

## **Image in Game Art**

**9 ECTS**

**Game Art**

**Year 1, Semester 2**

### **Description**

This module is intended for students in the Game Art specialisation.

This module enables students to:

- practise aspects of graphic design for a game.
- design scenes and characters around a certain theme.
- create a trailer for a film or game with a target public and specific media in mind.
- have a refresher course in digital animation tools (Maya, 3DS Max, Zbrush, etc.).

### **Detailed objectives**

- Produce all the graphic elements needed to create a game.
- Animate characters using appropriate digital tools for 2D and 3D animation and editing.

### **Assessment methods**

#### **Session 1**

- Average mark of several pieces of individual or group work in practical classes

#### **Session 2**

- Same as in Semester 1