

## Vak: Game Art

credits: 4

|                     |               |                   |                             |
|---------------------|---------------|-------------------|-----------------------------|
| <b>Vakcode</b>      | CMVB19EL1     | <b>Werkvormen</b> | Werkcollege                 |
| <b>Naam</b>         | Game Art      | <b>Toetsen</b>    | Game Art - Overige toetsing |
| <b>Studiejaar</b>   | 2022-2023     |                   |                             |
| <b>ECTS credits</b> | 4             |                   |                             |
| <b>Taal</b>         | Engels        |                   |                             |
| <b>Coördinator</b>  | I. Plutschouw |                   |                             |

### Leeruitkomsten

- 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

### Inhoud

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 reskin 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.

### Opgenomen in opleiding(en)

Communication & Multimedia Design, Major Game Design

### School(s)

Instituut voor Communicatie, Media & IT

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