

Outcomes Mapping

ARTS DIVISION							
Program:	Animation	# Courses:	28	Updated:	6/5/15	Submitted by:	Sunil Thankamushy

Institutional Level Outcomes (ILOs): <i>As a result of an educational experience with any aspect of the college, students will develop the following knowledge, skills, abilities, and attitudes:</i>									
1. Communication		2. Critical Thinking		3. Information and Technology Literacy		4: Personal, Social and Civic Responsibility			
Connect Program Level Outcomes (PLOs) with an I , P , or M (see Key in Footer) identifying the level to which knowledge or a skill can be demonstrated following the completion of the program or educational experience.						PLO to ILO Alignment			
PLO Name	PLO Defined: Upon successful completion of this program, students will be able to:					1	2	3	4
1. Create 2D animation short films	Upon successful completion of this program, students will be able to plan, produce, collaborate on, and create 2D art and animation assets for use in games and animation productions.					P	P	P	
2. Create 3D animation short films	Students will be able to plan, produce, collaborate on, and create 3D models of objects and environments that can be used in games, and animation productions.					P	P	P	
3. Create Storyboards	Upon successful completion of this program, students will be able to plan, develop, and collaborate on storyboards for short animation and game productions.					P	P		
4. Create games	Upon successful completion of this program, students will be able to design, collaborate on, work with external developers and produce board games, and digital games.					P	P	P	P
5. Creating a Portfolio	Students will create a portfolio demonstrating a clear understanding of selecting and organizing to present their art portfolio to animation and game studios.					P		P	
6.									

See the Outcomes Assessment website for definitions and examples of Mt. SAC's ILOs: <http://www.mtsac.edu/instruction/outcomes/ilos.html>

Key for Level of Learning
 (Use for Mapping SLOs/MOs to PLOs to ILOs)
 I = Knowledge/Skill Introduced
 P = Knowledge/Skill Practiced/Applied
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Outcomes Mapping

Student Learning Objectives (SLOs), Measureable Objectives (MOs), Administrative Unit Objectives (AUOs)														
Course: ANIM 101 Drawing – Gesture and Figure 3.0	Connect Outcomes with an I , P , or M (see Key in Footer) identifying the level to which knowledge or a skill can be demonstrated in that portion of the course or service.													
SLOs, MOs, AUOs	PLO 1	PLO 2	PLO 3	PLO 4	PLO 5	PLO 6	PLO 7	PLO 8	PLO 9	PLO 10	ILO 1	ILO 2	ILO 3	ILO 4
MO 1. Create drawings that capture gesture.	I	I	I								P	P		
MO 2. Create drawings that use human proportions.	I										P	P		
MO 3. Develop quick study drawing skills.	I	I	I								P	P		
MO 4. Create drawings that incorporate drapery and costume.	I										P	P		
MO 5. Execute drawings demonstrating communicative potential of the human figure.	I	I	I								P	P		

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Student Learning Objectives (SLOs), Measureable Objectives (MOs), Administrative Unit Objectives (AUOs)

Course: ANIM 104 Drawing Fundamentals 3.0

Connect Outcomes with an **I, P, or M** (see Key in Footer) identifying the level to which knowledge or a skill can be demonstrated in that portion of the course or service.

SLOs, MOs, AUOs

	PLO 1	PLO 2	PLO 3	PLO 4	PLO 5	PLO 6	PLO 7	PLO 8	PLO 9	PLO 10	ILO 1	ILO 2	ILO 3	ILO 4
MO 1. Perceive, comprehend, interpret, and invent imagery	P	P	P								P	P		
MO 2. Draw in a variety of technique.	P	P	P								P	P		
MO 3. Create original drawings using design and composition concepts.	P	P	P								P	P		
MO 4. Apply visual concepts of format, negative and positive shapes, form, shadow, light, value and basic linear perspective in drawings.	P	P	P								P	P		
MO 5. Sketch or draw complex objects gesturally as basic or modified basic shapes and form to solve complex composition problems	P	P	P								P	P		
MO 6. Create sketches and finished drawings which demonstrate the capacity to perceive, comprehend and interpret the three-dimensional world using various media and techniques.	P	P	P								P	P		
MO 7. Observe and analyze individual form as seen volumetrically in space and structure that form as part of the whole pictorial composition.	P	P	P								P	P		
MO 8. Analyze drawings in oral or written critique using design and composition concepts	P	P	P								P	P		
MO 9. Utilize original and creative thinking in projects and writings such as the keeping of a visual and/or written journal.	P	P	P								P	P		

