SLO to ILO Alignment Reports

CAN - 00 - Institutional Learning Outcomes (ILOs)

CAN ILO #1 - Critical Thinking - Select, evaluate, and use information to investigate a point of view, support a conclusion, or engage in problem solving.

CAN Dept - Digital Art & Animation

CAN MART 314   : Introduction to Comp. Graphics

Raster v Vector images: Students will be able to evaluate the differences between Raster and Vector images by describing one advantage and one disadvantage of Raster and Vector creation software.

CAN MART 314   : Introduction to Comp. Graphics

Native v Standard file: Students will be able to compare and contrast the difference between a Native File Format and a Standard File Format

CAN MART 314   : Introduction to Comp. Graphics

Graphic Designs: Students will be able to describe and defend their definition of six Graphic Design Principles; Balance, Proximity, Alignment, Unity, Emphasis and Rhythm

CAN MART 325   : Digital Painting

aesthetic characteristics: Define the aesthetic characteristics associated with digital painting.

CAN MART 325   : Digital Painting

digital files formats.: Develop and prepare digital files for output as fine art prints utilizing appropriate file formats.

CAN MART 325   : Digital Painting

image created digitally.: Compare and contrast RGB and CYMK color space comparing ink output from the image created digitally.

CAN MART 362   : Digital Photography I

digital imaging: Students will be able to learn critical thinking, visual aquity, and technical proficiency with digital imaging

CAN MART 362   : Digital Photography I

native file/standar file format: Students will be able to compare and contrast the difference between a Native File Format and a Standar File Format

CAN MART 362   : Digital Photography I

photographic images: Students will be able to discuss and defend their photographic images using critical thinking and technical ability.

CAN ILO #1 - Critical Thinking - Select, evaluate, and use information to investigate a point of view, support a conclusion, or engage in problem solving.

CAN MART 363 : Digital Photography II

importing/categorizing images: Demonstrate skills in importing, sorting, adjusting, categorizing and outputting images to a fine art print or the web.

CAN MART 363 : Digital Photography II

use of multiple Light room: Assess the use of multiple Light room or other asset management libraries and catalogs for efficient workflow

CAN MART 363 : Digital Photography II

color management techniques: Use color management techniques, calibration, and icc profiles to ensure accurate printing.

CAN MART 368 : Web Design I

design a web site: The students will design and develop a small web site consisting of at least three linked web pages using a web design package.

CAN MART 368 : Web Design I

directory: The students will manipulate and manage web site files in a local root directory and remote web server directory.

CAN MART 369 : Web Design II

basic formmail: Students will be able to implement a basic formmail CGI script into an HTML form created in dreamweaver and upload it to the server.

CAN MART 369 : Web Design II

web site menus: Students will be able to create dynamic web site menus using cascading style sheets and html.

CAN MART 369 : Web Design II

analyze and implement: Students will be able to analyze and implement appropriate interface metaphors and interaction design principles to web projects depending on their target audience, scope and technical specifications.

CAN MART 372 : Digital Illustration

create a vector: Students will create a vector translation of a raster image using vector based object oriented software.

CAN MART 372 : Digital Illustration

personalized letter: Students will create a personalized letter form based on an existing typeface.

CAN MART 372 : Digital Illustration

brush set: Students will identify a brush set, create a vector based custom brush and add it to a custom set of brushes to be used in more than one image file.

CAN MART 376 : Digital Imaging I

Color Spaces: Students will be able to compare and contrast the basic properties of RGB, CMYK and WEB color spaces

CAN MART 376 : Digital Imaging I

Trompe L'oile: Students will create an effective example of Trompe L'oile utilizing layers and blending modes in image creation software such as Adobe Photoshop.

CAN MART 376 : Digital Imaging I

monitor rez: Students will calculate correct resolution for a scan or existing digital image to match output to the monitor

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CAN MART 376 : Digital Imaging I

monitor rez: Students will calculate correct resolution for a scan or existing digital image to match output to the monitor

CAN MART 377 : Digital Imaging II

Photoshop: SLO 1: Students will utilize Photoshop while creating layout designs including typography, composition, layer styles, layer masks, vector masks, custom brushes, and advanced compositing (collage) elements.

CAN MART 377 : Digital Imaging II

Color Management: SLO 2: Students will be able to color manage their documents from creation to final output (print, web or other media).

CAN MART 377 : Digital Imaging II

Automated Tasks: SLO 3: Students will be able to create automated tasks in Photoshop (Actions) and Custom Presets.

CAN MART 378 : Digital Page Layout

Paragraph styles: Utilize Paragraph styles from one file to another file

CAN MART 378 : Digital Page Layout

Grids: Define and describe the importance of Grids.

CAN MART 378 : Digital Page Layout

Placeholder Text: Define Placeholder Text, where it can be found and why it is used.

CAN MART 379 : Digital Animation I: Flash

vector and raster graphics: Students will learn the differences between vector and raster graphics and the advantages of using each.

CAN MART 379 : Digital Animation I: Flash

artistic presentations: Students will create non-linear artistic presentations through the integration of basic programming (Actionscript) into their Flash movies.

CAN MART 379 : Digital Animation I: Flash

Flashe's "tween": Students will utilize Flash's "tween" feature to minimize animation production time.

CAN MART 380 : Digital Animation II: Flash

basic principles of animation: The students will be able to identify and illustrate the 12 basic principles of animation as they apply to the production of an animated short in a 2D digital program.

CAN MART 380 : Digital Animation II: Flash

Action Script: The students will improve their basic ActionScript programming skills and apply them to create a simple interactive application in Adobe Flash.

CAN MART 380 : Digital Animation II: Flash

CAN MART 380   : Digital Animation II: Flash

file sizes: The student will recognize the elements that increase the file sizes of swf files for web publishing and implement possible solutions to optimize it before deployment.

