

## Learning Outcomes: VIST 284 – Visualization Techniques

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### Level 1 – Knowledge

- Match computer graphics oriented problems to appropriate software applications.
- Identify major functional features of software applications commonly used in 2D and 3D production.

### Level 2 - Comprehension

- N/A

### Level 3 - Application

- Develop a basic motion, control, and deformation (rigging) system for a simple articulated digital character.
- Implement a surfacing and shading approach for a digital model.
- Use rendering methods to produce digital images.
- Develop an effects animation approach to the computer graphics representation of a physical effect such as fire, smoke, sparks, or water.

### Level 4 - Analysis

- N/A

### Level 5 - Synthesis

- Create hard-surface and organic computer graphics models.
- Create a computer graphics lighting environment for a virtual scene.
- Create the animated performance of a digital model through keyframing.

### Level 6 - Evaluation

- N/A