



## Game Art

People Develop Countries... We Develop P.E.O.P.L.E.

# Program Admission Arrangements

## Who May Apply?

Applicants must have a first degree from a recognized university or institution of higher education or provide documentation indicating that they will earn such a first degree before enrolment in the training program, and those with grade Fair can apply too

## Prerequisites

- For game art track, applicants must have adequate knowledge in art fundamentals (Form, Color, Composition, etc..) and have a basic knowledge of 2D and 3D softwares (Photoshop, Maya, Blender) and must have their portfolio (previous work) with them.
- **ITI values that could be found here:** <https://iti.gov.eg/about-us>

## Selection Process

- **Phase 1: IQ English exam**
- **Phase 2: Technical Exam**  
Computer-based technical exam in the field of your interest
- **Phase 3: Technical Interview**  
Those applicants would be discussing with the interviewing panel their pre-work -“Before You Apply”- in a one-to-one interview
- **Phase 4: Interpersonal Skills Interview**  
Those who pass phase 3 will be promoted to this interview

## Delivery Approach

- **70 % face to face - Learning | 30 % Online**
- **Hardware requirement:** Laptop with at least 16 GB of RAM and I7 10th generation, SSD 256 GB, at least GTX 960 series or equivalent, preferred RTX 2060 and Wacom graphics Tablet
- **Software requirement:** Adobe Creative Collection (Photoshop, Illustrator, Animate, After effects) Maya, Substance Painter and Designer, Marmoset, Unity 3D, Unreal Engine

## Students' Deliverables

- Each student must deliver finished polished game project and Certificates in assigned course per track



# Game Art

## 1 Programs Offered

- PTP -Smart Village(Game Programming,Game Art)
- Intensive Training Program- Cairo University (XR Developer, XR Artist)
- Online Summer Training Game Art –Menya Branch.
- Summer Training New Administrative Capital Branch Faculty of Archaeology
- Junior Academy- New Administrative Capital Branch (Game Programming, Game Art)

## 2 Industry/Academy Stakeholders



## 3 Targeted Outcome

- Employability
- Awareness

## 4 Technical Consultant(s):

- Dr. Ahmed Hisham (AUC)
- M. Seif (Instinct games)
- Karim Abu Elenein (LargeLabs)
- Khaed Rushdy

## 5 Certifications

Ubisoft Game Creators' Odyssey

## 6 Graduates Job Profiles

### Concept Artist

This person visualize environments, characters, vehicles, color schemes and the overall mood and feel of game

### Character Artist

They play a role in establishing and maintaining the vision for both new and redefined characters

### Environment ( Hard surface - props) Artist

Environment Artists are a cutting edge, experienced development team in crafting visually stunning and immersive worlds

### Game Animator

Game Animator will work to bring life to the character and environment. This role will be responsible for keyframe character animation, facial animation, and some environment animation.

### Technical Artist

Technical Artists are hybrid creative and technical operators who liaise between the artist and the programmer teams.

### XR Artist

Create AR/VR/XR experiences.

### Game Designer

They define the way the game is played,the 'game experience' rules of the game, settings, story, characters, props such as weapons and vehicles.



### Program Content Structure

#### Fundamental courses

- **Track Orientation Workshop**
- Introduction to Games
- Game Art Foundation

#### Game Design courses

- Game Design
- Game Level Design

#### 2D Art courses

- Digital Painting
- Environment Design
- Video Editing And Motion Graphics

#### Game Development For Art

- Unity Game Engine Fundamentals
- Unreal Engine Fundamentals
- Unity Game Engine Advanced

#### 3D Art Courses

- 3D Modeling For Games
- 3D Texturing For Games
- Digital Sculpting
- 3D Animation For Games
- 3D Rigging For Games
- 3D Character Production Workflow
- 3D Environment Production Workflow

#### Game Production

- Agile Software Development Methodologies
- Game Production and Project Management

#### Soft Skills Courses

- Communication Essentials for Professionals
- High Impact Presentations
- Progressive Teamwork (Workshop)
- Professional Demeanor (Workshop)
- Best Practices For Remote Working (Workshop)
- Job Seeking Skills