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MO 10. Synthesize the formal art elements and principles with the observed world in varying compositional formats.	P	P	P								P	P		
MO 11. Discuss, analyze, and evaluate personal, contemporary and historical art works and their place in visual and commercial arts using art terminology for content, technique, and style in both written and oral critiques.	P	P	P								P	P		

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Student Learning Objectives (SLOs), Measureable Objectives (MOs), Administrative Unit Objectives (AUOs)														
Course: ARTD 15A Drawing: Beginning 3.0	Connect Outcomes with an I, P, or M (see Key in Footer) identifying the level to which knowledge or a skill can be demonstrated in that portion of the course or service.													
SLOs, MOs, AUOs	PLO 1	PLO 2	PLO 3	PLO 4	PLO 5	PLO 6	PLO 7	PLO 8	PLO 9	PLO 10	ILO 1	ILO 2	ILO 3	ILO 4
MO 1. Create original drawings, which demonstrate the capacity to perceive, comprehend, and interpret the three-dimensional visual world using dry media in a variety of techniques, which include stipple, line, and hatching.	P	P	P								P	P		
MO 2. Utilize original and creative thinking in projects and writings.	P	P	P								P	P		
MO 3. Utilize quick study drawing skills through visual notes and personal studies as a basis for planning larger extended works of art.	P	P	P								P	P		
MO 4. Utilize quick study techniques to develop extended drawings.	P	P	P								P	P		
MO 5. Utilize the principles of composition in objective and subjective analysis of historical and contemporary works of visual art.	P	P	P								P	P		
MO 6. Synthesize the formal art elements and principles with the observed world in varying compositional formats.	P	P	P								P	P		
MO 7. Discuss, analyze, and evaluate personal works of art and that of contemporary and historical artists by using appropriate art-specific terminology for content, technique, and style in both written and oral critiques.	P	P	P								P	P		

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Student Learning Objectives (SLOs), Measureable Objectives (MOs), Administrative Unit Objectives (AUOs)														
Course: ANIM 108 Principles of Animation 3.0	Connect Outcomes with an I, P, or M (see Key in Footer) identifying the level to which knowledge or a skill can be demonstrated in that portion of the course or service.													
SLOs, MOs, AUOs	PLO 1	PLO 2	PLO 3	PLO 4	PLO 5	PLO 6	PLO 7	PLO 8	PLO 9	PLO 10	ILO 1	ILO 2	ILO 3	ILO 4
MO 1. Render basic animation movements for characters or objects while applying the mechanics and timing of squash and stretch, key poses, secondary actions, follow through, staging, overlapping action and weight.	I	I									P	P		
MO 2. Create drawings that convey action in terms of movement, emotion, attitude, and expression.	I	I									P	P		
MO 3. Apply action analysis and observations to animated drawings.	I	I									P	P		
MO 4. Draw to present story points or ideas completely and clearly through staging.	I	I									P	P		
MO 5. Apply critical thinking skills elemental to the problem solving of design and the visual arts.	I	I									P	P		

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Student Learning Objectives (SLOs), Measureable Objectives (MOs), Administrative Unit Objectives (AUOs)														
Course: ANIM 115 Storyboarding 3.0	Connect Outcomes with an I, P, or M (see Key in Footer) identifying the level to which knowledge or a skill can be demonstrated in that portion of the course or service.													
SLOs, MOs, AUOs	PLO 1	PLO 2	PLO 3	PLO 4	PLO 5	PLO 6	PLO 7	PLO 8	PLO 9	PLO 10	ILO 1	ILO 2	ILO 3	ILO 4
MO 1. Identify the elements of a story.			I								P	P		P
MO 2. Analyze a story's potential for animation.			I								P	P		
MO 3. Synthesize the theme (premise) of a story.			I								P	P		P
MO 4. Render effective storyboard panels including notation.			I								P	P		
MO 5. Sketch key emotions and body language.			I								P	P		
MO 6. Assess storyboards for continuity.			I								P	P		

