

## 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

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

## 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.