



vedatya

School of
DESIGN
and Creative Arts

BACHELOR OF DESIGN GAME ART AND DESIGN

ASIAN
INSTITUTE
OF DESIGN



VFS
VANCOUVER
FILM SCHOOL



ABOUT US

Since its inception in 2000, Vedatya has grown into a premier higher education institution in India. Now, in affiliation with Gurugram University, Haryana, it offers degree programs in hospitality, culinary arts, design, and business management. It was established with the active support

of corporations such as - The Radisson Hotel Group, USA and the Edwardian Group, UK. Vedatya is owned and managed by Umak educational trust. The institute's campus, located on Gurgaon - Sohna road, is fully integrated with academic, recreational, and residential facilities for students.

OUR VISION

To create an education system that will last beyond our life times.

OUR JOURNEY

2000

Started in 2000, International Institute of Management & Technology (IIIMT) in partnership with The Oxford Brookes University London offered hospitality, management & technology courses.

2010

Driven by a vision for applied learning, Amit Kapur spearheaded the institute's evolution and rebranded as "Vedatya" and the added the cutting-edge culinary arts programs.

2024

In 2024, the institute expanded its offerings further with the addition of a School of Design & Creative Arts, established in partnership with VFS and AID.

Future

We are committed to staying at the forefront of education by continuously updating our curriculum and teaching methods.

PARTNERSHIPS



BACHELOR OF DESIGN

GAME ART AND DESIGN

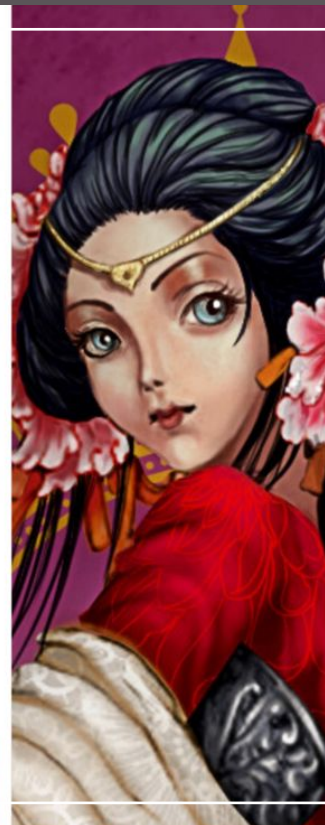
4 - Years Program

Degree Awarded by State University | Gurugram University, Haryana

The gaming industry is experiencing unprecedented growth, driven by technological advancements, rising internet penetration, and a surge in mobile gaming. Vedatya's Bachelor of Game Art & Design program aims to equip the students with the knowledge and skills to create digital products that are both functional and enjoyable to use, improving overall user satisfaction and engagement, in order to create meaningful relationships between people and the products and services they use. With over 20 years of experience in education, Vedatya's focus on applied

learning and industry partnerships ensures graduates are job-ready from day one. Our program, backed by Gurugram University, provides a comprehensive curriculum, hands-on experience, mentorship from industry professionals, and 100% placement assistance.

Learning Interaction Design helps in understanding the users, create effective interactions, use and apply the design principles, design products that are seamless and meaningful for users, and minimize the effort required to complete the tasks.



PROGRAM STRUCTURE

Year 1: Foundational Skills				
Semester 1: Foundations in Game Design and Visual Arts				
Introduction to Game Design and Development	Drawing for GameArt	Introduction to 3D Modeling	Art History and Visual Culture	Computational Art
Semester 2: Introduction to Game Creation and Digital Art				
Game Design Studio I	3D Modeling and Texturing	Concept Art for Games	Narrative Design in Games	Introduction to GameProgramming
Year 2: Intermediate Design and Technology				
Semester 3: Developing Game Worlds and Interactive Experiences				
Game Design Theory and Analysis	Character Design and Animation	Introduction to 3D Modeling	Interactive Media and Immersive Environments	Design Thinking for Games
Semester 4: Procedural Creation and Cultural Exploration in Games				
Game Design Studio II	Procedural Content Generation	Lighting and Rendering for Games	Sound Design for Interactive Media	Cultural Studies in Video Games
Year 3: Specialization and Advanced Practice				
Semester 5: Advanced Techniques in 3D Art and Game Development				
Advanced 3D Art and Animation	User Experience (UX) in Game Design	Game Physics and AI	Advanced Character Animation	Game Ethics and Impact
Semester 6: Specialization Project and Emerging Technologies				
Game Design Studio III: Specialization Project	Cinematic Art for Games	Shaders and Special Effects	Emerging Technologies in Game Design	Independent Study or Internship
Year 4: Capstone and Professional Development				
Semester 7: Capstone and Professional Portfolio Development				
Capstone Project I	Portfolio Development	Monetization and Business Models in Games	Industry Trends and Future of Games	Ethics and Regulation in Game Development
Semester 8: Final Capstone and Industry Engagement				
Capstone Project II	Game Art Masterclass	Professional Practices and Networking	Critical Reflection	

OUR RECRUITERS

INTERNSHIP & PLACEMENT HIGHLIGHTS

100%
Placement Record

2023 graduates across all UG programs were successfully placed.

