



ACTIVATE PROTOCOL

# CERTIFICATION IN IMMERSIVE UI/UX INTERACTION REIMAGINED

Figma, Spline, Web3D, Protopie, Bezi, UE & 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

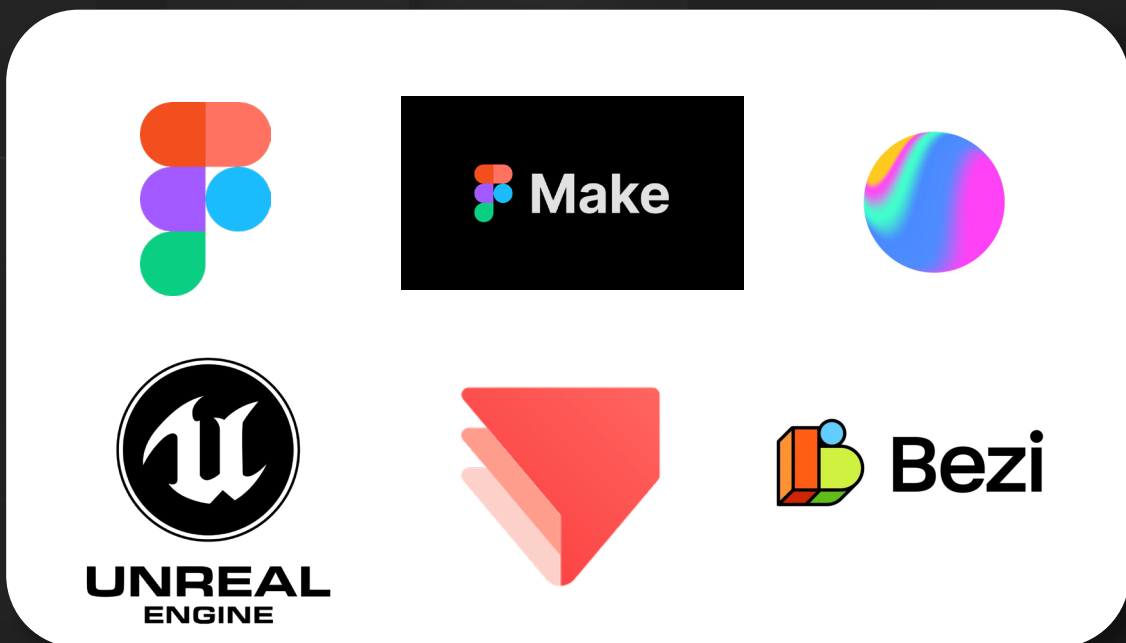
We are authorized training partner of Toon Boom. Toon Boom Harmony is a leading animation software used for creating high quality 2D animations across various industries, including television, film, and gaming. One of the most iconic productions that uses Toon Boom is Rick and Morty. The partnership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



**Toon Boom**  
Authorized  
Training Centre

# COURSE SNAPSHOT

Course Title	Certification in Immersive UI UX
Duration	6 Months
Format	Offline
Tools Covered	6+ Pro Tools & Integrated AI



## COURSE OVERVIEW

This program is designed to take learners from foundational UI/UX concepts to designing and prototyping fully interactive immersive experiences across Web3D, AR and VR platforms. The objective is to build strong foundations in user research, visual design, motion systems, spatial interaction design and multimodal prototyping using industry-relevant tools like Figma, Figma Make, Spline and XR design frameworks, preparing learners to create depth-driven, future-ready interfaces.

By the end of the program, learners design and prototype complete immersive digital experiences, build a professional portfolio showcasing Web3D, motion and spatial interaction design projects, and gain industry-ready skills for roles in UI/UX, AR/VR design, and next-generation product design.

# SCOPE

By 2026, UI/UX design will expand far beyond traditional screens. Its scope will be defined by

## Key Growth Areas

AI & Conversational UI: Designing interactions with AI, chatbots, and voice assistants.

XR (AR/VR): Creating immersive 3D and spatial interfaces.

SaaS & Product Design: Building complex dashboards and enterprise tools.

Web3: Simplifying user experiences for blockchain and crypto platforms.

## Impact on Designers

AI tools will become standard for research, prototyping, and personalization.

Strong career growth and higher salaries, with new specialized roles emerging.

The focus is shifting from designing screens to designing complete digital experiences that shape how people interact with new technologies.

