

# INDUSTRY READY



**UNREAL  
ENGINE**

*Course Book*

Creative Developer Program

Duration: 6 Months

[www.dizitalmantras.com](http://www.dizitalmantras.com)





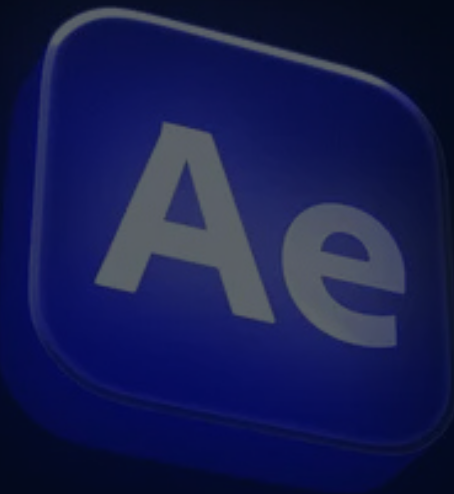
# Eligibility:

- After 12th
- College Students
- Creators / Freelancers / Entrepreneurs
- Referred Candidates: B.Tech (Pursuing / Graduate) (Suggested)

# Outcome:

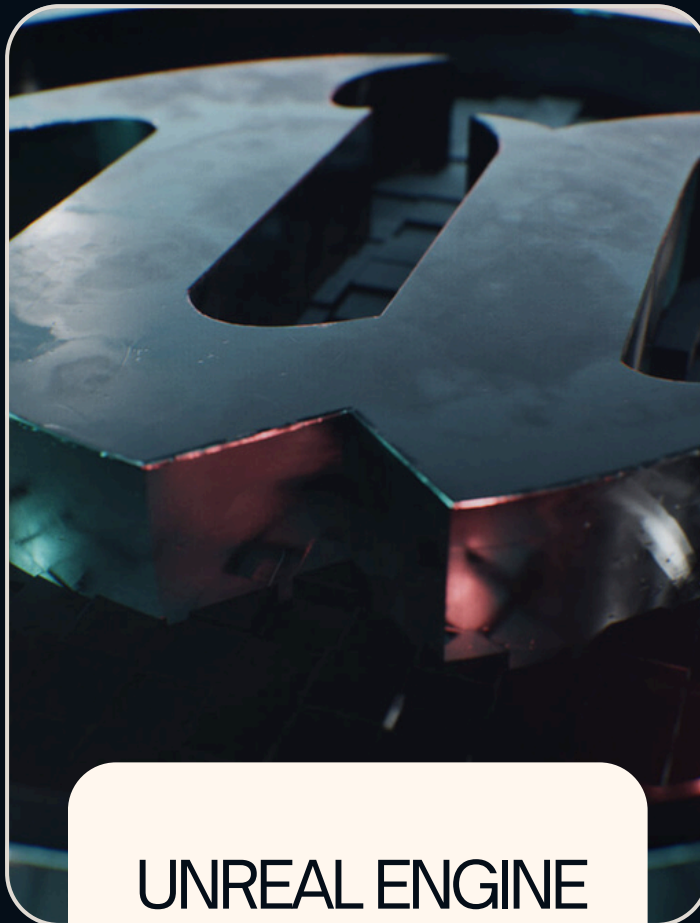
Students become Job-Ready / Freelance-Ready / Startup-Ready /  
Game & Creative Industry Ready



