6 ECTS | Year 2 Semester 3 | Game Art

Description

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

This course allows Game Art Designers to grasp various aspects relating to image in digital media through several seminars on, among other things, artistic direction, virtual and enhanced reality, and crossovers with other visual arts (cinema, comic strips, etc.).

Detailed objectives

- Put in place the Graphics Pipieline when developing collaborative interactive projects.
- Learn more about the visual development of the project, as well as the design production from conception to creation, on both a technical and conceptual level.

Assessment methods

Session 1

Individual summary of the seminars, with an in-depth examination of one of the issues presented.

Session 2

Same as in Semester 1.