



INDUSTRY
READY



UNREAL
ENGINE
Course Book

Creative Developer Program

Duration: 6 Months

www.dizitalmantras.com

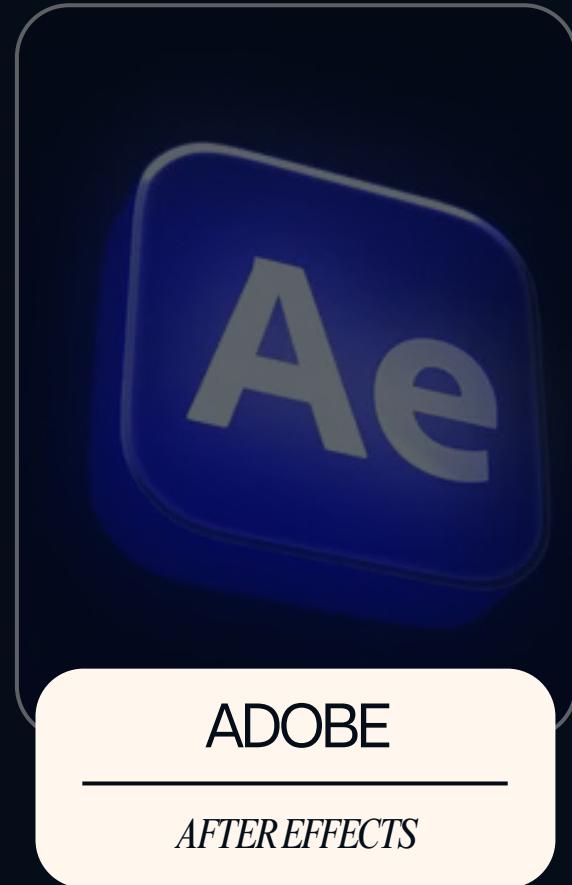


Eligibility:

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

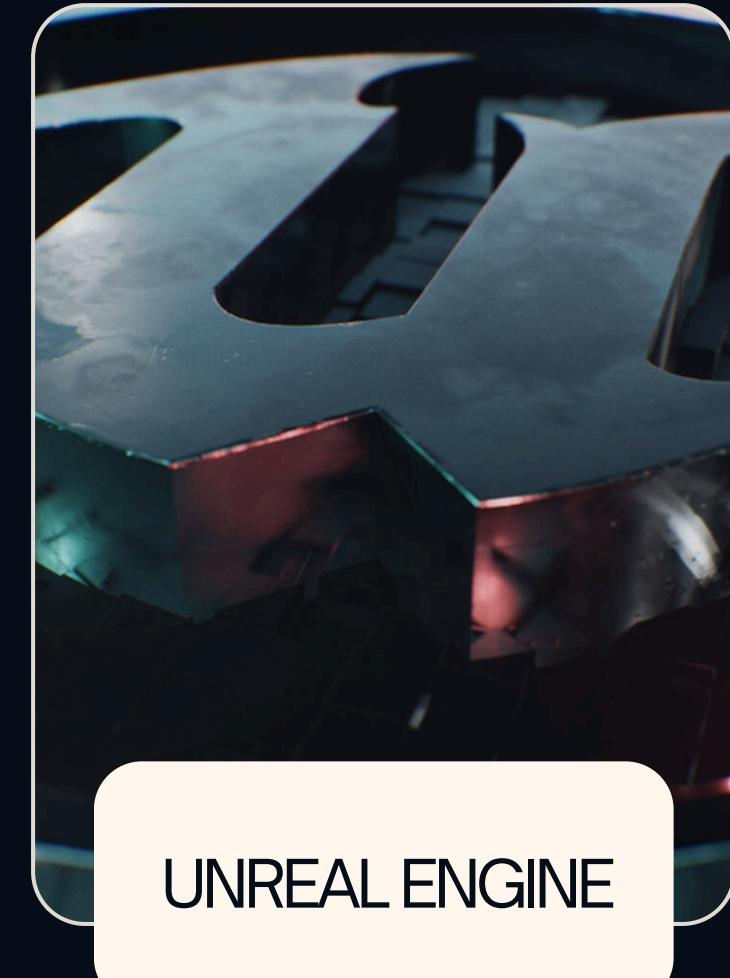
Outcome:

