



GAME DEVELOPMENT DESIGN BROCHURE

Course Outline, Class Schedule, Cost & System Requirements

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All published prices and syllabi are subject to change without prior notice. In such circumstances where we have to cancel you will be given as much notice as possible and either a free transfer to another course date or a full refund of fees paid. Bookings may be made by online or email or phone. Phone bookings must be confirmed in writing upon request. Please quote purchase order numbers where applicable. Student cancellation must be made in writing and received by Orange VFX Training and may attract additional charges School by the due date. If you do not attend a course, and you have not previously informed us in writing, the full course fee remains payable.

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Our mission is to provide a practical and affordable training experience that meets each student's interests, abilities and needs within a robust curricular

Welcome to Orange VFX Training School

Dear Prospective Student,

Thank you for showing interest or applying for our training courses on: 3D Animation Jumpstart, 3D Character Design, 3D Character Acting, Motion Graphics, Video Editing, Broadcast Design, Cinematography, 3D Digital Sculpting and Game Development Design.

You have made the right choice. Orange is Nigeria's leading provider of 3D animation, motion graphics, training and visual effects services. As our student you will enjoy the benefits of learning from seasoned professionals with lots of experience. We employ a practical hands-on approach to learning.

We strive to promote and support student development and organizational effectiveness by providing high-quality educational training. Our courses are practical and designed to meet individual, group or departmental, and institutional needs and objectives. We work hard to enhance individual learning and development as the means for creating a better workplace environment and for building a stronger industry in West Africa.

Once again thank you for choosing Orange. We hope you have an awesome learning experience.

Best regards,

Richard EO

Richard Oboh
Creative Director/Corporate Head



ABOUT

GAME DEVELOPMENT DESIGN COURSE

Get started in 3D animation in just 4 weeks

The Unreal Engine Game Development basic training course provides a comprehensive overview of game development with the powerful and versatile Unreal Engine 5

Students will learn how to create 3D environments, set up lighting and cameras, control characters through animation systems, build levels using blueprints and materials, and add sound effects for interactive audio experiences. Additionally, they will gain an understanding of optimization techniques to ensure their games run smoothly on multiple platforms as well as explore ways to monetize their creations.

Who is this course designed for?

This course is designed for beginners with little or no basic knowledge of Unreal Engine. This class covers the core concepts, approaches and techniques required for starting a career in Game Development.

Duration
4 weeks

Price
N100,000

Days
Mondays to Fridays

Time
Morning (9am-11am, 11am-1pm)
Afternoon (1pm-3pm, 3pm-5pm)
Evening (5pm-7pm)

Study Mode
Full Time/Evenings/Weekend

Software
Unreal Engine



System Requirements

Students should bring their laptops which should meet or exceed the following hardware configurations.



Windows® 8, Windows® 7, Vista or XP
32-bit/64-bit Intel or AMD multi-core processor
2 GB of RAM minimum (8 GB recommended)
16 GB of free disk space for installation
Qualified hardware-accelerated OpenGL® graphics card
3-button mouse

Other Requirements

Basic knowledge of Windows or Mac OS.

Will I get a certificate at the end of my training?

Students will qualify for a certificate of training only if they pass the assessment exam at the end of the training course. Final score is based on attendance (10%), tests (30%) and a final examination (60%) based on the standard grading system.

Course Outline

This course is ideal for students who are interested in creating immersive gaming experiences with the latest technology available today!



Week One

01

INTRODUCTION TO UNREAL ENGINE

- Intro to Game Dev: history, pipeline, engines and languages
- Overview of Unreal Engine and its capabilities
- Installing and setting up Unreal Engine on your computer
- Introduction to the Unreal Editor interface
- Creating a new project in Unreal Engine
- Basic navigation and manipulation of objects in the Unreal Editor

Week Two

02

LEVEL DESIGN

- Creating and manipulating landscapes
- Adding actors and meshes to the level
- Basic lighting and post-processing effects
- UE5 Material Editor Overview
- Introduction to Materials and Textures
- Creating and applying materials to objects
- Creating and editing textures
- Using textures in material creation
- Using the Epic Unreal Marketplace
- Quixel Bridge and Megascans library

Course Outline

Week Three

03

BLUEPRINT SCRIPTING

- Introduction to Blueprint scripting
- Creating custom events and functions
- Blueprint communication and networking
- Creating AI characters and behaviors
- Navigation system setup and configuration
- Implementing AI behavior in levels
- Introduction to Physics and Animation
- Applying physics to objects and actors
- Basic animation setup and configuration
- Introduction to Cinematics and Sequences
- Creating cinematic scenes in Unreal Engine
- Using the sequencer tool
- Adding camera movement and animations

Week Four

04

GAME DESIGN AND PLANNING

- Introduction to game design principles
- Planning a simple game project
- Creating a game design document
- Audio
- Packaging
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CLASS PROJECT

- Developing a simple game project
- Adding gameplay mechanics
- Implementing player controls and interaction
- Game Publishing
- Packaging your Game
- Final project Assessment



LET'S START YOUR DREAM

CONTACT

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