

GAB469 : Project and Portfolio VI: Game Art

The Project and Portfolio VI: 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 assets that fit within their chosen industry discipline. Building on the skills and techniques from all previous courses, students will create animations, props and environments, or characters while adhering to current game-engine requirements and visual quality standards. Assets created for this course will be used in students' presentation images for their digital portfolios.

Credits 3