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

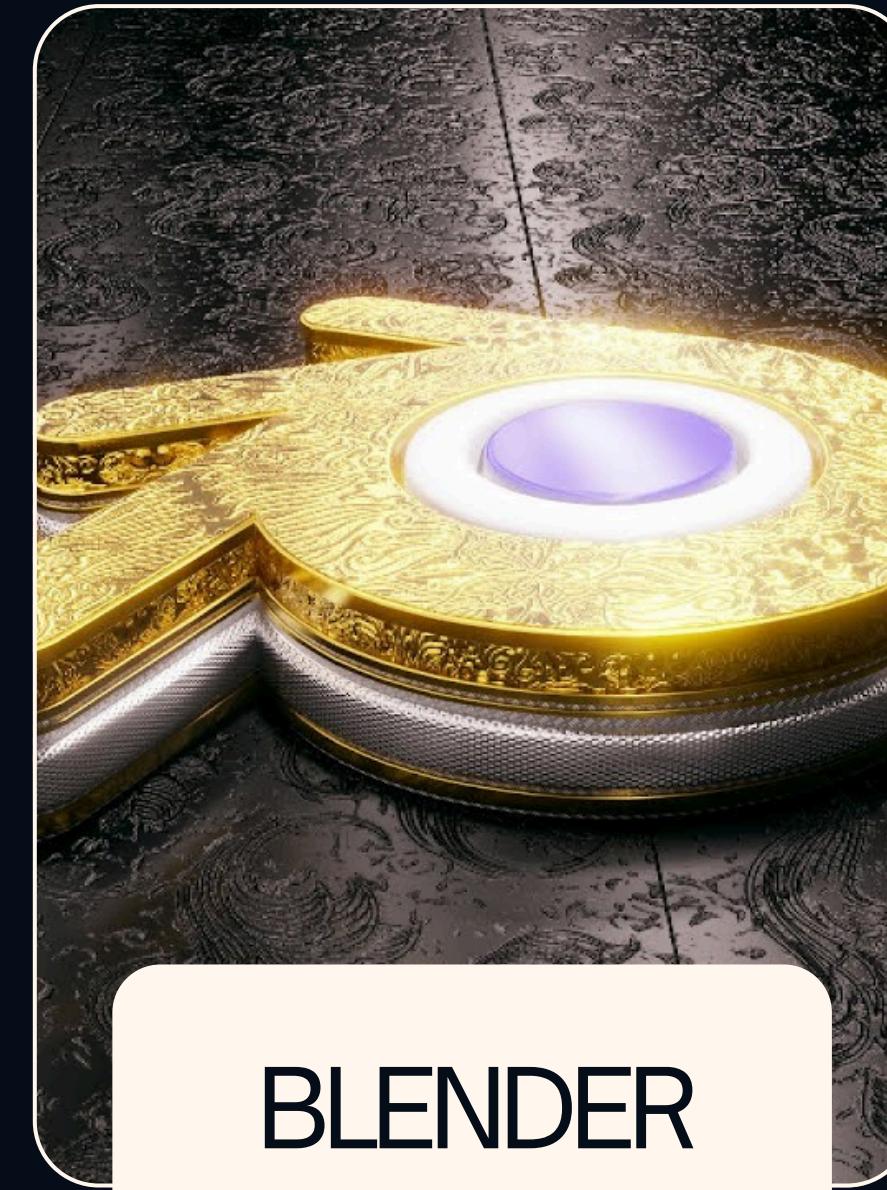


ADOBE

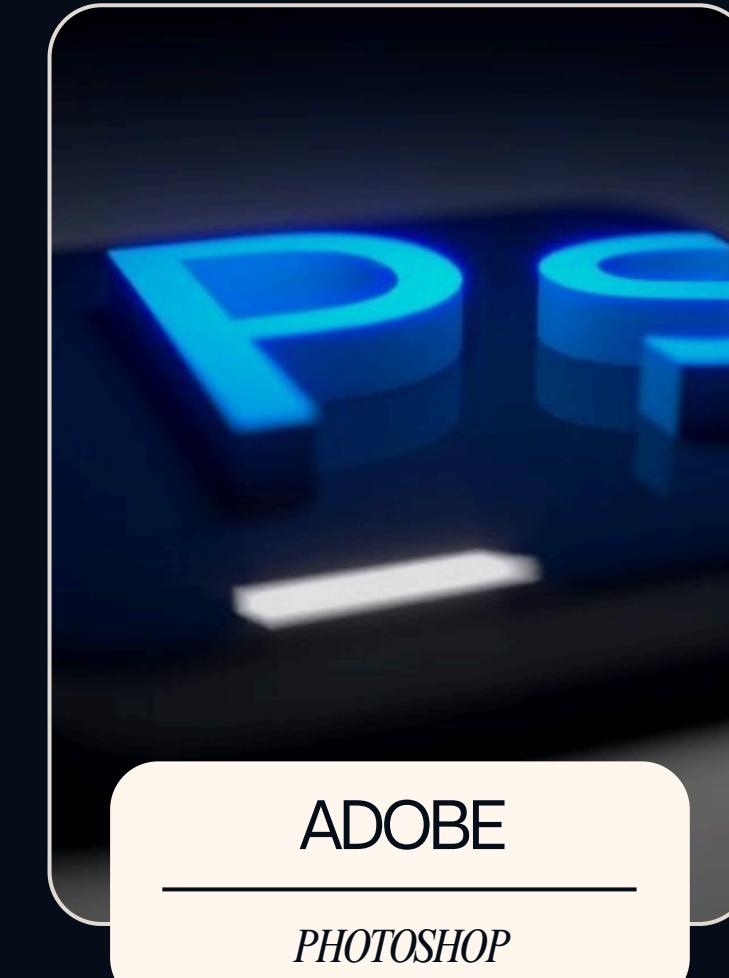
AFTEREFFECTS



UNREAL ENGINE

