PROGRAM REVIEW ANNUAL UPDATE
FALL 2009

Part III: Student Learning Outcomes Overview

Please insert a copy of the *SLO Assessment Plan and Report*.

Assessment Plan and Report Template

Program: Graphic Design and Multimedia/Graphic Arts_____ Division (if applicable): ____6_____ _____

Year: _2009 Fall_____ Author: Szabados/Shields_____

Course (if applicable): _____GDES 39 Intro to Computer Animation Using Maya_____ _____

Plan				Report		
Program Outcomes	**Course Outcomes**	**Assessment Measures and Criteria**	**Schedule for Assessment**	**Assessment Results**	**Use of Results**	**Effect on the program**
	Students will analyze the basic geometric forms of a character to an appropriate model form to best permit the inclusion of a control rig for realistic deformation for animation. Demonstrate critical writing and thinking skills to analyze and	Presentation at both mid-term and final term, with self-analysis of character drawings in class critique, and submit final drawing portfolio that conforms to animation standards for 3D character design. Presentation at both mid-term and final term, with self-analysis of character story in class critique, and	Spring 2009	The results are that 75% of students conform to animation standards for 3D character design, with 80% accuracy. The results are that 75% of students conform to animation standards for 3D	The results of this work will be incorporated into the upcoming Animation program.	This will be core course requirement for the upcoming animation program.

	evaluate the development of an animated story and storyboards for their 3D character. Design a focused well developed control rig for the 3D character through analysis, synthesis, and evaluation for effective control of character movement.	submit final storyboarding portfolio that conforms to animation standards for 3D character animation. Presentation at both mid-project and final project, with self-analysis of character rig design in class critique.		character design, with 80% accuracy. 75% of students conform to industry standards for 3D character animation rig design, with 80% accuracy.		

Assessment Plan and Report Template

PROGRAM REVIEW ANNUAL UPDATE
FALL 2009

Program: Graphic Design and Multimedia/Graphic Arts_____ Division (if applicable): ____6_____

Year: Fall 2009_____ Author: Szabados/Shilelds_____

Course (if applicable): _____GDES43A Digital Character Animation_____

Plan				Report		
Program Outcomes	**Course Outcomes**	**Assessment Measures and Criteria**	**Schedule for Assessment**	**Assessment Results**	**Use of Results**	**Effect on the program**
	Demonstrate proper modeling to scale and proportion for anatomical joint placement in character design for bipeds and quadripeds.	Student self-assessment presentation of character drawings and character turnarounds in class critique, and submit drawing portfolio that conforms to standards for 3D character design.	Spring 2009	75% of students conform to industry standards for character turnaround design, with 80% accuracy.	Will be incorporated into future course design.	This will be a core course requirement for the upcoming animation program.
	Polygonal modeling analyzed and evaluated as to designing and building quad polygon faces, and well-developed edges and points at joint positions.	Present character model and character rigs with self-assessment in class critique, and submit modeling and rigging portfolio that conforms to standards for 3D character design.		75% of students conform to industry standards for 3D character model and rig design, with 80% accuracy		
	The application of basic animation principles of using walk cycle	The application of basic animation principles of using walk cycle diagrams,		75% of students conform to industry standards		

	diagrams, layering body mechanics, analyzed and evaluated to result in realistic body weight and follow-through animation for student characters.	layering body mechanics, analyzed and evaluated to result in realistic body weight and follow-through animation for student characters .		for 3D character motion design, with 80% accuracy.		