Professional Certification Course in Game Development

Prerequisite - Basic programming and OOPS concepts.
Basic understanding of mathematics (linear algebra, vectors, and probability) will be helpful but not mandatory.
Hardware Requirement :
Memory: 16 GB of RAM
Graphics Card: Minimum recommended **NVIDIA GTX 1660 Super / RTX 2060**

Game Development using Unreal Engine 5: The Foundational Course - 120 Hrs

Training Mode: Online Live(VILT Mode)

Modules	Duration
Fundamentals of 3D Graphics & Simulation	10 Hrs
Programming Concepts for Simulation and Games	25 Hrs
Event Systems & Blueprints in UE5	20 Hrs
Building 3D Worlds & Game Environments	25 Hrs
User Interaction, UI/UX, and HUD Design	20 Hrs
Capstone Project	20 Hrs