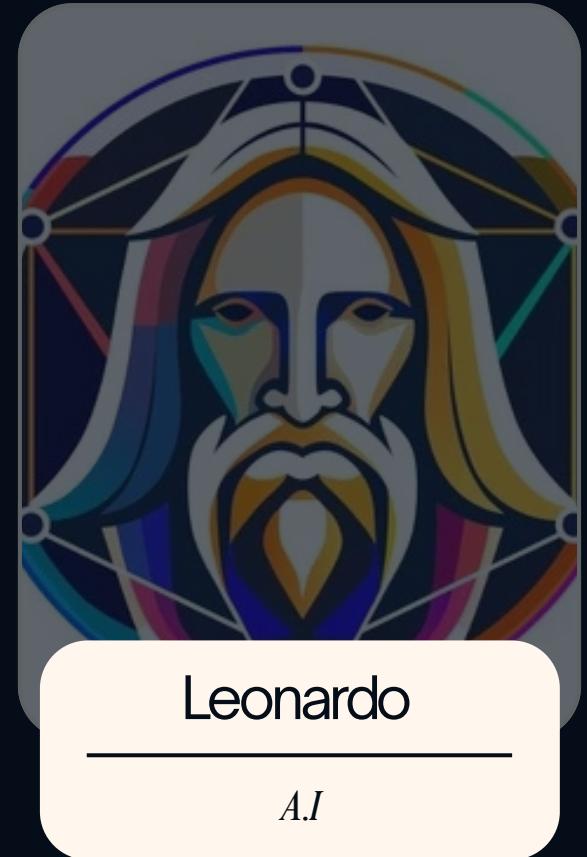


BLENDER



ADOBE

PHOTOSHOP



Leonardo

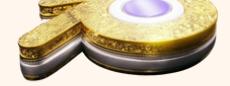
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Industry Softwares



