

B.F.A in Fine Arts/Computer Graphics – Matrix of Program Learning Outcomes

Outcomes (*going across*):

1) Upon graduation our students will have created a 3D animation demo reel portfolio which they will be able to continue to upgrade in preparation for entry level positions in the animation production industry. They will have acquired skill sets in design fundamentals, art history, art theory and standard production methods necessary to function in the field of creative visualization and communication.

Courses (*going down*):

Open Elective: CG Portfolio
ARTJ-302

x

Senior Project-CGII ARTC-451

x

Senior Thesis II ARTC-452

x

Outcomes matched to Courses

2) Students will gain functional competence with principles of visual organization, including the ability to work with visual elements in two and three dimensions; color theory and its applications; and drawing.

3) Students will be able to present work that demonstrates perceptual acuity, conceptual understanding and technical facility.

x

x

x

x

x

x

4) Students will be able to place works of art and design in historical, cultural, and stylistic contexts.

5) Students will be able to use the language of art and design effectively to identify the necessary elements in critically analyzing the work being reviewed.

x

x

x

x

x

6) Students will also be able to demonstrate ability as well as a working knowledge of technologies and equipment applicable to the animation creation pipeline including: drawing, digital character and stage modeling, animating, compositing and rendering.

x

x