INTERNATIONAL
Exposure Opportunity

Student Internships in locations such as France, Dubai and Malaysia.

20+ YEARS
Of Academic Excellence

Strong alumni base across multiple continents.

CROSS-CONTINENTAL Internships & Placements

Student have been placed in internships and jobs in France, the UAE, Mauritius, Malaysia, Thailand, and India.



OUR NATIONAL AND INTERNATIONAL RECRUITERS include some of the most renowned names in the industry:

Our strong industry connections enable our graduates in Hospitality, Business, and Design to secure placements with top-tier national and international firms.

OUR ALUMNI

MALLIKARJUN

CURRENTLY WORKING AS A
ART LEAD



FORMERLY WITH

UZZAL BURGOHAIN

CURRENTLY WORKING AS A
ENVIRONMENT ARTIST



FORMERLY WITH

SANKARA PANDIAN

CURRENTLY WORKING AS A
VEHICLE ARTIST



FORMERLY WITH

PRANAV

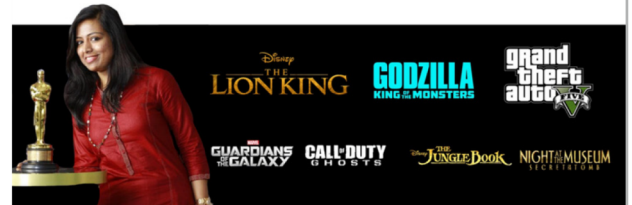
CURRENTLY WORKING AS A
SOFTWARE ENGINEER



FORMERLY WITH

VIJAYALAKSHMI NEGINAL

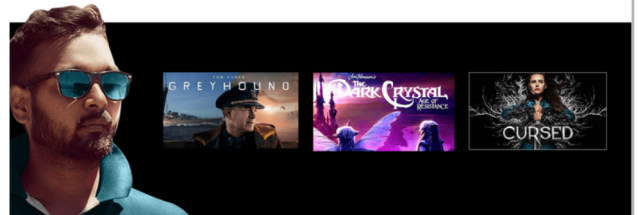
CURRENTLY WORKING AS A
SENIOR CGI TEXTURING ARTIST



FORMERLY WITH

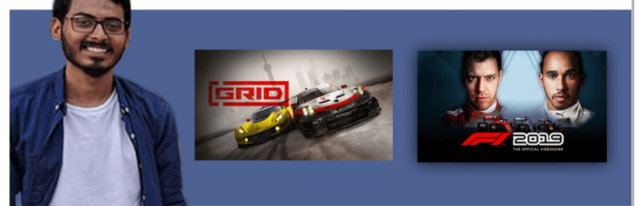
VISHNU SIMHA

CURRENTLY WORKING AS A
MODEL TO ARTIST



AMARJEET BITKE

CURRENTLY WORKING AS A
ENVIRONMENT ARTIST



FORMERLY WITH

PSV LAKSHMAN

CURRENTLY WORKING AS A
TO ARTIST



FACULTY & INDUSTRY MENTORS

Mentorship throughout the study period is a cornerstone of the teaching and learning philosophy at Vedatya. We believe that interaction with industry professionals is one of the sure-shot ways in which students can get prepared for their careers. With our project-based curriculum and applied learning methodologies, we believe that mentors can help shape the future of students rather than merely a teacher-centric approach. To this extent, we associate with mentors who are established professionals in the industry and who have committed to spend time with the students for shaping and guiding their projects on a regular basis.



Dr. Manika Walia

Head of School | Design & Creative Arts



Anand Ramachandra

Course Director – Game Design



Devendra Dhimmar

Course Director - 2D Art & Design



Agha Khan

Game Design Faculty



Bhaskar Nagendra

Director - Academic Affairs



Vinay Kumar

Assistant Head Of Academics



Gautam Thakur

Course Director - Animation



Raj AS

Course Director - Game Development



Ahamed

Course Director - VFX



Sumit Biswas

Course Director - 3D Art



Yashika Munjal

Visiting Professor



Smriti Sinha

Teaching Assistant



vedatya

Garhi Murli (GarhiBazipur), Sohna Road, Gurugram - 122103, Haryana

CONTACT DETAILS

+91-8595650943, +91-9711310079, +91-7042422389, +91-9205804374, +91-7042422358

Email: admissions@vedatya.ac.in | www.vedatya.ac.in

SCAN ME