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 3

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

Week 2

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

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 3

- *Motion posters + short ad video*

Week 2

Logo animation + transitions

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 3

- *Texturing + materials + UV*

Week 2

- *Character / weapon / object modelling*

Week 4

- *Mini Environment scene*



Software: Blender

Main Focus: 3D thinking & modelling

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Scripting + Scene View Layer

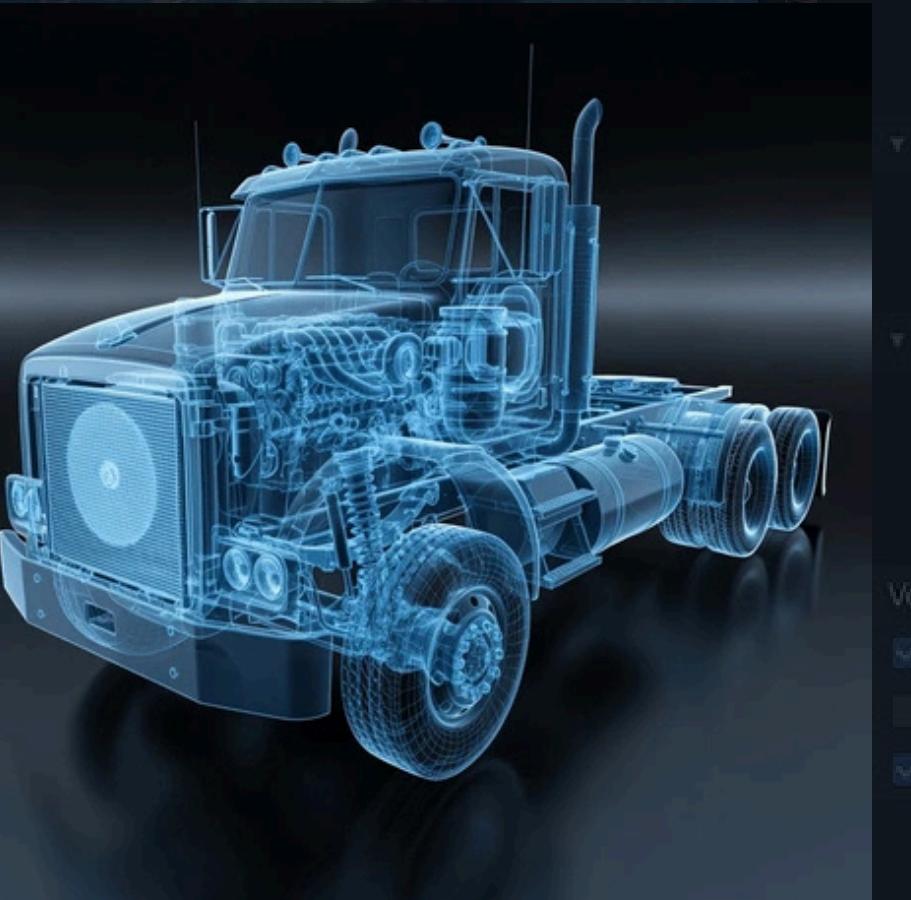
Object View Select Add Node Use Nodes Slot 1 View Image Render Result

Skills to Achieve:

Output of Month 3:

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

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



Principles SSSF ESDF Material Out All Surface Volume Displacement GGX Christensen-Burley Base Color Subsurface: 0.000 Subsurface Radius: Subsurface Color: Metallic: Specular: 0.555 Specular Tint: 0.091 Roughness: 0.372 Anisotropic Anisotropic Shear Shear Clear IO Trans Trans Emiss Albedo Normal Clear Tangent Material

