Learning Outcomes: VIST 372 – Creating Digital Environments

Relevant Careers:
– Modeler
– Game Play
  Programmer
– Games
  Technical Artist
– Technical
  Director –
  Effects
  Animation
– Technical
  Director –
  Generalist
– Technical
  Director –
  Global
  Technology

Level 1 – Knowledge
- Define modeling terminology.

Level 2 - Comprehension
- Describe modeling techniques.
- Summarize the theoretical basis for modeling the physical environment.

Level 3 - Application
- Implement effective modeling methodologies.

Level 4 - Analysis
- Differentiate between levels of model efficiency.

Level 5 - Synthesis
- Generate tools and interfaces using the Python programming languages.

Level 6 - Evaluation
- N/A