



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

**SUBJECT DESCRIPTION**

<b>Credits (ECTS)</b>	3.00 ECTS
<b>Assessment</b>	grading
<b>Aim of the subject and short description</b>	
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.	
<b>Learning outcomes:</b>	
Student: <ol style="list-style-type: none"><li>1. Plans their project on the basis of the established temporal and technical limits;</li><li>2. analyses their ideas and knows what is possible;</li><li>3. knows how to introduce files in games and preconfigure them.</li></ol>	

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