école
intuit.lab
FRENCH
INSTITUTE OF DESIGN
DIGITAL & STRATEGY

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techno india
university
WEST BENGAL

UNDERGRADUATE PROGRAMME

Game Art
& Design

KOLKATA
MUMBAI
PARIS
AIX-EN-PROVENCE

Founded in 2001 by a team of academicians and professionals from the world of creativity, design and communication, école intuit.lab is a French educational institute that bridges the gap between the commercial world and the world of pure art. It strives to produce highly skilled professionals attuned to the needs of the industry and addresses the challenges set forth by the digital era.

Techno India Group (TIG), established in 1985, is one of the largest and most acclaimed knowledge management groups in India. It has 100 knowledge campuses that includes Universities, Engineering colleges, Business Schools and much more. It is located in the centre of the IT hub in Kolkata.

Intuit.lab and the Techno India Group have come together to form the new design school in Kolkata that offers an array of unique UG and PG courses in design, digital, art and gaming.

INTRODUCTION

This 3-year programme has been curated to progressively train freshers in the field of game art and design. From understanding the fundamentals to becoming an industry-ready game designer - this course ensures that every student immerses themselves in the creativity process completely. Students will not only learn softwares and techniques but also develop an expertise in art and design while consequently getting a clear understanding of the expectations and the realities of the job. The faculty consists of industry leaders who's professional guidance and mentorship will assure that students are exposed to the real-time production cycles and processes of the game. The programme culminates with every student having a strong work portfolio that will eventually become their ticket to enter the gaming industry.

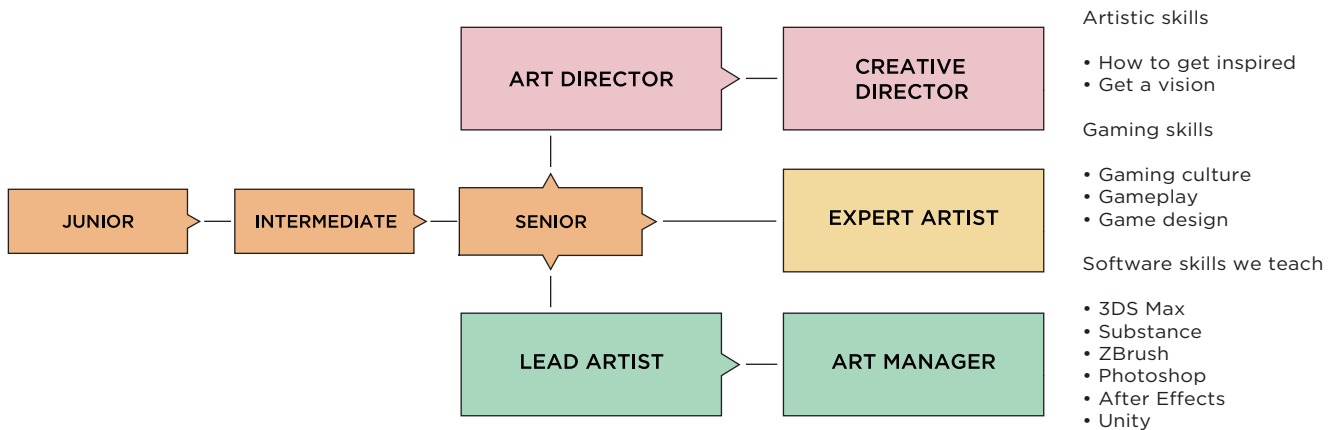## COLLABORATION WITH ABERTAY UNIVERSITY

Since launching the world's first computer games degree in 1997, Abertay University has been the pioneer institution for the gaming sector and a globally recognised benchmark for excellence. Our students now have the option to pursue their 4th year in this esteemed university.
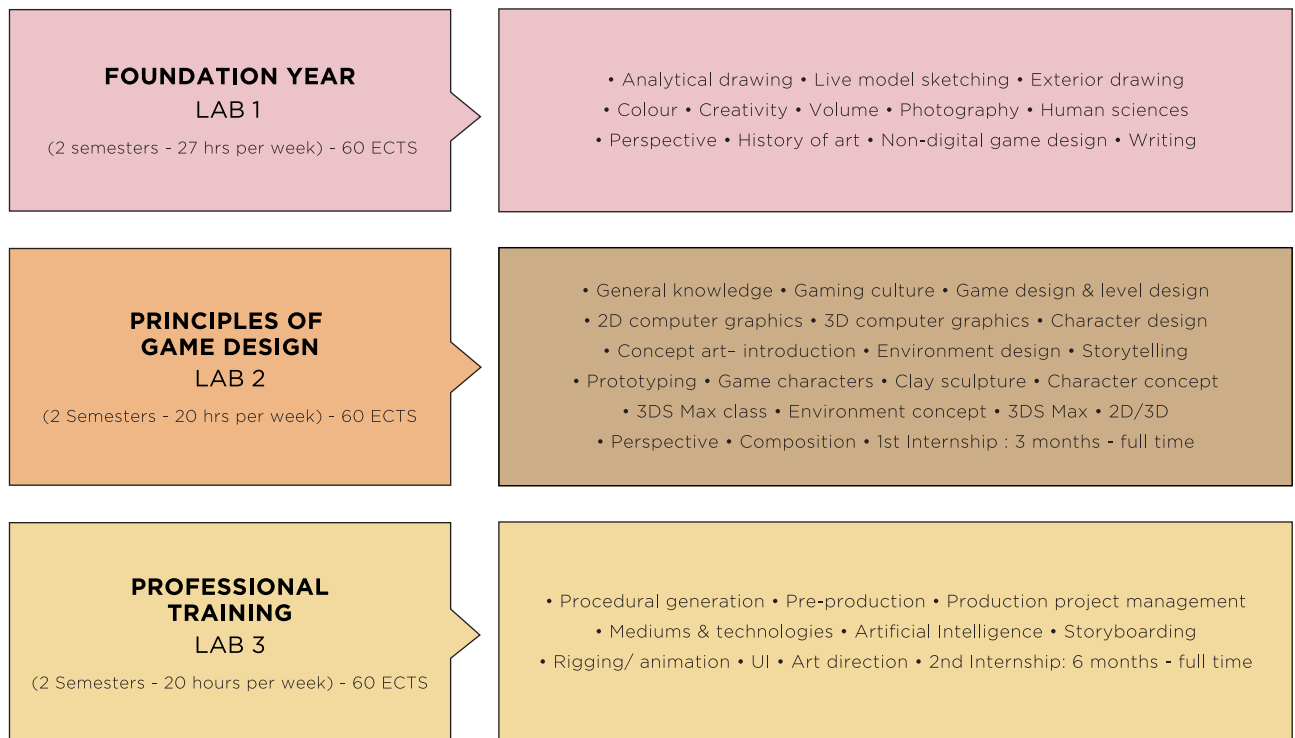
CAREER POSSIBILITIES:

This course opens up opportunities to become a landscape artist, technical artist, character artist, level artist, level designer and allows you to explore many other avenues in gaming.

	ART DIRECTOR	CREATIVE DIRECTOR
JUNIOR — INTERMEDIATE — SENIOR		EXPERT ARTIST
	LEAD ARTIST	ART MANAGER

Artistic skills
• How to get inspired
• Get a vision

Gaming skills
• Gaming culture
• Gameplay
• Game design

Software skills we teach
• 3DS Max
• Substance
• ZBrush
• Photoshop
• After Effects
• Unity

BACHELOR OF GAME ART & DESIGN

3-YEAR PROGRAMME

CURRICULUM

FOUNDATION YEAR
LAB 1
(2 semesters - 27 hrs per week) - 60 ECTS

• Analytical drawing • Live model sketching • Exterior drawing
• Colour • Creativity • Volume • Photography • Human sciences
• Perspective • History of art • Non-digital game design • Writing

PRINCIPLES OF GAME DESIGN
LAB 2
(2 Semesters - 20 hrs per week) - 60 ECTS

• General knowledge • Gaming culture • Game design & level design
• 2D computer graphics • 3D computer graphics • Character design
• Concept art– introduction • Environment design • Storytelling
• Prototyping • Game characters • Clay sculpture • Character concept
• 3DS Max class • Environment concept • 3DS Max • 2D/3D
• Perspective • Composition • 1st Internship : 3 months - full time

PROFESSIONAL TRAINING
LAB 3
(2 Semesters - 20 hours per week) - 60 ECTS

• Procedural generation • Pre-production • Production project management
• Mediums & technologies • Artificial Intelligence • Storyboarding
• Rigging/ animation • UI • Art direction • 2nd Internship: 6 months - full time

OPTIONAL

INTERNATIONAL COLLABORATION WITH ABERTAY UNIVERSITY
Students will have an option to pursue their 4th year in this international university

ABOUT UBISOFT

Ubisoft Entertainment SA is a French video game publisher with a rich portfolio of world-renowned brands, including Assassin's Creed, Just Dance, Tom Clancy's video game series, Rayman, Far Cry and Watch Dogs.

The teams throughout Ubisoft's worldwide network of studios and business offices are committed to delivering original and memorable gaming experiences across all popular platforms, including consoles, mobile phones, tablets and PCs.

ON THEIR COLLABORATION WITH INTUIT.LAB

Samira Chabani, Human Resources Director at Ubisoft India,

"Ubisoft India is proud to collaborate with one of the best art institutes in Mumbai. This initiative demonstrates our ambition to contribute to enhancing video game talent in India. Creativity and strong skillset are key in video game development, hence this unique curriculum supported by école intuit.lab and Ubisoft will help to develop the right expertise for our industry. As a part of the course, students will have the opportunity to exercise their learning during their practical internship with Ubisoft. The integration with our studios in Mumbai and Pune will allow students to be well prepared for their future career in video game."

APPLICATION PROCESS

• Students have to submit an online application form for the desired course on the institutes website.

List of documents to be submitted along with the application form:

• Application fee of Rs. 1000 via online payment.
• 2 recent passport size photographs
• Mark sheets copies of the course last completed (12th grade if completed)
• Photocopy of address proof (passport, aadhar card, etc.)

ELIGIBILITY

Students who have passed or appearing 12th grade, or achieved higher qualifications from any stream are eligible to apply for this course.

ENTRANCE TEST PROCEDURE:

• Creative aptitude test
• Personal interview
• Review of creative art-work, if any

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