

## Learning Outcomes: VIST 470 – Digital Rendering

**Relevant Careers:**

- Lighting Artist
- Game Play Programmer
- Games Technical Artist

**Level 1 – Knowledge**

- Examine a variety of rendering techniques in the production of visual images.

**Level 2 - Comprehension**

- Recognize the purpose and different uses of the various shader classes.

**Level 3 - Application**

- Apply lighting techniques used in the creation of synthetic environments.
- Produce images that successfully integrate 3D models and photographic images.
- Apply a limited range of special effects for improved realism and visual interest.
- Apply rendering techniques to efficiently produce rendered images.

**Level 4 - Analysis**

- Distinguish the theoretical basis for biased and unbiased rendering processes.
- Organize the rendering pipeline process for efficient work flows and creative control.

**Level 5 - Synthesis**

- Develop skills in shader writing for improved material and texture control.

**Level 6 - Evaluation**

- N/A