GAME 336 : Visual Development for Games II

Continuation of GAME 335 - Visual Development for Games I. Continued study in visual development artwork. Focus on exploration of ideas and generation of character, prop, and set designs with compelling potential for interactivity and visual sophistication. Emphasis on sound draftsmanship, cohesive art direction, 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.