Tools & Technologies	AI Tools, Workflow Integration
16	Specialization Project	Project Development & Execution
17	Portfolio Development	Portfolio Creation & Presentation
18	Placement Assistance	

SEMESTER - I FOUNDATIONS OF GAME & INTERACTIVE DEVELOPMENT

Topics:

- Basic of visual design,UX, and Interaction
- Modeling and Texturing game-ready assets
- Scene Building, lighting and Interactivity
- Fundamentals of gameplay coding
- Core web Technologies

Tools:

Blender, Unity, C#, HTML, CSS, JS



SEMESTER - II ADVANCE GAMEPLAY PRODUCTION

Topics:

- AR experiences, Web AR and MultiPlayer AR
- Camera, World & Physics, NPC behaviours
- Materials, Environment & Lighting, Cinematic & FX
- Character Rigging & Animation, Meta-Humans
- Building GamePlay logic & Coding, UI, Blueprints

Tools:

Blender, Unity, Unreal Engine, C++ & Blueprints



SEMESTER - III XR SPECIALIZATION & SHOWCASE

Topics:

- Multiplayer Architecture, AI & NPCs, Optimization, Profiling, Build and Deployment
- VR/MR Experiences, Hardware Integration, UI|UX for Immersive Environments Unreal Engine, AI Tools, Meta Quest
- Generative AI, AI- Assisted Coding, Animation, and content pipeline
- Resume ,Portfolio , and Professional Showreel Creation
- Specialization Project

Tools:

Blender, Sculptris, Tripo AI



BUILD A STUDIO-READY PORTFOLIO

Project

Develop a polished capstone project and a professional portfolio showcasing advanced skills in real-time development, immersive technologies, and AI-driven workflows.



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's hands-on training and the freedom to use PCs beyond class hours helped me practice more and learn faster. The continuous mentor support and practical learning environment encouraged experimentation and real-time problem-solving. This support played a key role in strengthening my Unreal Engine game development skills and building confidence in my work.

— Siva Prasad, Unreal Developer

Ameyaa Immersive world Pvt Ltd

FAQS

Q: What is Game Technology (Game Tech)?

A: Game Technology refers to the tools, engines, and systems used to create interactive digital experiences like games, simulations, and real-time applications. It includes game engines (like Unity/Unreal), physics systems, AI, and rendering technologies.

Q: Is coding mandatory for Game Tech and XR careers?

A: While some roles like designers and artists may require minimal coding, most technical roles in Game Tech and XR benefit strongly from programming knowledge.

Q: Which tools are commonly used in Game Tech and XR development?

A: Popular tools include Unity and Unreal Engine for development, Blender/Maya for 3D assets, and SDKs for XR devices. These tools help create, test, and deploy interactive experiences.

Q: How is AI impacting Game Tech and XR?

A: AI is used for smarter NPC behavior, procedural content generation, personalization, and automation of development workflows, making experiences more dynamic and efficient to build.

Q: What skills are required to build Game Tech and XR applications?

A: Developers need a mix of skills including programming (C#/C++), game design principles, 3D math, real-time rendering, and an understanding of user interaction in immersive environments.

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.



PLAY - BEYOND- REALITY

TRANSFORM YOUR IDEAS INTO IMMERSIVE GAMING EXPERIENCES

ENROLL NOW

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