

## Learning Outcomes: VIST 206 – Visual Studies Studio I

**Relevant Careers:**

- Animator
- Concept Artist
- Layout Artist
- Motion Graphics Artist
- Information Graphics Artist
- Production
- Games
- Technical Artist

**Level 1 – Knowledge**

- Identify components of a time-based work of art that engage the viewer.

**Level 2 - Comprehension**

- Describe physical and virtual uses of the camera that appropriately contribute to the content.
- Describe different types of narrative and non-narrative content and structure in interactive art.

**Level 3 - Application**

- Demonstrate effective processes for idea generation by sketching in 2D and 3D mediums.
- Employ a variety of traditional and digital techniques in the development of visual, time-based studio projects.
- Demonstrate effective techniques that utilize time as a design element.
- Implement interactive prototyping technologies.

**Level 4 - Analysis**

- Compare linear and nonlinear methods for creating time based projects.

**Level 5 - Synthesis**

- Compose an effective, fully realized interactive or time-based work.

**Level 6 - Evaluation**

- Critically evaluate one's own work and the work of others in reference to assignment guidelines.
- Evaluate experiences of others in interacting with time-based work.