

# GAME 335 : Visual Development for Games I

Introduction to visual development artwork. Focus on visual exploration of ideas and generation of character, prop, and set designs with compelling potential for interactivity and visual sophistication. Introduction to basic elements of art direction. Emphasis on sound draftsmanship, and creating original designs for use in the entertainment industry pipeline.

**Credits** 3

**Studio Hours** 6

**Lecture Hours** 0

**Prerequisites**

Minimum grade of C- in GAME 222; GAME 228; GAME 240.