

## Learning Outcomes: VIST 271 – Computing for Visualization II

**Relevant Careers:**

- Lighting Artist
- Game Play Programmer
- Programmer – Mobile Developer
- Rigger
- Games Technical Artist
- Technical Director – Effects Animation
- Technical Director – Generalist
- Technical Director – Global Technology

**Level 1 – Knowledge**

- N/A

**Level 2 - Comprehension**

- Describe generalized knowledge and use of C++, Data Structures, Algorithms and OpenGL.

**Level 3 - Application**

- Solve problems through programming that manipulate 2D and 3D coordinator systems, points, and vectors.

**Level 4 - Analysis**

- Analyze computer graphics problems and determine programmatic solutions.

**Level 5 - Synthesis**

- Design solutions to problems through object-oriented programming.

**Level 6 - Evaluation**

- N/A