Render Engine Cycles Feature Set Supported Device CPU Open Shading Language Sampling Integrator Path Tracing Render 3000 Viewport 300 Advanced Light Paths Max Bounces Total 12 Diffuse 2 Glossy 3 Transparency 8 Transmission 12 Volume 1 Clamping Direct Light 0.00 Indirect Light 10.00 Caustics Filter Glossy 1.00 Reflective Caustics Refractive Caustics Volumes Hair Simplify Motion Blur Position Center on Frame Shutter 0.50 Rolling Shutter None Rolling Shutter Dur. 0.10 Shutter Curve

Playback View Marker 0 10 20 30 40 50 60 70 80 92 100 110 120 130 140 150 160 170 180 190 200 210 220 230 240 250 Start: 10 End: 250

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

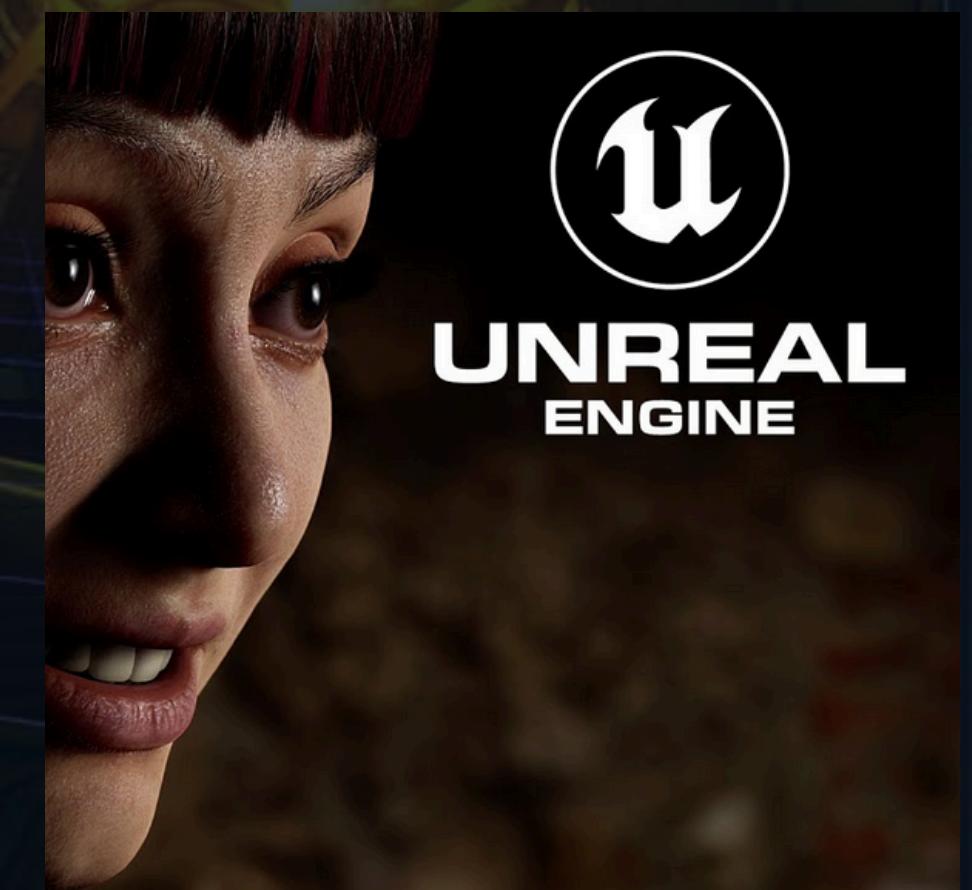


Skills to Achieve:

