

## Learning Outcomes: VIST 305 – Visual Studies Studio II

### Relevant Careers:

- Animator
- Layout Artist
- Lighting Artist
- Shading & Surfacing Artist
- Modeler
- Programmer – Mobile Developer
- Rigger
- Technical Director – Effects Animation
- Technical Director – Generalist
- Technical Director – Global Technology

### Level 1 – Knowledge

- Define the fundamental aspects of the artistic (interpretive) and technical (applied) issues surrounding 3D computer graphics and its relationship to the context of the viewer.
- Identify sources of information outside the classroom that can be helpful for the aesthetic problems and technical problems presented in class.

### Level 2 - Comprehension

- N/A

### Level 3 - Application

- Apply artistic and technical principals and methodologies in the creation of three-dimensional digitally delivered interactive or time-based practices.

### Level 4 - Analysis

- Distinguish between computer graphics techniques required to produce symbolic, abstract, and realistic representations of objects, environments, motion, materials, and lighting effects.

### Level 5 - Synthesis

- Create works that demonstrate a technical aptitude for industry standard tools (software and hardware) used in the area of interactive or time-based mediums.
- Produce three-dimensional computer graphics interactive or time-based artwork that is visually cohesive in form, motion, and composition.

### Level 6 - Evaluation

- Analyze, critique, and present work in a productive and effective manner using appropriate terminology.
- Assess the appropriateness of the use of specific 3D computer graphics techniques relative to the desired visual result.
- Critique one’s own work and the work of others within the context of project and course expectations.