



# Diploma in Game Art

We are creating the future of digital design



**MAGES**  
Institute of Excellence

Diploma in Game Art has been designed to develop your passion and skills to create cutting-edge digital artwork- allowing you to meet these demands and forge your career path into this highly competitive industry.

# Why take up this Programme?

## Industry Demand

The video game industry is one of the few markets that continue to grow, even during our current recession. It is expected to hit a staggering **\$180 Billion by 2021**. Source: Newzoo

From current **\$164 billion** to a whopping **\$300 billion** by 2025.

According to google trends, the video game industry has been experiencing growth for a few years now.

The Global Game Market is expected **to grow close to 100% in the next 5 yrs.**

This indicates that jobs are opening all over the place for video game designers, developers, animators, and modelers. The next five years look promising for those interested in a career in gaming.

Game artist salaries start around **USD 35,000 annually** for entry-level art positions. They can grow to as much as **\$90,000 per year**, even higher for senior or lead positions.

## What Jobs you can landup with?

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Character Artist



Environmental Artist



Animator



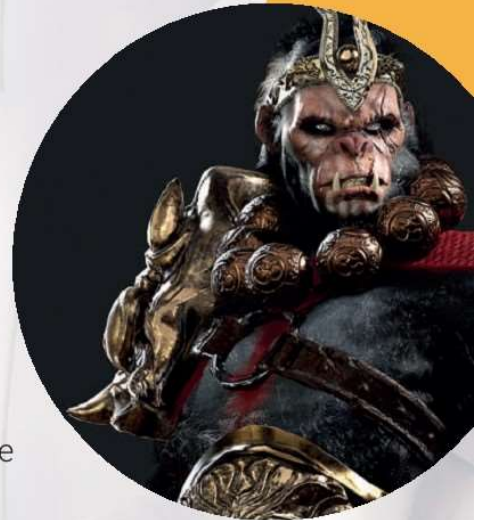
Concept Artist



3d Artist



Texture Artist





# Why MAGES?

## Paragraph



**Setup in 2010, MAGES is a top creative technology institution in Singapore offering:**

- Diploma and Advance Diploma in Creative Technologies like Game Design
- Game Art
- Motion Graphic Design
- Concept Art
- 3D Animation & VFX.



With small batch size MAGES offers industry relevant education focused on employability of the students. MAGES lecturers come from the Industry and our project-based learning prepare students for industry relevant skills.



MAGES has Articulation Pathway to top Universities in United State, UK and Australia.

**MAGES was rated as the Top Ten Institute in the world for Mobile Game Production Techniques by Rookies in 2019**

## Articulation pathway



Students are provided with the option to continue to a degree pathway to gain not only a world-class education but also a global perspective as they make progress as competent media professionals. Our degree pathways are designed to allow students to complete their degrees with some of the leading Game Design, Arts & Media Universities in the world.



# Why MAGES?

**Diploma**

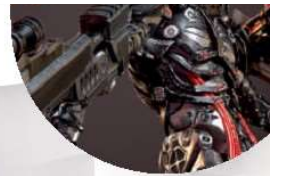
**Advanced  
diploma**

**Degree**

 **Abertay  
University**

  
**ACADEMY of ART  
UNIVERSITY**

  
**Murdoch  
UNIVERSITY**



**We are one of the few institutes who also runs a Studio**

And we are in better position than anyone else in the market to do that because we run our very own production Studio – MAGES Studio. Since we run a Studio, we understand the market better, we understand the clients better and therefore we can integrate those practical knowledges better into the classes.

# What you will be Learning?

## Modules

### Game Design Principles:

Learn about the different elements that make up a game, such as the rules and boundaries, mechanics, resources, and objectives. Then dive deeper into topics like player motivation, emergent behavior, and functional spaces. You will discover how your role as an artist goes beyond aesthetics, contributing to these factors as well.

### Art fundamentals

You will learn about the basics of human anatomy, including basic proportions, simple skeleton, muscle map, mannequin, and how muscles change with different poses. You will also learn how to use One-point, Two-point, and Three-point perspective systems. With all this knowledge, you will now be able to draw figures from memory and go between first-person, isometric, and orthographic perspectives.

### Fundamentals of Game Art

This module is your introduction to 3D game art. You will learn to use Photoshop, Substance, and Maya to generate models and textures from references and create your first portfolio-worthy game prop.

### Next-Gen Game Character

Here you will learn even more techniques about texturing, high-to-low poly modeling, and working with materials in the game engine itself. You will be creating a production-ready Game Character, making sure that every detail tells a story.

### Environment Modelling for Games

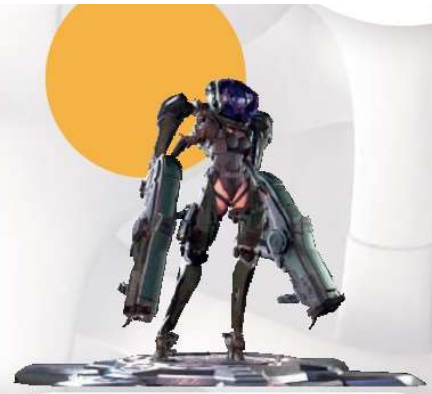
In this module, you will be referencing environments in other media, be it real-life or fictional, and create an immersive environment in the Game Engine, with realistic textures and the artistic use of lighting.