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Student Learning Objectives (SLOs), Measureable Objectives (MOs), Administrative Unit Objectives (AUOs)														
Course: ANIM 116 Character Development 1.5	Connect Outcomes with an I, P, or M (see Key in Footer) identifying the level to which knowledge or a skill can be demonstrated in that portion of the course or service.													
SLOs, MOs, AUOs	PLO 1	PLO 2	PLO 3	PLO 4	PLO 5	PLO 6	PLO 7	PLO 8	PLO 9	PLO 10	ILO 1	ILO 2	ILO 3	ILO 4
MO 1. Develop and render characters on-model.	P	P	P								P	P		P
MO 2. Create drawings exploring a variety of facial expressions.	P	P	P								P	P		
MO 3. Render character emotions through body posing.	P	P	P								P	P		
MO 4. Produce character comparison charts.	P	P	P								P	P		
MO 5. Create five point character turn-arounds.	P	P	P								P	P		P
MO 6. Develop a cohesive cast of characters.	P	P	P								P	P		P

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Student Learning Objectives (SLOs), Measureable Objectives (MOs), Administrative Unit Objectives (AUOs)														
Course: ANIM 130 Introduction to 3-D Computer Animation 3.0	Connect Outcomes with an I, P, or M (see Key in Footer) identifying the level to which knowledge or a skill can be demonstrated in that portion of the course or service.													
SLOs, MOs, AUOs	PLO 1	PLO 2	PLO 3	PLO 4	PLO 5	PLO 6	PLO 7	PLO 8	PLO 9	PLO 10	ILO 1	ILO 2	ILO 3	ILO 4
MO 1. Model accurate objects using professional polygon modeling techniques.		I		I							P	P	P	
MO 2.Demonstrate effective soft body modeling techniques for simple organic models.		I		I							P	P	P	
MO 3.Design surface materials to create the appearance of realism in 3D objects.		I		I							P	P	P	
MO 4.Create lights and renders for completed 3D Models.		I		I							P	P	P	
MO 5.Create a complete scene from photographic reference using all acquired 3D modeling techniques.		I		I							P	P	P	

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Student Learning Objectives (SLOs), Measureable Objectives (MOs), Administrative Unit Objectives (AUOs)														
Course: ARTC 290 Portfolio 3.0	Connect Outcomes with an I, P, or M (see Key in Footer) identifying the level to which knowledge or a skill can be demonstrated in that portion of the course or service.													
SLOs, MOs, AUOs	PLO 1	PLO 2	PLO 3	PLO 4	PLO 5	PLO 6	PLO 7	PLO 8	PLO 9	PLO 10	ILO 1	ILO 2	ILO 3	ILO 4
MO 1. Select, organize and create appropriate portfolio pieces based on discipline.					M						P	P	P	
MO 2. Identify and solve specific portfolio problems by applying techniques related to the individual's discipline or art form.					M						P	P	P	
MO 3. Apply principles of composition and design in portfolio creation.					M						P	P	P	
MO 4. Create a printed and digital portfolio, cover letter and resume.					M						P	P	P	
MO 5. Analyze and evaluate personal portfolio.					M						P	P	P	P

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Student Learning Objectives (SLOs), Measureable Objectives (MOs), Administrative Unit Objectives (AUOs)														
Course: ARTC 100 Graphic Design I 3.0	Connect Outcomes with an I, P, or M (see Key in Footer) identifying the level to which knowledge or a skill can be demonstrated in that portion of the course or service.													
SLOs, MOs, AUOs	PLO 1	PLO 2	PLO 3	PLO 4	PLO 5	PLO 6	PLO 7	PLO 8	PLO 9	PLO 10	ILO 1	ILO 2	ILO 3	ILO 4
MO 1. Employ appropriate technology (hardware, software, and fabrication tools) to produce graphic design projects.	P		P	P	P						P	P	P	
MO 2. Produce composites effectively using Photoshop selection techniques.	P		P		P						P	P		
MO 3. Prepare creative briefs that outline strategic and creative direction for development of graphic design project.	P		P		P						P	P		
MO 4. Effectively operate within small teams to solve typical graphic design problems.	P		P		P						P	P		
MO 5. Design original commercial art, combining text and images to successfully communicate a message (or messages) to a target audience.	P		P		P						P	P		
MO 6. Present original graphic design projects, explaining and defending the successful usage of learned skills and concepts.	P		P	P	P						P	P		P
MO 7. Critique graphic design projects based on learned skills and concepts.	P		P		P						P	P		P

