



**Universal
University**

— The future is here —

Rubika[∞]

GAME ART

**CREATE ORIGINAL AND IMMERSIVE
GRAPHIC UNIVERSE FOR VIDEO GAMES**

B.Des

BACHELOR OF DESIGN
SPECIALIZATION IN GAME ART
DEGREE AWARDED BY
UNIVERSAL AI UNIVERSITY

M.Des

**5 YEARS INTEGRATED
MASTER OF DESIGN**
SPECIALIZATION IN GAME ART
DEGREE AWARDED BY
UNIVERSAL AI UNIVERSITY

CRÉDITS : ANTOINE DESTAILLEURS

WWW.UNIVERSALAI.IN/RUBIKA-EDU/





CREDITS: VINCENT LETANG



ABOUT UAIU

Nestled in the breath-taking location of Karjat, surrounded by mountains **Universal AI University (UAIU)** isn't just a place of learning, it is a gateway to the future of technology.

Universal AI University is India's first University in Mumbai for AI and technology focused education. It offers a unique blend of cutting-edge curriculum, industry-renowned faculty, and state-of-the-art facilities, preparing the students to thrive in the ever-evolving world of artificial intelligence, machine learning, and other emerging technologies.

With a focus on practical learning and industry collaborations, Universal AI University aims to equip its graduates with the skills and knowledge needed to thrive in the ever-evolving world of technology.

With focus on hands-on experiential and immersive learning, industry partnerships backed by 60 global CEOs, and real-world CMAPS (Collaborative Multidisciplinary Approach towards Problem Solving) projects is one of it's kind.

With UAIU the students are at the forefront of shaping the future with AI technology to make themselves fully equipped to be future ready. *Become a part of the AI revolution!*

THE CURRICULUM



CYCLE **BACHELOR**

ADMISSION BASED ON WRITTEN TEST + INTERVIEW + PORTFOLIO



FOUNDATION	DEVELOPMENT	IMPLEMENTATION
+ 850 HOURS OF LESSONS	+ 850 HOURS OF LESSONS	+ 850 HOURS OF LESSONS
INTERNSHIP OPTIONAL	INTERNSHIP OPTIONAL	INTERNSHIP 3 MONTHS
PROJECTS ★ CREATION OF A BOARD GAME + VIDEO GAME	PROJECT ★ CREATION OF 2 VIDEO GAMES	PROJECT ★ CREATION OF A MOBILE BASED GAME

★ Projects may vary

ABOUT RUBIKA



+4000
ALUMNI NETWORK
AROUND THE WORLD

RUBIKA was founded in Valenciennes, France in 1988 with an objective to offer world class training in the fields of Animation, Film Making, Video Game Design and Industrial Design. The school has set a global benchmark in these fields by offering an industry-oriented project based pedagogy, collaborating with industrial partners and leveraging the alumni network.

The training programs at RUBIKA are designed keeping in mind the present and emerging industrial needs, enhancing global employment prospects and opportunities in well-known design studios and companies.

↓ INTEGRATED MASTERS

4TH
YEAR

5TH
YEAR



MASTERY EXPERTISE

+ 850 HOURS
OF LESSONS

+ 850 HOURS
OF LESSONS

INTERNSHIP
2 - 4 MONTHS

INTERNSHIP
3 - 6 MONTHS

PROJECT ★
PRODUCTION
+ PUBLICATION
OF A VIDEO GAME

PROJECT ★
PRODUCTION
OF A PROTOTYPE
OF VIDEO GAME +
PRESENTATION
BEFORE A JURY

- **JOBS & CAREER**
- Art Director
 - Technical Artist
 - Game Artist
 - Concept Artist
 - Character Designer
 - Environment Artist
 - FX Artist
 - Lighting Artist
 - and many more...



B. Des 
BACHELOR OF DESIGN
SPECIALIZATION IN GAME ART



CRÉDITS : ALEXANDRE VILLIERS

AT THE END OF THE PROGRAM, I AM ABLE TO:

- **ANALYZE** a game from a creative and conceptual perspective
- **DEFINE** visual elements to enhance immersive players' experience
- **DESIGN**, model, texture and animate the characters, sets and objects
- **PRODUCE** high quality profession video game projects using real-time 3D techniques
- **CONTRIBUTE** in an existing production pipeline with my expertise and skills
- **DEMONSTRATE ORIGINALITY & CREATIVITY** in various projects
- **JOIN** a professional studio
- **MANAGE AND LEAD** a production team

DIVE INTO THE HEART OF THE GAMING EXPERIENCE



+ JOB DESCRIPTION

Immerse yourself in one of the fastest growing industries, learn and develop high level technical skills, learn to work with game designers and game programmers to create coherent and immersive universes. At the end of the training, you will be able to join the biggest video game studios, internationally.

+ KEYSKILLS

Artistic and creative skills, understanding tech-art for creation of universes, pronounced taste for drawing, rigor, patience, methods, collaborative communication, team management, project management.

+ ELIGIBILITY CRITERIA

Minimum 50 % marks in Higher or Senior Secondary Level (Equivalent to Class 12) in any stream from a recognized board.

Candidates appearing for the final exam can also apply, however it will be subject to passing board exam and producing the results prior to the commencement of the academic session.

OUR PAST RECRUITERS



CONTACT US

CAMPUS ADDRESS

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