

Learning Outcomes: VIST 405 – Visual Studies Studio III

Relevant Careers:

- Animator
- Layout Artist
- Lighting Artist
- Shading & Surfacing Artist
- Front End Designer
- Modeler
- Production
- Rigger
- Technical Director - Effects Animation
- Technical Director - Generalist
- Technical Director - Global Technology

Level 1 – Knowledge

- N/A

Level 2 - Comprehension

- N/A

Level 3 - Application

- Apply 3D graphics software and the python programming language to the creation of repeatable actions to assist in development and delivery of modeling, rigging, motion generation, lighting setup, effects, compositing and rendering.
- Demonstrate the ability to communicate effectively for creative problem solving with collaborators.
- Demonstrate the ability to communicate effectively for the purpose of leadership within a small group involved in creative processes.

Level 4 - Analysis

- Analyze story and action needs to determine methods for the creation of expressive visuals using computer graphics techniques.
- Analyze the story, action, and performance needs to determine efficient methods of execution relative to resources and schedule.

Level 5 - Synthesis

- N/A

Level 6 - Evaluation

- Appraise, compare, revise, and integrate the work of others.