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Student Learning Objectives (SLOs), Measureable Objectives (MOs), Administrative Unit Objectives (AUOs)														
Course: ARTD 17A Drawing: Life 3.0	Connect Outcomes with an I, P, or M (see Key in Footer) identifying the level to which knowledge or a skill can be demonstrated in that portion of the course or service.													
SLOs, MOs, AUOs	PLO 1	PLO 2	PLO 3	PLO 4	PLO 5	PLO 6	PLO 7	PLO 8	PLO 9	PLO 10	ILO 1	ILO 2	ILO 3	ILO 4
MO1. Create drawings of the human body using drawing principles and techniques.	P	P	P								P	P		
MO2. Develop and use original and creative thinking in drawing the human body.	P	P	P								P	P		
MO3. Work from a general visual shorthand to more specific studies that result in finished art.	P	P	P								P	P		
MO4. Create the illusion of three-dimensional form using various media and techniques based on formal art principles.	P	P	P								P	P		
MO5. Evaluate and discuss historical and contemporary art/artists through written and oral critiques using appropriate art-specific terminology.	P	P	P								P	P		

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Student Learning Objectives (SLOs), Measureable Objectives (MOs), Administrative Unit Objectives (AUOs)														
Course: ARTD 20 Design: Two-Dimensional 3.0	Connect Outcomes with an I, P, or M (see Key in Footer) identifying the level to which knowledge or a skill can be demonstrated in that portion of the course or service.													
SLOs, MOs, AUOs	PLO 1	PLO 2	PLO 3	PLO 4	PLO 5	PLO 6	PLO 7	PLO 8	PLO 9	PLO 10	ILO 1	ILO 2	ILO 3	ILO 4
MO 1. Identify, evaluate, discuss, and use the formal elements and principles of design and forms of compositional structure.	P		P								P	P		
MO 2. Perceive and interpret the 3-D world through contour line drawings.	P		P								P	P		
MO 3. Use the formal elements, principles of design, and principles of gestalt to create well-designed studio projects in achromatic value and color.	P		P								P	P		
MO 4. Use value to describe form and express light logic.	P		P								P	P		
MO 5. Perceive and demonstrate the relationship of color to value by mixing, analyzing, and appraising monochromatic tints and shades relative to the achromatic value scale.	P		P								P	P		
MO 6. Perceive and demonstrate the relationship of color complements by mixing, analyzing and appraising complementary tones (chromatic grays).	P		P								P	P		
MO 7. Perceive and demonstrate the relationship of hues to the conceptual pigment color wheel by mixing, analyzing, appraising, and identifying color correct swatches for	P		P								P	P		

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conceptual pigment color wheel.														
MO 8. Use historic and current forms of abstraction in the visual arts.	P		P								P	P		
MO 9. Recognize, analyze and interpret the expressive and creative qualities of art media in a work of art as it affects elementary compositional decisions.	P		P								P	P		
MO 10. Recognize, define and appropriately apply 2-D terminology to evaluate works of art in oral or written discussions, analysis or critiques.	P		P								P	P		
MO 11. Make use of critical thinking (reading, writing, listening, speaking, observing and assessing) skills elemental to the problem solving of design and the visual arts.	P		P								P	P		
MO 12. Differentiate preferential, factual, and judicious thinking elemental to solving problems in design and visual arts.	P		P								P	P		

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Student Learning Objectives (SLOs), Measureable Objectives (MOs), Administrative Unit Objectives (AUOs)														
Course: R-ARTS 22 Design: Three-Dimensional 3.0	Connect Outcomes with an I, P, or M (see Key in Footer) identifying the level to which knowledge or a skill can be demonstrated in that portion of the course or service.													
SLOs, MOs, AUOs	PLO 1	PLO 2	PLO 3	PLO 4	PLO 5	PLO 6	PLO 7	PLO 8	PLO 9	PLO 10	ILO 1	ILO 2	ILO 3	ILO 4
MO 1. Design and produce projects using a variety of materials.		I									P	P		
MO 2. Use a variety of hand tools and equipment to manipulate media.		I									P	P		
MO 3. Apply molding principles by creating multi-piece molds and cold cast reproductions of three-dimensional objects.		I									P	P		
MO 4. Recognize, define, and apply three-dimensional design terminology in evaluative oral and written discussions, analysis and critiques.		I									P	P		
MO 5. Define problems, organize information, analyze results, generate creative ideas, and synthesize complex visual, structural and practical considerations to create original solutions to three-dimensional design problems.	I	I	I	I							P	P		
MO 6. Identify, analyze, and evaluate interrelationships between formal elements, principles of design, materials, technique, function, and cost.	I	I	I	I							P	P		

