



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

SUBJECT DESCRIPTION

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: <ul 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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