|  |
| --- |
| **Program/Discipline Learning Outcomes** |
| **Academic Year: 2017/18** |
| **Program/Discipline: (indicate program/discipline here) 3D Design & Animation** |
| **PROGRAM/DISCIPLINE CONTACT** |
| **FACULTY: Christie Hughes** | **OFFICE: William Atkinson 226-D** |
| **EMAIL: hugheschristil@jccmi.edu** | **PHONE: 517-796-8517** |
| **Learning Outcome:****(Successful students will be able to)** | **Course(s) in which the assessment will be performed** | **Semesters the outcome will be assessed** | **Assessment tools used for learning outcome** |
| 1 | Demonstrate digital navigation skills necessary to work effectively in software applications.  | CIS 101 | Fall, Winter, Spring | Quizzes, Exercise |
| 2 | Identify and use appropriate terminology to problem solve within the software application. | CIS 171 | Fall | Quizzes |
| 3 | Illustrate an understanding of the structure of polygons. | CIS 171 | Fall | Quizzes, Exercise, Projects |
| 4 | Construct basic shapes into fluid and figured character models with proper topology in software application. | CIS 171 | Fall | Quizzes, Exercises, Projects |
| 5 | Generate both static and dynamic lighting for 3D environments using various 2D matte surface techniques and textures.  | CIS 172 | Winter | Quizzes, Exercises, Projects |
| 6 | Translate muscle and bone structures to move both forward and inverse using software. | CIS 173 | Winter | Quizzes, Exercises, Projects |
| 7 | Build high-polygon 3D models using refined workflows in modeling and sculpting tools. | CIS 271 | Winter | Quizzes, Exercises, Projects |
| 6 | Import static and animated props into an environment to create maps and levels for games. | CIS 272 | Spring | Capstone Project |
| 7 | Write a career information report GEO1. (internship/externship) | CIS 272 | Spring | Assignment |