

# GAB349 : Project and Portfolio IV: Game Art

The Project and Portfolio IV: Game Art course combines hands-on learning experiences with summative and formative portfolio assessments. This course gives students the opportunity to create full, production-ready props, including meshes and materials. Building on the skills and techniques from previous courses, students will create high-resolution meshes, in-game meshes, materials, and in-game renders for presentation. Assets created for this course will be used in students' presentation images for their digital portfolios.

**Credits** 3