



**ONLINE
COURSES**

DISCOVERING AR & VR IN 100 HOURS (6 MONTHS)

COURSE OVERVIEW:

Extended reality holds the future. In this course, students will learn to extend their creativity beyond conventional boundaries with AR and VR. Over 100 hours, students will learn the fundamental concepts and working with the immersive technologies. They will build interactive experiences and explore the future of spatial computing and the Metaverse.

KEY HIGHLIGHTS:

- ◆ Principles of AR/VR
- ◆ Understanding Nanite
- ◆ AI Controllers
- ◆ 3D Virtual World Creation
- ◆ PCG
- ◆ Unreal Control Rig

EXPLORE UNREAL ENGINE (3 MONTHS)

COURSE OVERVIEW:

Unreal Engine is powering next-gen experiences across games, film, real estate, aerospace, e-commerce and more. In this hands-on course, students will be introduced to UE's feature-rich toolset and will learn the fundamentals of Unreal Engine. They will also learn to design environments, create characters and animations, implement various mechanics, and more through practical projects.

KEY HIGHLIGHTS:

- ◆ Fundamentals of Unreal Engine
- ◆ Character Creation
- ◆ Level Modification
- ◆ User Interface
- ◆ Sequencer
- ◆ Blueprints

BECOME A GAME ARCHITECT (6 MONTHS)

COURSE OVERVIEW:

The gaming industry is one of the biggest empires in the world of technology. In this comprehensive program, students will gain insights into the game development process from ideation to completion. They will also learn level design principles, environment prototyping, puzzle and narrative scripting using Unreal Engine's robust toolset.

KEY HIGHLIGHTS:

- Game Development Pipeline
- Level Design
- SFX
- Game Design Principles
- UI Development
- VFX

ADVANCED TECHNIQUES IN 3D ANIMATION (6 MONTHS)

COURSE OVERVIEW:

3D animation is, in one word, hypnotic. In this comprehensive course on 3D animation, students will learn the fundamentals of 3D modelling and hard surface modelling and the interface of 3D animation software, explore the pipeline to build 3D empires of their own vision. With intensive training, students will master character rigging and animation, and other professional techniques.

KEY HIGHLIGHTS:

- Modelling
- Texturing
- Sculpting
- Rigging for Biped & Quad
- Fluid Simulation
- Lighting

SPRINT COURSE IN HARMONY (6 MONTHS)

COURSE OVERVIEW:

Award-winning movies and series speak for Toon Boom, an all-in-one animation software. In this comprehensive course, students will gain knowledge about Harmony and Storyboard Pro. From the elemental concepts of animation to scripting, storyboarding, and filmmaking, this course will provide intensive knowledge on 2D animation pipeline, from drawing to post-production and insights to bring their ideas from paper to screen.

KEY HIGHLIGHTS:

- Animation History
- 2D Animation Pipeline
- Cutout Animation
- Script Writing
- Perspective Drawing
- Rigging

NEED FOR **CURIOUS** MINDS IN THE CREATIVE TECHNOLOGY TREND



Contact Us

 No.12, 10th Avenue, Ashok Nagar
Chennai - 600 083

 +91-8124 -195 -195

 www.monolith.academy

 contact@monolith.academy