NYIT

NEW YORK INSTITUTE OF TECHNOLOGY

3/30/2017

College of Arts and Sciences

Digital Art & Design Department (formerly the Fine Arts Department) Outcomes for BFA program in Fine Arts/Computer Graphics, Written, Oct 2008

Note:

- A modification to the BFA in Fine Arts/Computer Graphics was recently approved by the NYIT Academic Senate. The degree will change from 128 to 125 credits.
- The Learning Outcomes for the revised program will be implemented with the implementation of the modified degree starting in fall 2017.
- Its name, Fine Arts/Computer Graphics is pending approval to be changed to BFA in Digital Art. BFA in Fine Arts/Computer Graphics, 128 credit program:

Upon graduation from BFA in Digital Art/Computer Graphics, students will be able to

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.

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.

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.

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.