



NAC ANIMATION INSTITUTE
ANIMATION | VFX | GAMING | AI

Turn Your Passion Into A Profession

Learn, practice, and create consistently to become a job-ready artist.

Technology Partners



UNREAL ENGINE & AI REAL-TIME DESIGN PROGRAM (6 MONTHS)



WHAT IS PROGRAM :

This Unreal Engine course offers a comprehensive learning experience for beginners who want to create interactive game environments. Students will explore the fundamentals of game design, including level creation, blueprint scripting, character and enemy setup, collision systems, and project packaging. With practical tutorials covering everything from basic navigation to audio integration, learners gain the skills to bring their game ideas to life. The program also introduces AI-powered tools for asset generation, behavior design, and environment enhancement, helping students build game worlds more efficiently and creatively.

MODULE I - Unreal introduction & Game Development Basics (3 Months)

- Game Development Basics
- Getting Started with Unreal Engine
- Level Design Basics
- Working with Assets & Lighting
- Installing and setting up the engine
- User interface & navigation
- Project setup and folder organization

SOFTWARE

- Photoshop
- Unreal Engine

MODULE II - Blueprints, Audio, Optimization, Final Project & Ai Tools (3 Months)

- Blueprint Basics
- Performance Optimization Basics
- Adding Sound Effects & Background Music
- Audio Triggers & 3D Sound
- Final Game Build & Presentation

SOFTWARE

- Unreal Engine

EMERGING STUDENT PROFILE :

This course is designed for aspiring game developers looking to master Unreal Engine. Students will gain essential skills in level design, blueprint scripting, asset integration, and audio implementation. Ideal for beginners, it covers everything from basic navigation to advanced gameplay mechanics. The curriculum also introduces AI driven tools, including AI-assisted asset generation, smart behavior creation, and environment enhancement techniques to speed up game development. By the end of the program, participants will be equipped with the knowledge and tools to create immersive, interactive gaming experiences. This course is perfect for individuals passionate about game development and eager to unleash their creativity using Unreal Engine.

LET'S CELEBRATE OUR BIG ACHIEVEMENT!



MAYUR PATIL
(3D ARTIST)



SHUBHAM SHINDE
(2D ANIMATOR)



HARSHAD SONAWANE
(3D ANIMATOR)



KIRAN PANDIT
(VIDEO EDITOR)



MANDEEP BENADE
(UI UX DESIGNER)



VIDYA D
(3D Modeler)



RUTUJA WAGH
(UI UX DESIGNER)



NAMITA B
(GRAPHIC DESIGNER)



PRAMOD SANAP
(3D ANIMATOR)



VAISHNAVI P
(GRAPHIC DESIGNER)



OM CHAVAN
(3D ANIMATOR)



NITIN WAGH
(2D ARTIST)



TEJAS B
(3D Modeler)



NILHIL PUND
(2D ANIMATOR)



DHARMA BK
(VIDEO EDITOR)



JAYDIP DEVKAR
(2D ANIMATOR)



MAYUR PAWAR
(3D ARTIST)



VARUN B
(3D ARTIST)



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