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Student Learning Objectives (SLOs), Measureable Objectives (MOs), Administrative Unit Objectives (AUOs)														
Course: ANIM 109 Advanced Principles of Animation 3.0	Connect Outcomes with an I, P, or M (see Key in Footer) identifying the level to which knowledge or a skill can be demonstrated in that portion of the course or service.													
SLOs, MOs, AUOs	PLO 1	PLO 2	PLO 3	PLO 4	PLO 5	PLO 6	PLO 7	PLO 8	PLO 9	PLO 10	ILO 1	ILO 2	ILO 3	ILO 4
MO 1. Develop and render advanced character movements through cycles of walking, running, throwing, and anticipation.	P	P			P						P	P	P	
MO 2. Translate storyboards to layout drawings for staging and key posing of character animation.	P	P			P						P	P	P	
MO 3. Animate drawings with arc, squash and stretch, timing, follow-through, overlapping action, and drag.	P	P			P						P	P	P	
MO 4. Demonstrate line clean-up skills.	P				P						P	P	P	
MO 5. Demonstrate inbetween drawing analysis and execution.	P				P						P	P	P	
MO 6. Interpret timing sheets.	P				P						P	P	P	
MO 7. Apply process of animation creation from script to storyboard through layout and key posing to inbetweening, clean-up, lip syncing, and editing.	P				P						P	P	P	

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Student Learning Objectives (SLOs), Measureable Objectives (MOs), Administrative Unit Objectives (AUOs)														
Course: ANIM 117 Animation Background Layout 3.0	Connect Outcomes with an I, P, or M (see Key in Footer) identifying the level to which knowledge or a skill can be demonstrated in that portion of the course or service.													
SLOs, MOs, AUOs	PLO 1	PLO 2	PLO 3	PLO 4	PLO 5	PLO 6	PLO 7	PLO 8	PLO 9	PLO 10	ILO 1	ILO 2	ILO 3	ILO 4
MO 1. Create thumbnails that reflect camera angles and setup.	P				P						P	P		
MO 2. Select appropriate colors for character development to contrast backgrounds.	P				P						P	P		
MO 3. Use of a variety of tools and techniques specific to the animation industry.	P	P	P		P						P	P		
MO 4. Use proper perspective and point of view necessary for interior and exterior backgrounds.	P	P	P		P						P	P		
MO 5. Paint backgrounds using the computer and industry software.	P	P	P		P						P	P		

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Course: ANIM 120 Script Development for Animation 3.0	Connect Outcomes with an I, P, or M (see Key in Footer) identifying the level to which knowledge or a skill can be demonstrated in that portion of the course or service.													
SLOs, MOs, AUOs	PLO 1	PLO 2	PLO 3	PLO 4	PLO 5	PLO 6	PLO 7	PLO 8	PLO 9	PLO 10	ILO 1	ILO 2	ILO 3	ILO 4
MO 1. Recognize elements of good story structure.	P	P	P	P							P	P		P
MO 2. Solve script problems in storytelling and script content.	P	P	P	P							P	P		
MO 3. Utilize the appropriate technical language of storytelling, screenplay and script development.	P	P	P	P							P	P		P
MO 4. Compose stories that could be used in an art product using a defined creative process.	P	P	P	P							P	P		P
MO 5. Analyze and apply philosophy used by screenwriters in the creation of their works.	P	P	P	P							P	P		P

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Course: ANIM 131 Introduction to Gaming 3.0	Connect Outcomes with an I, P, or M (see Key in Footer) identifying the level to which knowledge or a skill can be demonstrated in that portion of the course or service.													
SLOs, MOs, AUOs	PLO 1	PLO 2	PLO 3	PLO 4	PLO 5	PLO 6	PLO 7	PLO 8	PLO 9	PLO 10	ILO 1	ILO 2	ILO 3	ILO 4
MO 1. Compare and contrast the following four game types: Shoot-em-ups, first person shooter, strategy games, and puzzle games.				I							I	I		I
MO 2. Design games for specific platforms considering each platform's strengths and weaknesses.				I							I	I		
MO 3. Use the elements of story by presenting synopses of games utilizing simplicity, consistency, suspense, and fairness.				I							I	I		I
MO 4. Analyze and evaluate characters by presenting biographical synopses based upon character archetypes.				I							I	I		I
MO 5. Explain level design.				I							I	I		
MO 6. Analyze how players progress through the levels of a game.				I							I	I		
MO 7. Produce and evaluate samples of music for prototype games that incorporate complexity, mood, pace, and tempo.				I							I	I		
MO 8. Research, outline, and present tools needed to develop prototype games.				I							I	I		