- 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 3

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



Week 2

- *Poster, flyer & social media packs*

Week 4

- *Print final model (from Month 3)*

Software: Canva + 3D Printer

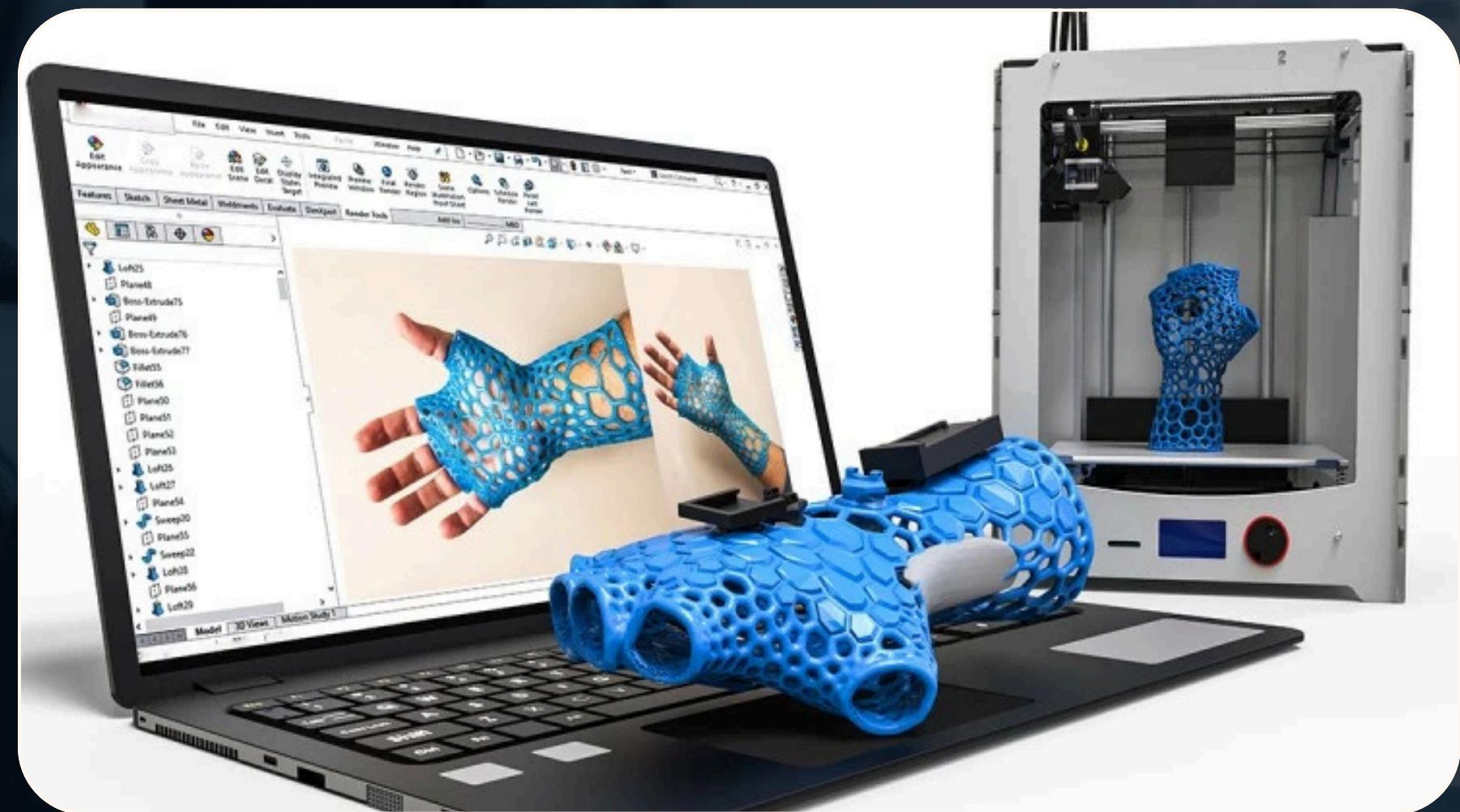
Main Focus: 3d printing 3d models and document designing

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



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Creative Developer Program