

Image in**Game Art****9 ECTS****Year 1
Semester 2****Game Art**

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.