

Learning Outcomes: VIST 205 – Principles of Design III

Level 1 – Knowledge

- Describe and illustrate principles of design, which include balance, emphasis/focal point, proportion/scale, rhythm, movement, unity/harmony, and variety/contrast.

Level 2 - Comprehension

- Select techniques and technologies to be used in the creation of 2D and 3D projects.

Level 3 - Application

- Employ organizational principles such as gestalt, grids, and regulating lines.
- Produce projects based on ideas and concepts through a variety of synthesis techniques.

Level 4 - Analysis

- Analyze, evaluate, and apply criticism as a means to develop creative works and personal expression.

Level 5 - Synthesis

- Formulate written statements identifying artistic intent for creative works.
- Develop a collective project through idealizing, strategizing, organizing and executing a common set of goals and strategies.
- Develop two-dimensional illustrations using principles of composition and design.
- Devise projects based on standards of self-discipline, organization and personal integrity.
- Design and execute a gaming project that explores simple game play.

Level 6 - Evaluation

- Interpret the elements of light, materials, and motion in a 3D context.