### Game Production

You will have an industry professional as your mentor, who will guide you with your production planning for this module. You will use everything you have learned to create industry-standard quality assets that are ready to use by a game development team.

### Portfolio

You will be putting together your portfolio consisting of your best work to show other developers in the industry. You can also show how far you have progressed by improving earlier artworks to display your proficiency.





# What you will be Learning?



## Portfolio Development

Under faculty supervision, students will review, revise, and refine previous deliverables based on peer and faculty evaluation, and create a portfolio that demonstrates a mastery of industry standards and expectations applicable to Game Industry. The student will present and discuss their portfolio of work to an audience/jury.

## Softwares taught



## Duration

**11 Months (Full Time & Part Time)**

### Full Time

5 days X 3 hours a day per week

### Part Time

3 days X 3 hours a day per week

## Fees

### Tuition fee

**(Please visit our website for more information on the fee structure)**

### Local Students

\$15,238 (\$16,304.66)

### International Students:

\$17,488 (\$18,712.16)

Other fees are applicable.

12 months installment payable

Scholarships available to the deserving students

Students loans are available

## How can you start?



# Who you will be Learning from?

**Learn from the international lecturers and mentors who are pioneers in their respective fields.**



**Adeeb Md.**

Diploma in Visual Effects

Adeeb is the Co-founder and Creative Director at Kinetiquettes. Adeeb has 11 years of professional experience. Adeeb has worked as an Animator at Ubisoft Singapore with over 7 years. He most notably worked on the behaviour animations for the underwater missions in Assassin's Creed IV: Black Flag.



**Holger Liebnitz**

Art Director & Co-Founder, Company Operations- Zengami Pte. Ltd.

Holger is a games industry professional with 29 years of experience, creating AAA games since 1990. He possess a deep understanding of game asset creation, game production, integrating and optimizing workflows, and many more considerations of art meeting code.



**Rakesh Shrinivas Gowda**

Lecturer at MAGES Institute of Excellence

As the lecturer of Game Art at MAGES, Rakesh brings with him a plethora of experiences. Rakesh has been working in the education field for the past 7 years with various film and creative media schools. Rakesh has successfully trained students for employment in animation and the creative technology industry.



**Jimmy Ling**

Academic and Business Management Leader

Jimmy is a versatile and accomplished Art Direction and Academic Management professional with more than 13 years of experience across Visual Designing, Art Direction, Program Direction along with Design, Strategic and Operational oversight for start-ups, design agencies, and eminent educational organizations. Exposed to working with clients in the U.S.A., Taiwan, and Singapore markets, he reckoned as an award-winning professional who has gained the stature of being Singapore's first and the only Wacom Ultimate Master Artist.

# Who you will be Learning from?

## Learn from the international lecturers and mentors who are pioneers in their respective fields.



**Mohd Zaki Bin Ragman**  
Assistant Lecturer at MAGES  
Institute of Excellence

Zaki brings with him more than 18 years of experience in various creative industries, from illustration to animation. Zaki has been a valuable addition to various companies such as Scrawl Studios and Chip & Toons taking up the responsibility of Animation Director in both places.



**Dongjun Lu**  
Previous Art Director  
Zealot Digital

Dongjun Lu is a concept artist working in the film and game industry, working as a Concept Artist at Weta Workshop. With more than 6 years of industry experience, Dongjun brings immense talent, skill and passion to the classroom. Previously an Art Director, he has worked on many famous games such as King of Avalon, Toukiden & AION Legion amongst many others.



**Dominic Woon**  
Bachelor of Fine Arts in  
Digital Animation,  
Nanyang Technological  
University

Dominic is a Concept Designer/ Illustrator with 5 years of experience in conceptualising, designing and storyboarding. He heads his company Pen and Paper Studios with the intention of creating quality artworks that communicate as well as entertain. Some of Dominic's clients include Grey Group, Shooting Gallery Asia, Tiny Island and MM2 Entertainment.





**Mia,** 3D Modelling Student

I learned so much from my mentor here at Mages. I learnt about the pipeline for character creation and the software, mainly ZBrush. The overall experience at MAGES was great as the staff & student are so friendly. Its like family here, so it was really easy for me to adjust. My final project was a Goddess and I loved creating the dress for her as it was flowery & flow and as I was very happy here, it reflected in my design.



**Elina,** 3D Modelling Student

The most memorable day was the day when I knew my application was confirmed and I can start studying next week. I was SOOO happy about that. Probably it was one of the happiest days in my life since I was very worried about it and to start studies was my goal. I really like the fact that MAGES is not a huge university crowded with students and therefore it possible to get more attention and help from teachers. Very friendly atmosphere and no sense of tension here. Teachers are very attentive and ready to answer any of your questions. But of course, atmosphere is always a key for me.




MAGES Institute of Excellence Pte. Ltd.


2, Orchard Link, SCAPE #05-08, Singapore - 237978  
(Near Somerset MRT)

Telephone: (+65) 65926736 Fax: (+65) 62389895  
Reg No: 200912099N | Reg from: 21st Aug. 2020 to 20th Aug 2024

 [enquiry@pages.edu.sg](mailto:enquiry@pages.edu.sg)

 [pages\\_sg](https://www.instagram.com/pages_sg)

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 MAGES Learning Hub