Course name: 208 "The Image in Visual Design" **[9 ECTS]**

Manager:

Description: This course allows visual designers to practice part of the work of graphic design for a game. It starts with the design of scenes and characters, subject to a theme. It continues with the production of a trailer for a film or game, designed with a target public and specific media in mind. It ends with refresher courses in digital animation tools (Maya, 3DS Max, Zbrush, etc.).

Prerequisites: Development of graphic 'worlds' and creation of characters suitable for interactive narration.

Learning: Producing all the graphic elements needed to create a game. Animating characters using appropriate digital tools for 2D and 3D animation and editing.

Assessment methods:
Session 1

- One or more TP in groups or individually

Session 2

- Same as above