



Video game graphics analysis and technical specifications (AD-011)
(MÄNGUGRAAFIKA ANALÜÜS JA TEHNILISED SPETSIFIKATSIOONID)
(Анализ графики игр и технические спецификации)

SUBJECT DESCRIPTION

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| Credits (ECTS) | 3.00 ECTS |
| Assessment | grading |
| Aim of the subject and short description | |
| The graphics analysis and criticism of different games. Composition and the planning of a complete in-game environment. The technical specifications of files. Different color rooms and profiles, resolutions. | |
| Learning outcomes: | |
| Student: <ol style="list-style-type: none">1. Plans their project on the basis of the established temporal and technical limits;2. analyses their ideas and knows what is possible;3. knows how to introduce files in games and preconfigure them. | |

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