

## Game Visuals IV

Game Visuals III – Applied Design Methods for the Conception and Visual Design of Immersive Game Spaces

### Angebot für

Bisheriges Studienmodell > Design > Bachelor Design > Game Design > 4. Semester

Nummer und Typ	BDE-VGD-V-4000a.23F.001 / Moduldurchführung
Modul	Game Visuals IV
Veranstalter	Departement Design
Leitung	Florian Faller
Zeit	Di 21. März 2023 bis Di 6. Juni 2023 / 10 - 17 Uhr
Anzahl Teilnehmende	maximal 23
ECTS	4 Credits
Voraussetzungen	alle bisherigen Pflichtmodule Fachrichtung Game Design
Lehrform	Seminar
Zielgruppen	Fachrichtung Game Design, 4. Semester, Pflichtmodul
Lernziele / Kompetenzen	The module deals with applied design methods for the conception and visual design of immersive game spaces. Students deal with questions of immersiveness, environment design, environmental storytelling, lighting, camera, post effects and real-time rendering as well as the spatial staging and dramaturgy of game worlds. The work is implemented as playable spatial experiences in a game engine.
Inhalte	Environment design, spatial design, staging and dramaturgy, environmental storytelling, immersion, lighting, camera and post effects, real-time rendering
Leistungsnachweis / Testatanforderung	Projekt- bzw. Seminararbeit, min. 80% Anwesenheit
Bewertungsform	Noten von A - F