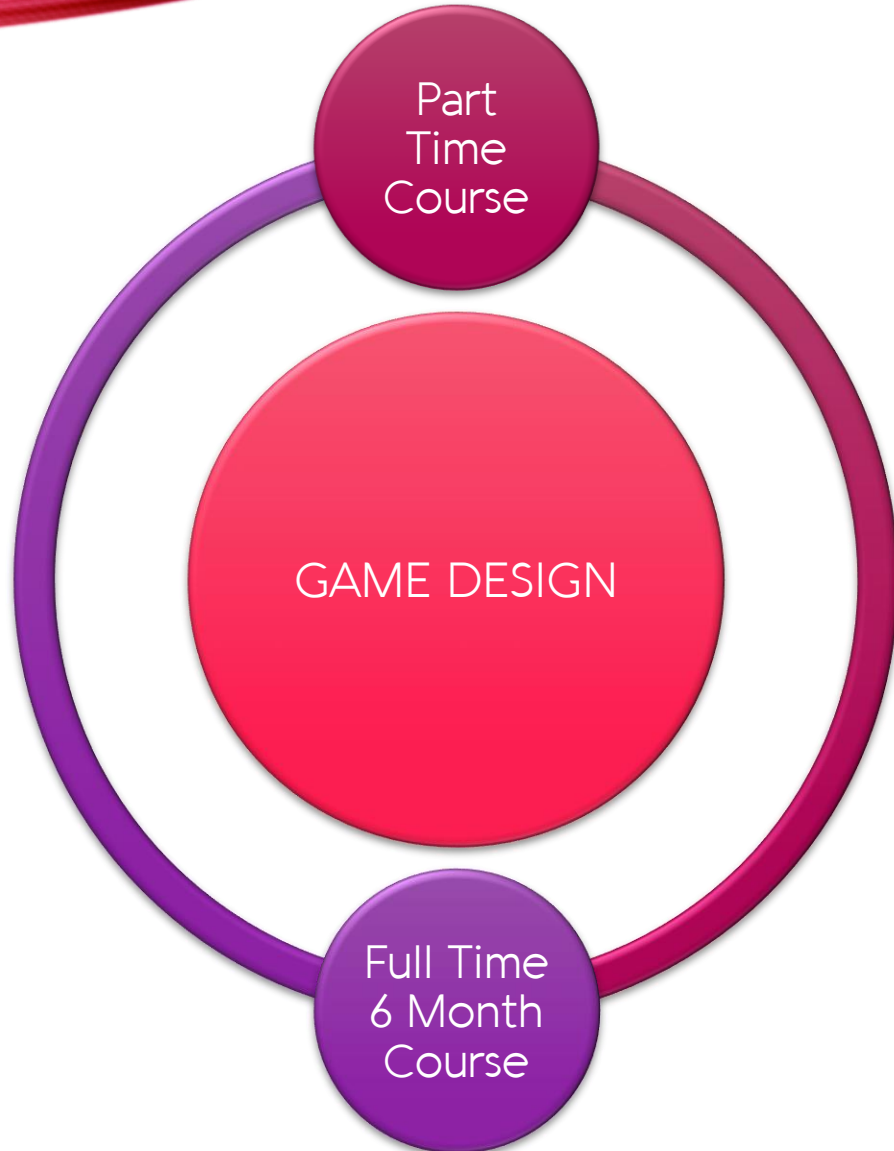




GAME DESIGN

WANT TO BECOME A GAME DEVELOPER



Do you have that next big game idea? Interested in learning how to create and design a functioning game? Would you like to cultivate an income with your gaming passion.

Getpix Creative College offers a range of game development courses to suit all needs.

Our part time courses are designed for those inspiring game developers that have limited time to study. We start at the very beginning and help you develop your skills.

For those who want to make game development their career, we offer a 6 month course.

6 MONTH GAME DEVELOPMENT COURSE

About The Course:

Game development is a fast growing industry that is built about creativity and passion. This course is designed to give you all the tools you will need to enter the gaming industry as an Indie Game Developer or join a Game Development Studio. Whether it be for mobile, PC or consoles, this course is structured to give you the most comprehensive overview and knowledge of all aspects of Game Design and Development. As a student, you will gain useful knowledge relating to all areas of game design and development while working with fellow students to create a game from scratch.

On successful completion students are expected to be able to:

- Function as an Indie Game Developer
- Freelance game asset artist
- Interpret the requirements of a marketing campaign
- Put theory into practice and create alpha interactions
- Work with cutting edge technology
- Stay ahead of the curve as it evolves
- Work solo or as part of a team
- Cultivate an income as a market place contributor



6 MONTH GAME DEVELOPMENT COURSE

Who is the course for:

Gaming enthusiast with passion and creativity to design the next big game?