CAN MART 389   : Multimedia Careers

potential employers: The students will identify and locate companies or potential employers that offer job opportunities in their area of interest.

CAN MART 390   : Portfolio Creation

business card: Design a business card that looks professional and reflects the creative personality of the student.

CAN MART 390   : Portfolio Creation

professional resume: The students will write a professional resume listing their education, work experience and acomplishments.

CAN MART 400   : Motion Graphics

camera angles/movements: The student will learn to identify and apply different camera angles and camera movements within the motion graphics animation program as it applies to this medium.

CAN MART 400   : Motion Graphics

storyboard: The student will produce a storyboard for their project and express their ideas visually in a coherent and logical manner.

CAN MART 400   : Motion Graphics

compress a video: The student will be able to compress a video from raw format to an .mov format that is more web-viable in terms of size, download speed and streaming capabilities.

CAN MART 405   : Storyboard Dev. for Anim./Inte

translating a script: Students will learn the process of translating a script or idea into visual form.

CAN MART 405   : Storyboard Dev. for Anim./Inte

composition: Students will demonstrate an understanding of composition and how to visually alter its tone through the use of framing, shading and perspective.

CAN MART 405   : Storyboard Dev. for Anim./Inte

storyboard samples: Students will analyze and deconstruct existing storyboard samples.

CAN MART 417: Principles of Animation

Timing and spacing: The student will be able to apply the concepts of timing and spacing to an animated sequence.

CAN MART 417: Principles of Animation

Weight: The student will be able to believably create the illusion of weight in their animation, based on industry standards.

CAN MART 417: Principles of Animation

Movement: The student will be able to convincingly move a character across the screen, based on industry standards.

CAN MART 418   : History of Animation

analized short animated films: The students will identify and analyze short and feature-length animated films in terms of style, historical significance and technical merit.

CAN MART 418   : History of Animation

technological animation and aesthetic style: The students recognize, examine and outline the important milestones in the history of animation both in terms of technological innovation and aesthetic style.

CAN MART 418   : History of Animation

animation styles and historical periods: The students will compare and describe the differences and similarities between animation styles and historical periods.

CAN MART 420   : 3D Modeling and Animation I

3D objects: Students will be able to create 3D objects using two techniques: polygons and NURBS.

CAN MART 420   : 3D Modeling and Animation I

animated character: Students will be able to create a basic control structure for a 3D animated character.

CAN MART 420   : 3D Modeling and Animation I

animation: Students will be able to animate their character in a short sequence.

CAN MART 421   : 3D Modeling and Animation II

imagery in 3D: The student will learn the process of telling a story and creating its imagery in 3D

CAN MART 421   : 3D Modeling and Animation II

advanced techniques: The student will learn advanced techniques on modeling, texturing, lighting.

CAN MART 421   : 3D Modeling and Animation II

production process: The student will learn the production process of creating a scene which could be animated.

CAN MART 422: Introduction to Rigging

Quality & Functionality: SLO1: Demonstrate knowledge of the quality and functionality required by industry-standard character rigs.

CAN MART 422: Introduction to Rigging

Evaluate Readiness: SLO2: Demonstrate the ability to evaluate the readiness of a model for rigging

CAN MART 422: Introduction to Rigging

Skeletons & Meshes: SLO3: Demonstrate the ability to create skeletons and bind weighted meshes that properly deform.

CAN MART 422: Introduction to Rigging

Structures & Interfaces: SLO4: Demonstrate the ability to create control structures and interfaces that optimize ease of use.

CAN MART 430   : 3D Character Creation & Animat

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CAN MART 430 : 3D Character Creation & Animat

ball shapes: Students will animate three bouncing ball shapes demonstrating different physical properties: a rubber ball, a bowling ball, and a balloon

CAN MART 430 : 3D Character Creation & Animat

anthropomorphic character: Students will demonstrate their ability to portray character and emotion by animating an anthropomorphic character.

CAN MART 430 : 3D Character Creation & Animat

soundtrack.: Students will create a character performance synchronized to an audio soundtrack.

CAN MART 431 : Special Effects & Compo. in 3D

images: Students will be able to combine images from 2D and 3D sources from various media.

CAN MART 431 : Special Effects & Compo. in 3D

mattes: Students will be able to create mattes and handle special problems related to different techniques

CAN MART 431 : Special Effects & Compo. in 3D

image processing techniques: Students will be able to use various image processing techniques to create special effects

CAN MART 432 : 3D Environments & Hard S. Mod.

3D Hard Surface Modeling: The student will learn the approach to 3D Hard Surface Modeling

CAN MART 432 : 3D Environments & Hard S. Mod.

model, texture, and light: The student will learn how to precisely model, texture, and light a hard surface product or mechanical object using Maya modeling tools.

CAN MART 432 : 3D Environments & Hard S. Mod.

3D architectural environment.: The student will learn how to create a 3D architectural environment.

CAN ILO #2 - Creativity - Produce, combine, or synthesize ideas in creative ways within or across disciplines.

There are no Results for this SLO

CAN ILO #3 - Communication - Use language to effectively convey an idea or a set of facts, including the accurate use of source material and evidence according to institutional and discipline standards.

CAN Dept - Digital Art & Animation

CAN MART 368 : Web Design I

compare: The student will compare and contrast well designed web sites from an aesthetic point of view and apply these concepts to their own projects.

CAN ILO #4 - Community - Understand and interpret various points of view that emerge from a diverse world of peoples and cultures.

There are no Results for this SLO

CAN ILO #5 - Quantitative Reasoning - Represent complex data in various mathematical forms (e.g., equations, graphs, diagrams, tables, and words) and analyze these data to draw appropriate conclusions.

There are no Results for this SLO