Course name: 209 "Visual Design in Games" **[9 ECTS]**

Manager:

Description: This course allows visual designers to analyse game images and animations, subject to the constraints of real time, and to create and animate images using various methods.

Prerequisites: Initiation to shader, mocap and procedural animation techniques.

Learning: Group or individual production of one or more TD relating to shader, mocap and procedural animation.

Assessment methods:
Session 1
- One or more TP in groups or individually

Session 2

- Same as above