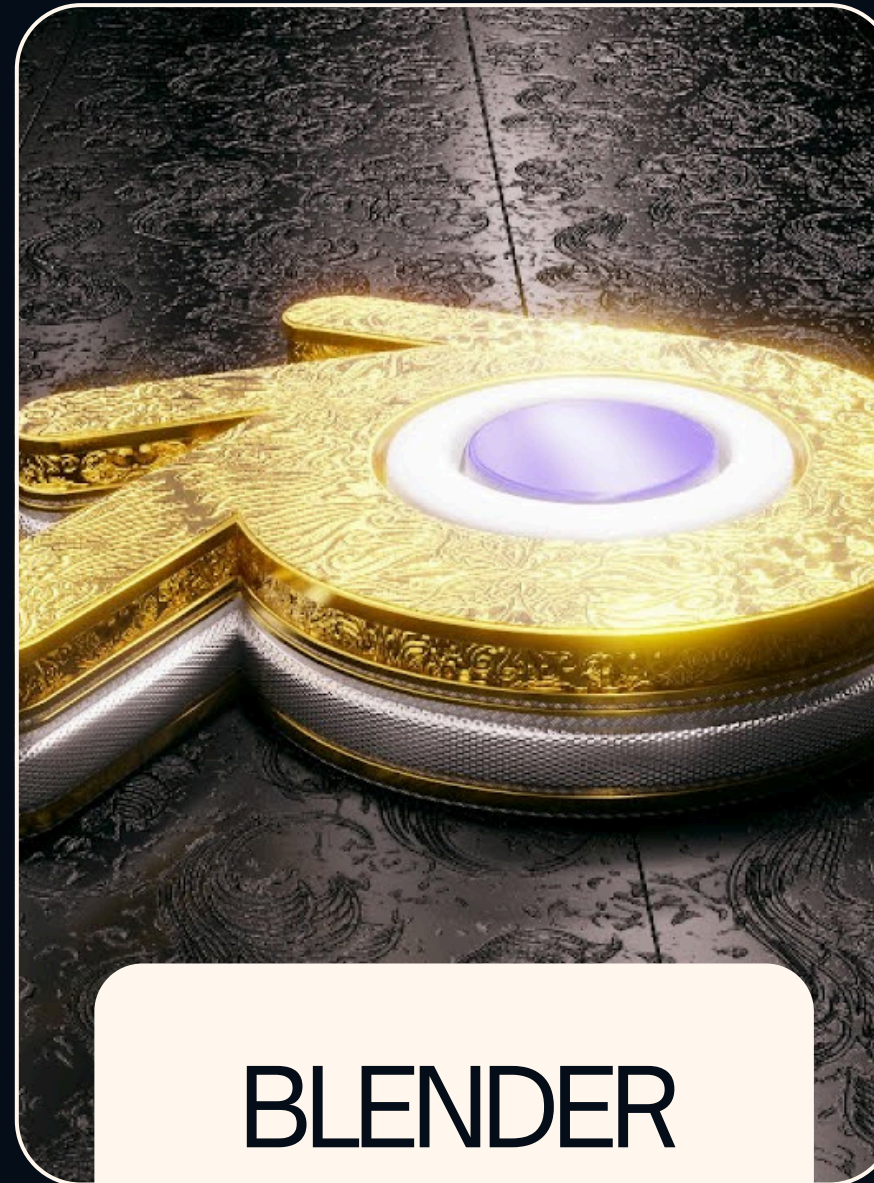


ADOBE

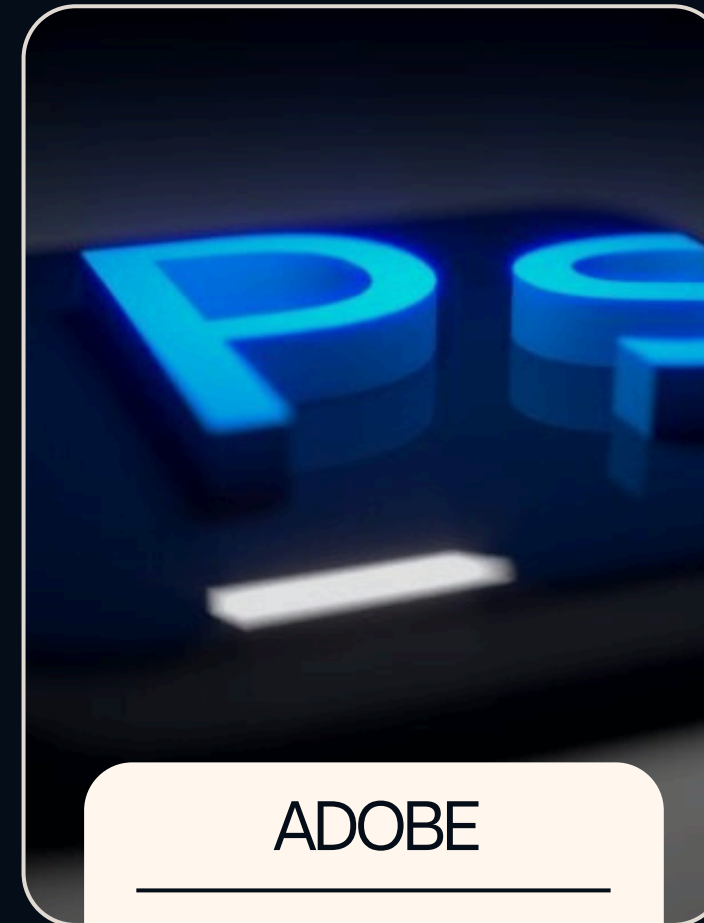
*AFTEREFFECTS*



UNREAL ENGINE

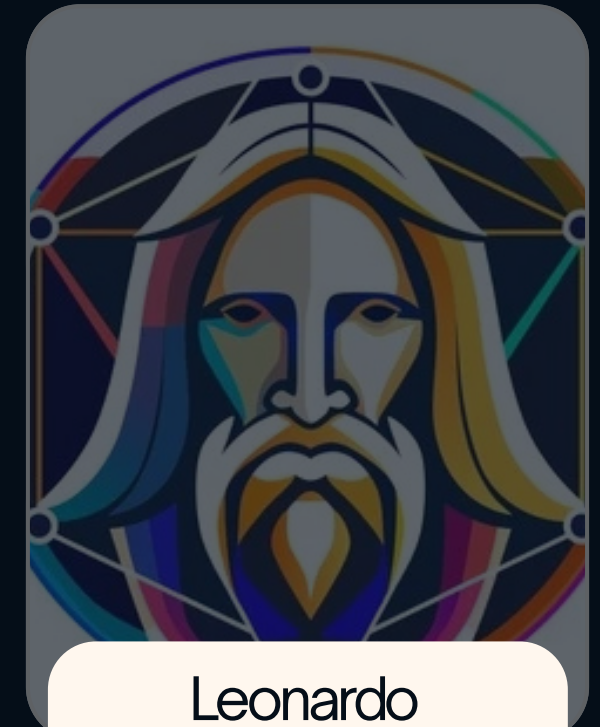


BLENDER



ADOBE

*PHOTOSHOP*





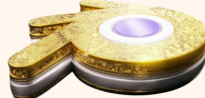


Leonardo

*AI*

# Industry Softwares

// Includes: AI • Game Design • 3D • VFX • Web • Business

# CORE SOFTWARE STACK

Skill Area	Software
Graphic Design	 Adobe Photoshop
Motion Graphics	 Adobe After Effects
3D Modelling	 Blender
Game Design	 Unreal Engine
Business / Decks	 Canva
Real Output	3D Printer



# MONTH 1

AI + Design Mastery

## Week 1

- *Leonardo AI: Prompts, models, styles*
- *Generate: Characters + Props*
- *Photoshop: Basics, layers, selection tools*

## Week 2

- *Leonardo: Environments + concept art*
- *Photoshop: Background replacement, blending*

## Week 3

- *Poster creation (Gaming / Movie / Brand)*
- *AI + Photoshop combo projects*

## Week 4

- *Final Brand Kit (Logo, Banner, Creative Set)*



Software: Leonardo AI + Photoshop

Main Focus: Visual thinking + AI + Design base



# Skills to Achieve:

- Prompt writing mastery (Leonardo)
- Character + Environment generation
- Image upscaling + remix
- Photoshop layers, masking, lighting & composition

# Output of Month 1:

- 5 Posters
- 1 Character
- 1 Game Scene
- 1 Brand Kit





# MONTH 2

Motion + Business Skills

## Week 1

- *After Effects basics & interface*
- *Text & shape animation*

## Week 2

*Logo animation + transitions*

## Week 3

- *Motion posters + short ad video*

## Week 4

- *Canva: Pitch Deck + Proposal Design*



Software: After Effects + Canva

Main Focus: Movement + Presentation



# Skills to Achieve:

- Keyframes, effects, transitions
- Logo animation
- Motion posters
- Pitch & business deck designs

