

Learning Outcomes: VIST 406 – Visual Studies Studio IV

Relevant Careers:

- Animator
- Lighting Artist
- Shading & Surfacing Artist
- Front End Designer
- Modeler
- Production
- Game Play Programmer
- Rigger
- Games Technical Artist
- 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 programmable and procedural techniques in the creation of repeatable actions to assist in development and delivery of modeling, rigging, motion generation, lighting setup, effects, compositing, and rendering.

Level 4 - Analysis

- Analyze story and action needs to determine techniques, both computer graphics and practical, required to meet the visual imagery target.

Level 5 - Synthesis

- Organize resources, personnel, and schedule to determine the most effective processes, both computer graphics and practical, to meet the visual imagery target within the existing constraints.
- Create a plan for the development and application of techniques specific to a technical aspect of computer graphics in animation: pipeline, technical animation, effects animation, shading, or compositing.
- Create a plan for the development and application of techniques specific to a technical aspect of computer graphics in animation: art, modeling, animation, layout, or lighting.

Level 6 - Evaluation

- Appraise, compare, revise, and integrate the work of others.
- Application: Demonstrate the ability to communicate effectively for creative problem solving with collaborators.