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Course: ANIM 132 Modeling, Texture Mapping and Lighting 3.0	Connect Outcomes with an I, P, or M (see Key in Footer) identifying the level to which knowledge or a skill can be demonstrated in that portion of the course or service.													
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MO 1. Create seamless texture maps for 3D environments.		P			P						P	P	P	
MO 2. Use UV texture mapping to texture assets.		P			P						P	P	P	
MO 3. Animate a camera moving through a small scene in a way which is controlled and does not disorient the viewer.		P			P						P	P	P	
MO 4. Model a complete, realistically proportioned human body		P			P						P	P	P	
MO 5. Create and fully texture a low-polygon model for use in a game engine.		P			P						P	P	P	

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Course: ANIM 172 Motion Graphics, Composting and Visual Effects 3.0	Connect Outcomes with an I, P, or M (see Key in Footer) identifying the level to which knowledge or a skill can be demonstrated in that portion of the course or service.													
SLOs, MOs, AUOs	PLO 1	PLO 2	PLO 3	PLO 4	PLO 5	PLO 6	PLO 7	PLO 8	PLO 9	PLO 10	ILO 1	ILO 2	ILO 3	ILO 4
MO 1. Manage project timelines, layers, and compositions for efficient animation.	P			P	P						P	P	P	
MO 2. Use software and techniques common to the motion graphics field.	P			P	P						P	P	P	
MO 3. Create original motion graphics that synthesize the principles of animation, design, and cinematography appropriate to the field.	P			P	P						P	P	P	
MO 4. Analyze and evaluate motion graphic projects for content, technique, and design through oral and written critique.	P			P	P						P	P	P	
MO 5. Produce motion graphics demonstrating the use of logic and creativity per industry standards.	P			P	P						P	P	P	

Key for Level of Learning
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Outcomes Mapping

Student Learning Objectives (SLOs), Measureable Objectives (MOs), Administrative Unit Objectives (AUOs)														
Course: ANIM 175 Web Animation With Flash 3.0	Connect Outcomes with an I, P, or M (see Key in Footer) identifying the level to which knowledge or a skill can be demonstrated in that portion of the course or service.													
SLOs, MOs, AUOs	PLO 1	PLO 2	PLO 3	PLO 4	PLO 5	PLO 6	PLO 7	PLO 8	PLO 9	PLO 10	ILO 1	ILO 2	ILO 3	ILO 4
MO 1. Manage project timelines, layers, and compositions for efficient animation.	P				P						P	P	P	
MO 2. Use software and techniques common to the motion graphics field.	P				P						P	P	P	
MO 3. Create original motion graphics that synthesize the principles of animation, design, and cinematography appropriate to the field.	P				P						P	P	P	
MO 4. Analyze and evaluate motion graphic projects for content, technique, and design through oral and written critique.	P				P						P	P	P	
MO 5. Produce motion graphics demonstrating the use of logic and creativity per industry standards.	P				P						P	P	P	

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Outcomes Mapping

Student Learning Objectives (SLOs), Measureable Objectives (MOs), Administrative Unit Objectives (AUOs)														
Course: ARTD 16 Drawing: Perspective 3.0	Connect Outcomes with an I, P, or M (see Key in Footer) identifying the level to which knowledge or a skill can be demonstrated in that portion of the course or service.													
SLOs, MOs, AUOs	PLO 1	PLO 2	PLO 3	PLO 4	PLO 5	PLO 6	PLO 7	PLO 8	PLO 9	PLO 10	ILO 1	ILO 2	ILO 3	ILO 4
MO 1. Identify and discuss perspective techniques and drawing terminology in evaluative oral and written discussions, analysis and critiques.	P		P								P	P		
MO 2. Create original drawings that interpret three-dimensional objects and space using perspective principles and techniques.	P		P								P	P		
MO 3. Create original drawings using rendering techniques including lighting, shade and shadow, and texture.	P		P								P	P		
MO 4. Create original drawings that interpret organic forms using perspective principles and techniques.	P		P								P	P		
MO 5. Analyze objectively and subjectively historical and contemporary works of visual art for their use of linear and atmospheric perspectives to organize subject, form and compositional elements of drawing and painting.	P		P								P	P		
MO 6. Use perspective in a variety of quick freehand sketches/drawings for visual notes, extended personal studies, and as a basis for planning larger extended works of art.	P		P								P	P		