Career Opportunities:

3D Generalist

3D Artist

Technical Artist

Environmental Artist

Level Designer

Concept Artist

Programmer

6 MONTH GAME DEVELOPMENT COURSE

Modules:

- The history of gaming
- Comparing real-time engines
- Visual scripting basics
- Events, booleans and variables
- Interface logics
- Introduction to Blender
- Game asset painting
- Creating a game
- Introduction to Substance Painter
- Introduction to the Animation Blueprint
- Working with geometry inside UE4 / Unity
- Multiplayer netcode and replication
- Gamification
- Introduction to Unreal Engine (UE4) / Unity
- Introduction to blueprints / uScripts / Playmaker
- Blueprint communication
- Asset theory
- Game asset modelling
- The game design document
- Fault finding (bugs)
- Selling assets on the UE4 marketplace / Unity Asset Store
- The evolution of game development engines
- Game design and development theory
- Introduction to UMG (unreal motion graphics UI designer)
- PR basics for social media as a developer

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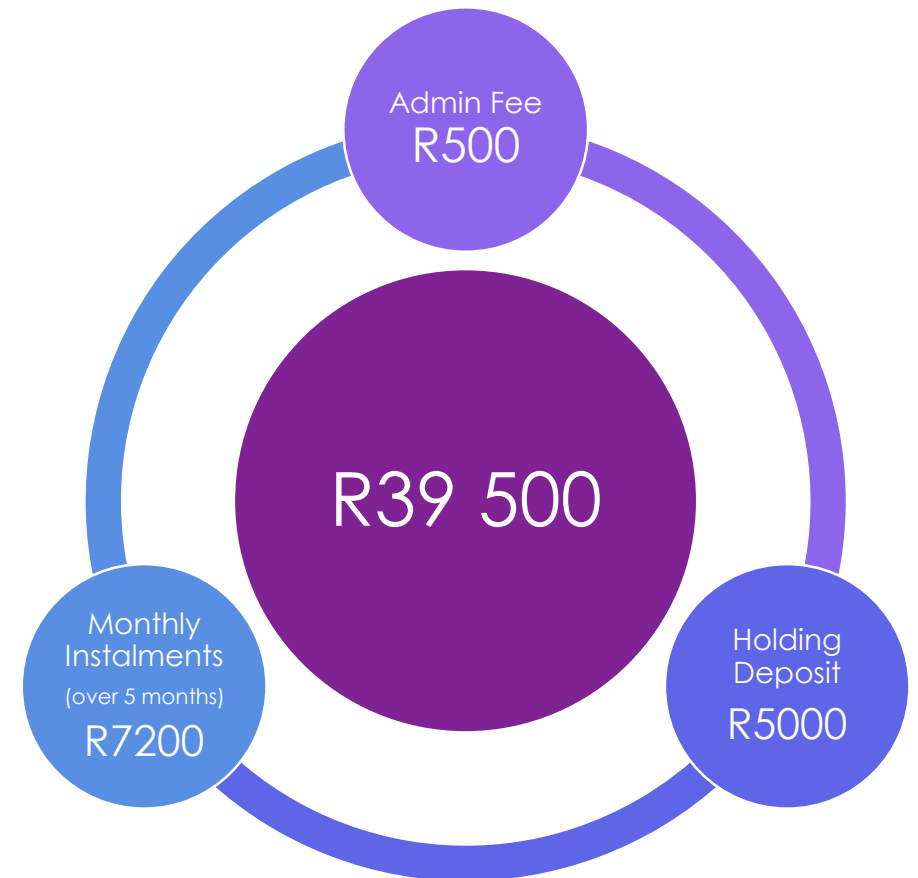
Course Price:

Course fees are payable as a once off payment or alternatively via a monthly debit order.

Once off payment - R39 500

Instalments - R41 500

If course fee is paid via monthly debit order a R2000 debit order fee will be added to the course price.



6 MONTH GAME DEVELOPMENT COURSE

INCLUDED	EXCLUDED	REQUIRED
Course Notes Student Card Job Shadowing Year End Awards Evening 3 months membership to digital tutors(Pluralsight) MS Visual Studio Benefits	Petrol Costs Additional software	Laptop / Computer Internet Access Unreal Engine 4 (free) Unity 5 (free) Substance Painted (trial sufficient) Blender (free) MakeHuman (free) Photoshop

6 MONTH GAME DEVELOPMENT COURSE

Required Software:

During the 6 Month Course you will be working on the following software packages:

- Adobe Photoshop CC

You are required to have the software loaded and working on your laptop before course commencement. Trial versions will not be accepted as you are required to work on the software for the duration of the course. It is advisable to have the latest software as all course notes are based on the most recent software available.

The software is available to purchase on the Adobe Creative Cloud.

All Apps Package - 599.88 US Dollars (per year) Current exchange rate as of the 8 August 2016 is R8037.55

Photography Package consists of Photoshop CC & Lightroom CC - 119.88 US Dollars (per year) Current exchange rate as of the 8 August 2016 is R2678.11

6 MONTH GAME DEVELOPMENT COURSE

Computer Specifications - Minimum:

- I7 Processor / AMD Eqv. or higher recommended
- 8Gig RAM or higher recommended
- At least 100Gig of hard drive space
- 2/4 Gig graphics card required, Dedicated card such as Nvidia strongly recommended
- 1920 x 1080 or 1440 x 900

Please note: the faster the machine, the quicker it will run as well as quicker the files will render. It is recommended to go for the fastest you can afford but for those strapped for cash, the minimum specs will be sufficient. I will just take a little longer to get things done.

PART TIME GAME DESIGN COURSE

Our part time courses, comprise of 4 lessons of 4 hours each, once a week, for a duration of a month.

Classes are kept small, to a maximum of 8 students, to ensure maximum attention from our instructors.

We cover the important theory without you having to go through the boredom of reading the manual. The practical work during classes will keep you on your toes and seeing from a different perspective.

For more information and to book, kindly contact Getpix Creative College on 011 425 1768

Private tuition and onsite tuition available