## 3D GAMING & VISUAL EFFECTS MARKET GROWTH



# JOB OPPORTUNITIES

UI | UX Designer

Design System Architect

Immersive Web Designer

UX Researcher

AR | VR Interaction Designer

Spatial UX Designer

Product Designer

Interaction Design Specialist

# WHO SHOULD JOIN

## ASPIRING DESIGNERS

Beginners ready to build a professional portfolio and launch a high-growth career in the tech industry.



## GRAPHIC DESIGNERS

Visual artists looking to upskill from traditional print media to interactive digital product design.



## PRODUCT MANAGERS & ENTREPRENEURS

Leaders wanting to master wireframing and prototyping to better communicate their vision.



MONTH	MODULE	TITLE
1	UI   UX Foundations	Wireframing, Visual Design & Prototyping
2	Motion & Depth Design	UI Animation, Microinteractions, Visual Storytelling
3	Web 3D & Interactive 3D	WebGL/Three.js , Interactions Scenes
4	Spatial & Multimodal	Spatial UI, Gesture/Voice Interactions
5	XR & Capstone Project	Immersive User Experience (AR\VR), Interface Design
6	Major Project & Placement Assistance	

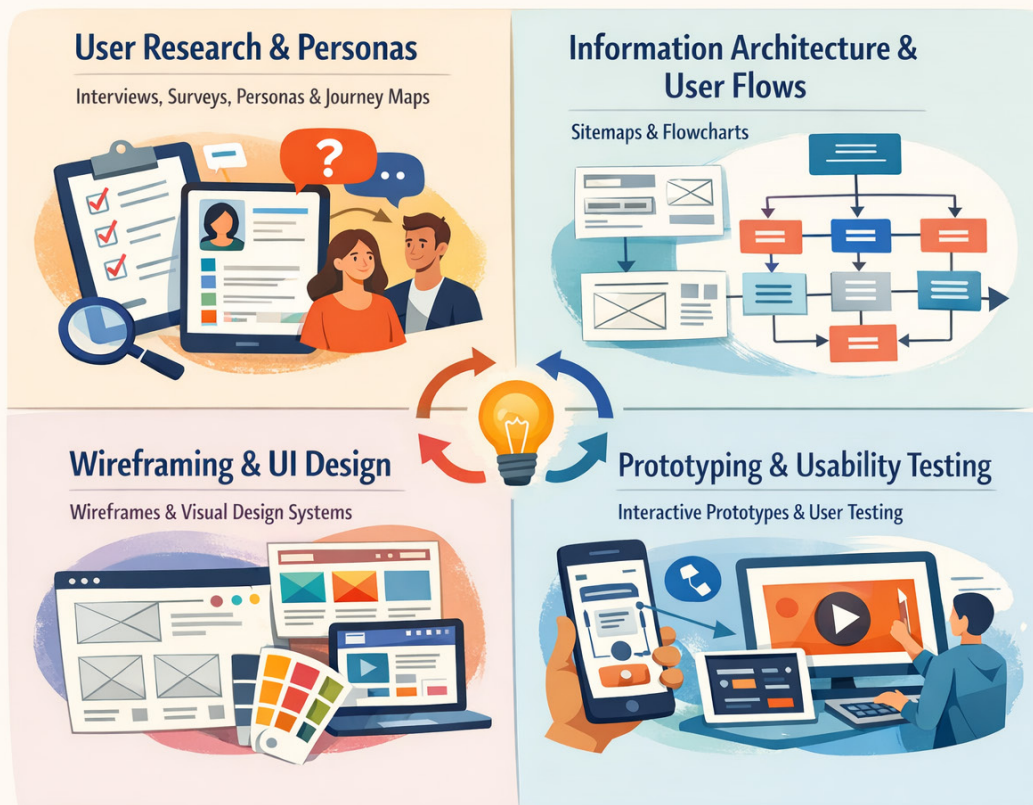
# MODULE 01: UI| UX FOUNDATIONS

## Topics:

- User research: interviews, surveys, personas, journey maps
- Information architecture & user flows
- Wireframing & Visual design systems
- Interactive prototyping & usability testings

## Tools:

Figma, Figma Make



# MODULE 02: MOTION & DEPTH DESIGN

## Topics:

- Physics of interfaces: Z-axis depth, shadows, parallax
- Micro-interactions & animated transitions
- Smart Animate workflows
- Motion-driven onboarding experiences