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Outcomes Mapping

Student Learning Objectives (SLOs), Measureable Objectives (MOs), Administrative Unit Objectives (AUOs)														
Course: AHIS 4 History of Western Art: Prehistoric Through Gothic 3.0	Connect Outcomes with an I, P, or M (see Key in Footer) identifying the level to which knowledge or a skill can be demonstrated in that portion of the course or service.													
SLOs, MOs, AUOs	PLO 1	PLO 2	PLO 3	PLO 4	PLO 5	PLO 6	PLO 7	PLO 8	PLO 9	PLO 10	ILO 1	ILO 2	ILO 3	ILO 4
MO 1. Describe the role of magic and ritual in prehistoric art.	I										I	I		I
MO 2. Identify works of art, their artistic style and their cultural contexts.	I	I	I	I							I	I		I
MO 3. Recognize iconographic themes and discuss them in their cultural contexts.	I	I	I	I							I	I		I
MO 4. Recognize benefits and drawbacks of various approaches used in the study and interpretation of Western art.	I	I	I	I								I		I
MO 5. Use proper artistic vocabulary to describe and analyze works of art.	I	I	I	I								I		I
MO 6. Analyze religious iconography in the arts of the Middle Ages and relate it to written sources from the period.	I	I	I	I								I		I
MO 7. Analyze the art and architecture of the Ancient, Classical or Medieval periods in terms of knowledge acquired through class lecture and discussion, readings and comparison with other works of art.	I	I	I	I								I		I
MO 8. Synthesize ideas and knowledge about Ancient, Classical, or Medieval art and architecture into a written format, striving for clarity of expression, organization and relevance of arguments.	I	I	I	I								I		I

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Outcomes Mapping

Student Learning Objectives (SLOs), Measureable Objectives (MOs), Administrative Unit Objectives (AUOs)														
Course: AHIS 5 History of Western Art: Renaissance Through Modern 3.0	Connect Outcomes with an I, P, or M (see Key in Footer) identifying the level to which knowledge or a skill can be demonstrated in that portion of the course or service.													
SLOs, MOs, AUOs	PLO 1	PLO 2	PLO 3	PLO 4	PLO 5	PLO 6	PLO 7	PLO 8	PLO 9	PLO 10	ILO 1	ILO 2	ILO 3	ILO 4
MO 1. Identify the connection between the cultural movements of the Renaissance and the emergence of a naturalistic, idealized and humanized artistic style.	P										I	I		I
MO 2. Identify works of art, their artistic style and their cultural context in the periods addressed.	P	P	P	P							I	I		I
MO 3. Recognize benefits and drawbacks of various approaches used in the study and interpretation of Western art.	P	P	P	P								I		I
MO 4. Recognize iconographic themes and discuss them in their cultural contexts.	P	P	P	P								I		
MO 5. Utilize proper artistic vocabulary to describe and analyze works of art.	P	P	P	P								I		
MO 6. Analyze and synthesize the basic goals of Modern art and explain how it differs in content and style from artistic styles that preceded it.	P	P	P	P								I		I
MO 7. Analyze art in terms of knowledge acquired through class lecture and discussion, readings and comparison with other works of art.	P	P	P	P								I		I
MO 8. Summarize and evaluate the strength of various hypotheses presented in scholarly	P	P	P	P								I		I

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Outcomes Mapping

writings on Western art.														
MO 9. Synthesize ideas and knowledge into a written format, striving for clarity of expression, organization and relevance of arguments.	P	P	P	P								I		I

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Outcomes Mapping

Student Learning Objectives (SLOs), Measureable Objectives (MOs), Administrative Unit Objectives (AUOs)														
Course: ANIM 111A Animal Drawing 1.5	Connect Outcomes with an I, P, or M (see Key in Footer) identifying the level to which knowledge or a skill can be demonstrated in that portion of the course or service.													
SLOs, MOs, AUOs	PLO 1	PLO 2	PLO 3	PLO 4	PLO 5	PLO 6	PLO 7	PLO 8	PLO 9	PLO 10	ILO 1	ILO 2	ILO 3	ILO 4
MO 1. Create drawings that demonstrate the interrelationship of animal figures with drawing principles and techniques.	P	P	P								P	P		
MO 2. Use a variety of quick gestural sketches that capture the essence of a live animal for application to animation.	P	P	P								P	P		
MO 3. Synthesize the formal art elements, principles and techniques with the observed animal form in varying compositional formats and movements.	P	P	P								P	P		
MO 4. Create original animal drawings, which include anatomical structure and landmarks.	P	P	P								P	P		
MO 5. Use live animals as a reference for characters and imbue them with animated characteristics in original drawings.	P	P	P								P	P		

