

“Gamers can feel when developers are passionate about their games. They can smell it like a dog smells fear. Don’t be afraid to hold onto your unique vision: just be aware that it may not turn out exactly how you envisioned.”
- Scott Rogers

JOB OPPORTUNITIES

Every student equipped with the required skillset are ready to take up the challenges of the industry. They can seek job opportunities in well-known companies like TCS, Ubisoft, Sony, Rockstar Games, Technicolor, Zynga, Games2Win, Ozura, Electronic Arts, TechTree, and similar. Gaming industry is a fast growing industry with several job opportunities for gaming enthusiasts in a variety of genres ranging from video gaming, console gaming, wireless gaming, PC gaming, Online gaming and Multiplayer gaming etc.,

- 3D VR Background Artist
- AR Unity Developer
- Game Asset Creator
- Concept Artist
- 3D VR Developer
- VR Unity Developer
- Game Level Designer
- Animator
- 3D Modelling Artist
- Texturing Artist
- Game Designer
- 3D Visualiser
- Virtual Production Developer
- Level Designer
- Game Play Programmer
- Character Animator



SCHOOL OF PLANNING AND ARCHITECTURE

EAMCET College Code : YSRA
EAMCET Branch Code : GDT

GAME DESIGN TECHNOLOGIES

B.Tech.

BACHELOR OF TECHNOLOGY

Prof. Dr. D. Vijay Kishore
B.Arch., M.U.P., Ph.D., FITP, FIIA
OSD & Vice Chancellor (I/c)

Prof. EC. Surendranatha Reddy
B.Sc., B.Ed., M.Sc., Ph.D.
Registrar

For more details:

G. Bhagyamma M.Tech.,
Coordinator,
School of Planning and Architecture
85550 96316; spaysrafu@gmail.com
Dr. YSR Architecture and Fine Arts University
Kadapa Andhra Pradesh 516162



Dr. YSR ARCHITECTURE AND FINE ARTS UNIVERSITY

Established under Sub Section (2) of the Section (1) of the Jawaharlal Nehru Architecture and Fine Arts University (Amendment) Act, 2019 of A.P. Legislative Act No. 15 of 2020

Kadapa, Y.S.R. District, Andhra Pradesh

✉ spaysrafu@gmail.com ☎ 85550 96316

🌐 www.ysrafu.ac.in

Dr. YSR ARCHITECTURE AND FINE ARTS UNIVERSITY

Dr. YSR Architecture and Fine Arts university is established in January, 2020 at Kadapa, YSR District by the Government of Andhra Pradesh under the aegis of Hon'ble Chief Minister **Sri. Y.S. Jagan Mohan Reddy garu**. The courses offered equip students to meet the challenges of the future as we transition into digital era. They are taught innovative methods of design thinking considering the constraints on resources, environmental changes and rapid urbanization. The students attain a wholistic development by participating in various case studies, design typologies and working with different disciplines as a group taught by our experienced faculty to have a bright career in the design field.

School of Planning and Architecture is offering courses in,

- Bachelor of Design (Interior Design)
 - Bachelor of Architecture (B.Arch.),
- and three Bachelor of Technology (B.Tech.) courses in,
- Digital Techniques in Design and Planning (DTDP)
 - Urban and Regional Planning (Planning)
 - Facilities and Services Planning (FSP)
 - Game Design Technologies (GDT)
 - Construction Technology and Management (CTM)

GAME DESIGN TECHNOLOGIES (GDT)

Eligibility

10+2 or 10+3 Diploma from State Board of Technical Education with a Minimum pass percentage.

How to Apply

The students have to qualify in EAMCET.

EAMCET Course Code **GDT**

Annual Intake 60

Course Duration 4 Years/ 8 Semesters

Annual Fees 35,000

(Jagananna Vidya Deevena and Jagananna Vasathi Deevena
Applicable to all eligible candidates)

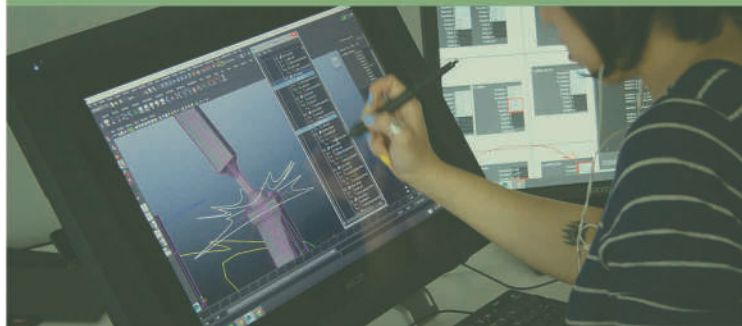
Hostel facility available for boys and girls seperately.

The course is a fulltime 4 year 8 semester bachelor degree which is perfect for students to turn their video gaming hobby into an enjoyable career. It's a discipline that blends mathematics, computer science, graphic design, animation, UI/UX etc.,. The experienced faculty in the University teach every step of game development process from design through completion building the students technical skills in programming, animation and storytelling. Students in their final year practice by working on their own game development project. With growing AR and VR technology the multi-million dollar global industry has extensive demand for game developers to discover new concepts and unlock their creativity.

COURSE STRUCTURE

The course has a mixture of lectures, seminars, tutorials, workshops and computer lab work to teach the students and equip them with adequate knowledge about gaming history and future of gaming. The curriculum focuses equally on concept building and software training. Students learn the expertise in design visualization, character animation, digital sculpting, game asset creation and augmented and Virtual Reality. They are also trained in the following latest software and tools used for game development and building fascinating characters and scenarios.

The students are trained in latest designing and programming softwares such as Adobe Photoshop, Adobe Audition, SketchUp, Lumion, Unity Game Engine, Adobe premier, Adobe Animate, Maya, 3ds Max, etc,



FURTHER STUDIES

- M.Tech. Animation and Game Design
- M.Tech. in Game Technology and Design
- M.Des. in Game Design
- M.Tech. in Game Design and Development
- M.Tech. in Multimedia and Animation

Apart from many institutions abroad soome of the Institutions offering further studies in this field are,

- ICAT Design and Media College, Bangalore and Hyderabad
- Maya Academy of Advanced Cinematics (MAAC), Mumbai
- Arena Animations, New Delhi
- Academy of Animation and Gaming, Noida



COURSE MODULES

- Introduction to Game Entertainment
- Design Fundamentals
- Virtual Reality
- Game Level Design & Integration
- Character Animation
- Theory of Game Development
- Experimental Gameplay
- Digital Graphics and Animation
- History of Game Design
- Algorithms and Data Structures
- 2D Design
- 3D Design
- Digital Scripting and Storytelling
- Augmented Reality
- Game Asset Creation
- Digital Design
- Character Setup & Rigging
- Lighting and Rendering