GAB239: Project and Portfolio III: Game Art

The Project and Portfolio III: Game Art course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will apply higher-order thinking skills and project-based learning to generate a hard-surface project and an animated sequence. The course prepares students for working with project deadlines, following pipeline procedures, and creating assets for use in a student portfolio.

Credits 3

1 Full Sail University