



## Game Graphics Design (AD-035) (MÄNGUGRAAFIKA DISAIN)

### SUBJECT DESCRIPTION

<b>Credits (ECTS)</b>	6.00 ECTS
<b>Assessment</b>	grading
<b>Aim of the subject and short description</b>	
<p>The course provides an overview of the nature of game graphics and the purposeful possibilities of creating two-dimensional screen graphics. The main emphasis is on the use of computer graphics software and the acquisition of the skills required for working based on the specifics of the specialty. The course provides an overview of several graphic design programs, the students learn to configure them and work with the most common programs. Basic knowledge of the creation, editing, manipulation and colouring of objects are acquired and a digital drawing board is used. Simple graphic animations are created. The students will learn the rules of using fonts and implement their skills in view of user-friendliness. Completing the course enables the development and use of respective skills in subsequent courses and developments of game projects.</p>	
<b>Learning outcomes:</b>	
<p>Student:</p> <ol style="list-style-type: none"><li>1. uses at least two of the most common graphics programs for designing games;</li><li>2. knows the basic concepts of graphics and simple animation;</li><li>3. creates elements and background images with graphics, use colours and effects;</li><li>4. saves and uses the created graphics purposefully.</li></ol>	