## Tools:

Figma, Figma Make



# MODULE 03: WEB3D & INTERACTIVE 3D

## Topics:

- 3D fundamentals for the web
- Basic modeling, materials, lighting
- Interactive 3D components & Glassmorphism
- Integrating 3D into responsive layouts

## Tools:

Spline



# MODULE 04: SPATIAL & MULTIMODAL

## Topics:

- AR/VR interface guidelines
- Gesture and gaze-based inputs
- Diegetic UI
- Device sensors & multimodal feedback (voice, haptics)

## Tools:

Protopie



# MODULE 05: XR & CAPSTONE PROJECT

## Topics:

- Object-anchored interfaces
- Visualization concepts
- Immersive interaction systems
- Fully interactive capstone prototype with usability validation

## Tools:

Bezi ,Unreal Engine



# BUILD A STUDIO-READY PORTFOLIO

## Project 1: Research Documentation

Research wireframes & Interactive UI prototypes with motion

## Project 2: Prototypes

Sensor based Prototypes, VR Menu systems & Product Visualizations

## Project 3: Web 3D

Web3D interface components & Complete portfolio-ready projects

# 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

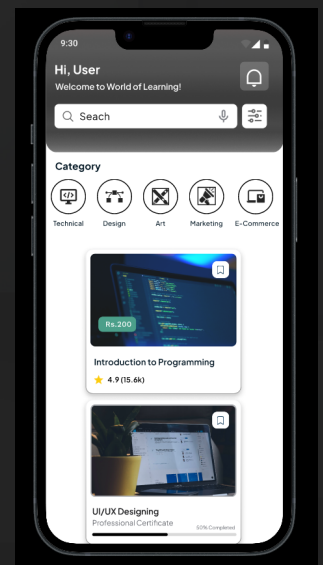
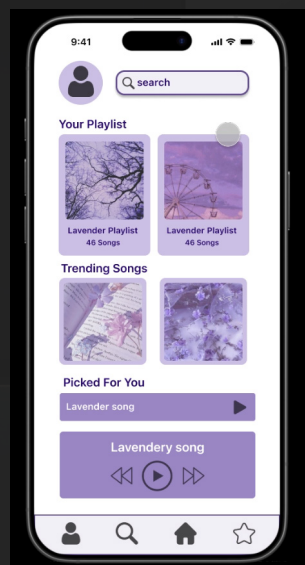
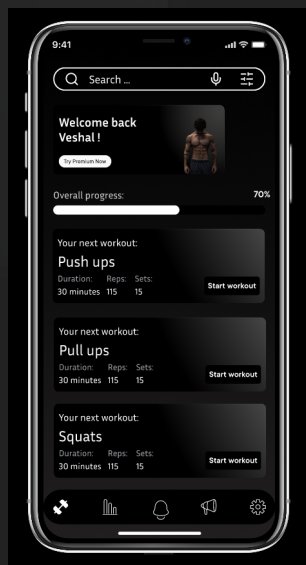
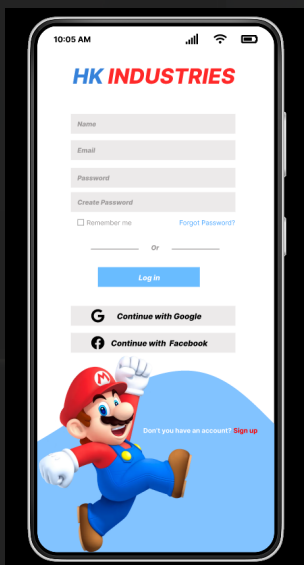
## SILVER BADGE

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: Is this course suitable for total beginners?

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

Q: How does Immersive UI differ from 2D?

A: It replaces flat screens with a 360° environment where UI elements often exist as interactive 3D objects (diegetic UI) and must account for depth, distance, and physical arm fatigue.

Q: How do designers prevent simulator sickness?

A: To stop nausea caused by visual-vestibular disconnects, designers use high frame rates, "teleportation" mechanics for movement, and field-of-view narrowing (vignetting).

Q: What is the duration of this course?

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

Q: Is Immersive UX only for gaming?

A: No, it is essential for enterprise remote collaboration, "try-before-you-buy" retail AR, and high-risk training simulations in healthcare and aviation.

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.



# DESIGN - BUILD - GET HIRED

TRANSFORM YOUR IDEAS INTO IMMERSIVE EXPERIENCES

**ENROLL NOW**

## CONTACT US

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