

A Graphic Design and Game Programming Seminar

On October 11th, the DTU MIC and the DTU Vocational School held a Graphic Design and Game Programming seminar.



Mr. Le Quang Hoa talks about programming games

Mr. Le Quang Hoa of the DTU MIC gave an overview on game programming, the development process, the responsibilities of team members and the various platforms that can be used. Programmers must have a basic knowledge of Graphic Design, the OpenGL system to design 2D/3D objects, data structures and algorithms, and the C/C++, C#, ObjC, Java, JavaScript, LUA and other programming languages. They must learn how to draw and design and study other popular game titles.



The DTU audience

Mr. Tran Viet Huy, who works at the Silver Swallow studio, helped students identify the key requirements of a good concept artist. With a strong aspiration for hard work, concept artists must be good at observation, memorization and English. He said: *“Those who paint and those who design game graphics must be passionate. The entertainment industry requires patience and endurance, which are the major prerequisites for success.”*

The increasing need for experts in Graphic Design has led to the development of some new, advanced training programs. However, students should be careful to select the best places to learn to enhance their skills in film and video clip production, character design and others. DTU has offered Graphic Design courses for several years and, at the DTU MIC and at the DTU Vocational School, students can learn how to become truly professional concept artists and designers.

The Graphic Design and Game Programming Seminar has become a forum for students to share their experiences with experts and learn more about future job prospects.

(Media Center)