

Vak: Game Art

credits: 4

Vakcode CMVB19EL1
Naam Game Art
Studiejaar 2020-2021
ECTS credits 4
Taal Engels
Coördinator N. Jonker

Werkvormen Werkcollege
Toetsen Game Art - Overige toetsing

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 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.

Opgenomen in opleiding(en)

Communication & Multimedia Design, Major Game Design

School(s)

Instituut voor Communicatie, Media & IT

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