

# GDM625 : Asset Management

Game projects typically involve the creation of thousands of assets, which can potentially overwhelm managers and cause complexities in the schedule. In the Asset Management course, students will learn how to plan and organize their game assets at the outset, researching and evaluating a variety of asset management methodologies and approaches. They will learn how to set up frameworks to store assets, allocate those assets in the schedule, and distribute them seamlessly from one place to another, such as from artist to game.

**Credits** 3.5