GAB359 : Project and Portfolio V: Game Art

The Project and Portfolio V: Game Art course combines hands-on learning experiences with summative and formative portfolio assessments. This course provides students the opportunity to create full, production-ready animated sequences. Building on the skills and techniques from previous courses, students will create animated sequences that adhere to game-engine requirements. Assets created for this course will be used in students' presentation images for their digital portfolios.

Credits 3