

**Mapping CAGD Courses to Program Outcomes**

		Program Outcome									
		Issues	Aesthetic	Abilities	Proficiency	Written	Oral	Critiquing	Teams	Process	Professionalism
Course Title	Course	1	2	3	4	5	6	7	8	9	10
Computer-Assisted Art	110	I	I	I	I	I				I	
Digital Photography	112	I	P	P	P	I		I		I	I
Concept Design & Storyboarding	117	I	P	P	P	P	P	I	I	I	I
Video Game Design	170	I	P	P	P	P	P	I		I	I
Digital Modeling	230	I	P	P	P	P	P	I		I	I
Digital Animation	240	I	P	P	P		P	I		I	
Motion Capture for Game	325		P	P	P				P	P	
3-D Computer Modeling	330	P	P	P	P	P	P	P	P	P	I
3-D Character Modeling	331	P	P	P	P		P	P		P	P
Computer Animation	340	P	P	P	D			P		P	P
Advanced Animation Pre-Prod	345	P	P	P	P	D	D	D	P	P	P
Digital Lighting and Texturing	420		D	D						D	
3-D Character Rigging	432		D	D						D	
Advanced Animation Production	445	D	D	D	D		D	D	D	D	D
Senior Portfolio	493	D	D	D	D		D	D		D	D
Advanced Animation Post-Prod	545	D	D	D	D		D	D	D	D	D

I = Introduced, P = Practiced with Feedback, D = Demonstrated at the Mastery Level

Assessed AY 2016-2017