

# Game Art Practice Test Questions and Answers

## 1. What is the purpose of concept art in game development?

- A) Final game assets ready for implementation
- B) Visual exploration and design direction
- C) Programming code documentation
- D) Audio design specifications

## 2. Which technique is commonly used to optimize 3D models for real-time game engines?

- A) Adding more polygons
- B) Normal mapping
- C) Increasing texture resolution
- D) Using only high-poly models

## 3. What does UV mapping refer to in 3D game art?

- A) Creating ultraviolet lighting effects
- B) Unwrapping 3D surfaces for texture application
- C) Vertex coloring techniques
- D) Animation rigging process

## 4. Which art style uses flat colors and minimal shading?

- A) Photorealistic
- B) Cel-shaded
- C) Hyper-realistic
- D) Physically-based rendering

Answers: 1-B 2-B 3-B 4-B

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