# Output of Month 2:

- 1 Motion Logo
- 2 Motion Posters
- 1 Pitch Deck





# MONTH 3

## 3D Modelling & Assets

### Week 1

- *Blender basics + navigation*
- *Simple props (table, box, sword)*

### Week 2

- *Character / weapon / object modelling*

### Week 3

- *Texturing + materials + UV*

### Week 4

- *Mini Environment scene*



Software: Blender

Main Focus: 3D thinking & modelling

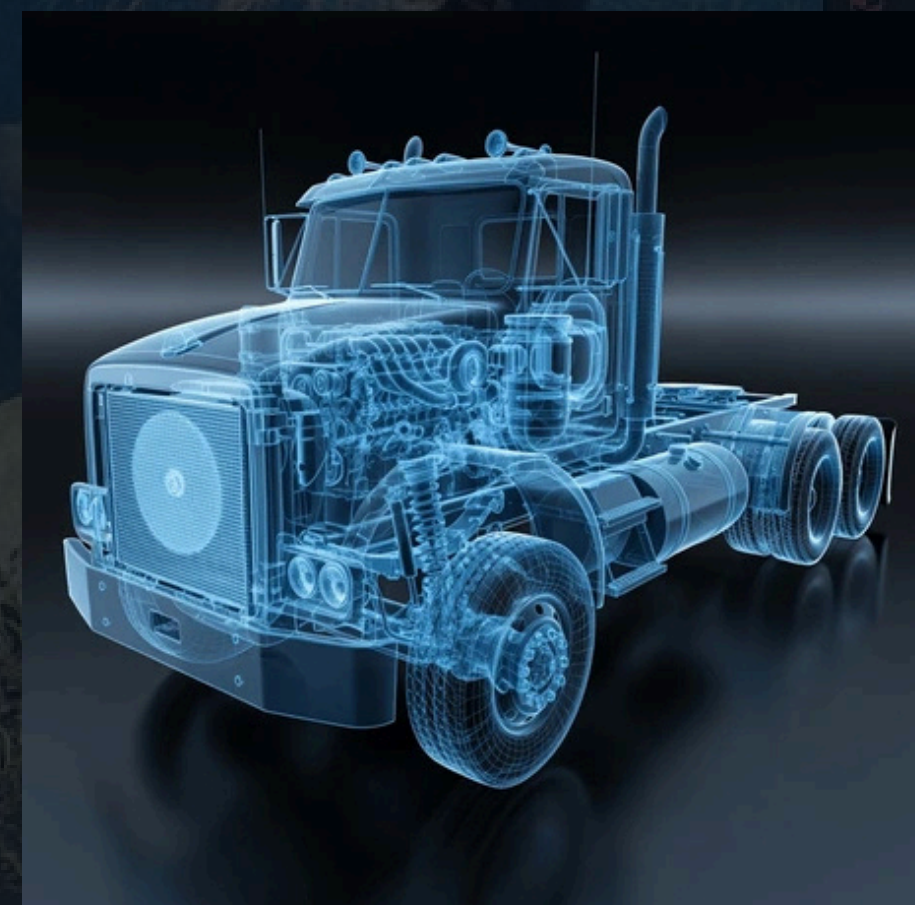


# Skills to Achieve:

- Modelling + sculpting
- Texturing + shading
- Lighting + camera
- Rendering

# Output of Month 3:

- 3 Game Assets
- 1 Mini Environment
- 5 Rendered Images





# MONTH 4

Game Design in Unreal Engine

## Week 1

- *Unreal interface + scene creation*

## Week 2

- *Import Blender assets + materials*

## Week 3

- *Lighting + camera + post-process*

## Week 4

- *Mini playable scene + export*



**Software: Unreal Engine**

Main Focus: Game world + interaction



# Skills to Achieve:

- Importing assets
- Environment creation
- Lighting + camera
- Movement (WASD basics)
- Cinematic camera shots

