



COURSE GUIDE

Master Certification in VR-AR

Duration: 1 Year

Course Overview

Augmented Reality and Virtual Reality are technologies that blends both virtual and real-world using 3D images covering the digital content, creating an association with the end-user. AR-VR has the ability to engage, furnish real-time data, and replicate true-to-life exposure to the users.

Monolith's master certification in AR-VR is a comprehensive course that will provide skills to create innovative content. Trainers provide the best of the technology to cater needs of the industry through theory and hands-on training to students in the studio at Monolith academy. Students will be trained in Unreal Engine, the real-time game engine to make them industry ready.



Job opportunities

AR Developer, VR Developer, VR Environment Artist, Metaverse Designer, Unreal Developer, VR Architect, Technical Artist, VR Game Tester, Avatar Designer, 3D UI/UX Designer.

Average Industry Base Salary

9,42,561 per annum*



Advanced Diploma in Game Development

Duration: 1 Year

Certification by BHARATHIDASAN UNIVERSITY

Course Overview

The gaming industry is gigantic, is growing at a rapid speed, and has abundant career opportunities throughout the world. Due to easy access to the internet and the onset of technology, the desire for online games has become enormous.

Monolith's course on game development comprises modules to designing game assets, characters, environments and integrate them to various levels, assigning functionalities and assets to characters as required in the game. Students will be trained in Unreal Engine the most significant real-time game engine.

Job opportunities

Level Designer, Game Architect, Game Designer, Game Developer, Technical Artist, Unreal Developer, Game Tester, Game Artist, Creative Game Director

Average Industry Base Salary

5,17,902 per annum*



Diploma In 2D Animation

Duration: Advance Diploma In 2D Animation - 1 Year

PG Diploma In 2D Animation - 2 Year

Certification by BHARATHIDASAN UNIVERSITY

Course Overview

Monolith's 2D animation will strengthen your basics of learning hard-core animation. Instructors will guide and teach using conventional and contemporary animation techniques, making students market ready for the animation industry. Monolith's objective is to train aspiring students and industry professionals with the most popular 2D animation software Harmony to bridge the gap in the industry.

Toon Boom's Harmony is a powerful Emmy award winning 2D software used by major animation studios across the world to create benchmark productions.

Job opportunities

Background Artist, Story Board Artist, Paperless Animator, Character Design Artist, Character Rigging Artist, Cut Out Animator, Art Director, Animation Director.

Average Industry Base Salary

5,39,650 per annum*



Advance Diploma In 3D Animation

Duration: 1 Year

Certification by BHARATHIDASAN UNIVERSITY

Course Overview

3D Animation is spellbinding and gives life to all creatives. Technology along with creativity has opened doors for the next level of 3D animation. Monolith's advanced diploma will help your dream to create characters, storylines for movies or animation series.

Monolith imparts knowledge through both theory and hands-on training in the state-of-the-art studios at the academy by industry experts.



Job opportunities

Modelling Artist, Texturing Artist, Lighting Artist, Rigging Artist, Animator, Technical Artist, Environment Artist, Technical Director.

Average Industry Base Salary

5,46,544 per annum*



Foundation course in Unreal Engine

Duration: 6 Months

Course Overview

Unreal Engine is the most advanced real-time 3D creation tool for many real-time applications, trainings, simulations, game developments, and much more. It enables the artist in you to build incredible real-time life experiences, visuals, and projects.

Monolith's foundation course in Unreal Engine is an all-inclusive course to learn and grow your strong technical skills to work on a wide range of projects across industries. Students can develop worlds and characters for virtual testing, enabling developers to work faster and rely less on real-world testing.

Job opportunities

Unreal Artist, Unreal Developer, Game Designer, Visualisation Artist, Level Designer, Lighting Artist, Game Developer, Technical Artist.

Average Industry Base Salary

4,54,672 per annum*

KEY FEATURES



INFRASTRUCTURE



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