

Course: Game Art

credits: 4

Course code	CMVB19EL1	Modes of delivery	Tutorial
Name	Game Art	Assessments	Game Art - Other assessment
Study year	2022-2023		
ECTS credits	4		
Language	English		
Coordinator	I. Plutschouw		

Learning outcomes

A.2.The CMDer collects and analyzes the wishes and needs of users and stakeholders in a structured complex context

C.1.The CMDer develops purposeful digital interactive prototypes by using appropriate prototyping methods and techniques

C.2.The CMDer applies knowledge of human-computer-interaction in the prototype

C.3.The CMDer uses (multi)media technology for the purpose of visualization

Content

The work of a game artist involves working on top of already existing technology made by others.It is the job of the artist to understand, structure and analyse what elements need to be worked on before initiating the creation of assets.Using both 2D and 3D techniques within the user interface and actual game the skin needs to fully revamp the product to a theme given by the teachers.

The student must be able to reskin this game in a coherent way using the most recent development techniques to ensure interfaces are responsive, game elements are optimized and the game's workings are unaltered.

Included in programme(s)

Communication & Multimedia Design, Major Game Design

School(s)

School of Communication, Media & IT

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