# Output of Month 4:

- 1 Walkable Level
- 1 Mini Game
- 1 Cinematic Video





# MONTH 5

Canva + 3D Printing

## Week 1

- *Canva advanced layouts*
- *Portfolio + Resume design*

## Week 2

- *Poster, flyer & social media packs*



## Week 4

- *Print final model (from Month 3)*

## Week 3

- *3D slicing (Cura/Prusa)*
- *Material understanding*

**Software: Canva + 3D Printer**

Main Focus: 3d printing 3d models and document designing

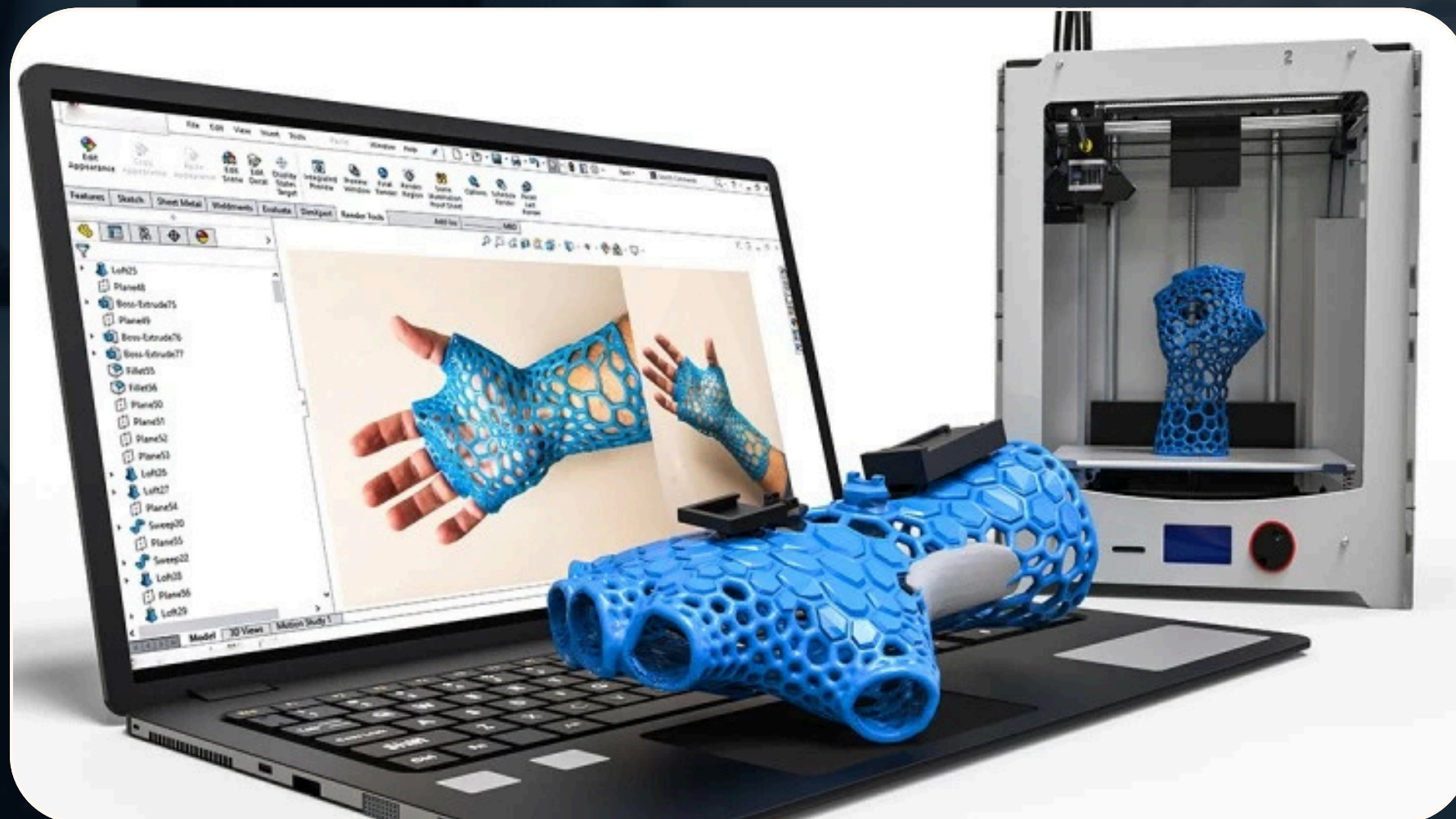


# Skills to Achieve:

- Portfolio layout in Canva
- Social media & brand kits
- 3D slicing software
- 3D print setup & finishing

# Output of Month 5:

- 1 Full Canva Portfolio
- 1 Social Media / Brand Kit
- 1 3D Printed Product





# MONTH 6

## Portfolio Development + Master Assignments

- *Option 1 – Mini Game World*
- *AI generated concepts (Leonardo)*
- *3D models (Blender)*
- *Environment in Unreal Engine*
- *Cinematic + Walkthrough*
- *Final video showcase*

- *Option 3 – 3D Product + Printing Business*
- *3D product design (Blender)*
- *Real 3D print*
- *Brand + packaging design*
- *Website + promo video*

- *Option 2 – Startup Brand Package*
- *Logo & brand (Photoshop)*
- *Motion ad (After Effects)*
- *Website (Canva)*
- *Pitch deck (Canva)*
- *AI-based marketing images*



**Students must complete ANY 2 of these:**

Here students create FINAL INDUSTRY-LEVEL WORK using all learned skills.



# Final Deliverables (Each Student)

Personal Website  
Showreel Video  
Design Portfolio  
Printed 3D Object  
Final Project  
Certificate of Completion  
Internship Recommendation







# GET IN TOUCH // *With Us*



7820081382  
8630427257



[www.dizitalmantras.com](http://www.dizitalmantras.com)

Creative Developer Program