

# GAB479 : Project and Portfolio VII: Game Art

The Project and Portfolio VII: Game Art course combines hands-on learning experiences with summative and formative portfolio assessments. This course provides students an 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