

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.