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Outcomes Mapping

Student Learning Objectives (SLOs), Measureable Objectives (MOs), Administrative Unit Objectives (AUOs)														
Course: ANIM 111B Animal Drawing 1.5	Connect Outcomes with an I, P, or M (see Key in Footer) identifying the level to which knowledge or a skill can be demonstrated in that portion of the course or service.													
SLOs, MOs, AUOs	PLO 1	PLO 2	PLO 3	PLO 4	PLO 5	PLO 6	PLO 7	PLO 8	PLO 9	PLO 10	ILO 1	ILO 2	ILO 3	ILO 4
MO 1. Demonstrate advanced animal sketching and drawing skills.	P	P	P								P	P		
MO 2. Execute images demonstrating an advanced understanding of the muscular system and its various functions.	P	P	P								P	P		
MO 3. Execute drawings demonstrating an understanding of design.	P	P	P								P	P		
MO 4. Create images using a variety of media.	P	P	P								P	P		
MO 5. Create images that convey emotion and story.	P	P	P								P	P		

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Outcomes Mapping

Student Learning Objectives (SLOs), Measureable Objectives (MOs), Administrative Unit Objectives (AUOs)														
Course: ANIM 145 Advanced 3D Modeling	Connect Outcomes with an I, P, or M (see Key in Footer) identifying the level to which knowledge or a skill can be demonstrated in that portion of the course or service.													
SLOs, MOs, AUOs	PLO 1	PLO 2	PLO 3	PLO 4	PLO 5	PLO 6	PLO 7	PLO 8	PLO 9	PLO 10	ILO 1	ILO 2	ILO 3	ILO 4
MO 1. Model the human figure from character references using polygon modeling techniques.		P		P	P						P	P	P	
MO 2. Plan models for animation.		P		P	P						P	P	P	
MO 3. Create facial setups for animation using blend shape animation.		P		P	P						P	P	P	
MO 4. Inspect animation models for character set-up.		P		P	P						P	P	P	
MO 5. Control character movement.		P		P	P						P	P	P	
MO 6. Identify what characters are expected to do, using locking attributes, expressions and constraints		P		P	P						P	P	P	

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Outcomes Mapping

Student Learning Objectives (SLOs), Measureable Objectives (MOs), Administrative Unit Objectives (AUOs)														
Course: ANIM 146 Advanced 3D Animation	Connect Outcomes with an I, P, or M (see Key in Footer) identifying the level to which knowledge or a skill can be demonstrated in that portion of the course or service.													
SLOs, MOs, AUOs	PLO 1	PLO 2	PLO 3	PLO 4	PLO 5	PLO 6	PLO 7	PLO 8	PLO 9	PLO 10	ILO 1	ILO 2	ILO 3	ILO 4
MO 1. Animate 3D rigged characters in walk cycles using inverse kinematics.		P		P	P						P	P	P	
MO 2. Refine 3D character's walk cycle animation using the graph editor.		P		P	P						P	P	P	
MO 3. Create key poses for animation using rigged characters.		P		P	P						P	P	P	
MO 4. Apply motion analysis to key framed character animations.		P		P	P						P	P	P	
MO 5. Create run cycles with character rigs.		P		P	P						P	P	P	
MO 6. Create portfolios.		P		P	P						P	P	P	

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Outcomes Mapping

Student Learning Objectives (SLOs), Measureable Objectives (MOs), Administrative Unit Objectives (AUOs)														
Course: ANIM 148 Demo-Reel 3.0	Connect Outcomes with an I, P, or M (see Key in Footer) identifying the level to which knowledge or a skill can be demonstrated in that portion of the course or service.													
SLOs, MOs, AUOs	PLO 1	PLO 2	PLO 3	PLO 4	PLO 5	PLO 6	PLO 7	PLO 8	PLO 9	PLO 10	ILO 1	ILO 2	ILO 3	ILO 4
MO 1. Identify area of focus within animation fields based on interest, skill and strength.					M						P	P		
MO 2. Apply principles of composition and animation in objective and subjective analysis of work appropriate for demo reel.					M						P	P		
MO 3. Evaluate how animation and images work together in a demo reel as a strategic tool for entering animation fields.					M						P	P		
MO 4. Identify and solve demo reel problems by applying animation concepts and techniques.					M						P	P		
MO 5. Discuss, analyze and evaluate work with appropriate terminology for content, technique and style.					M						P	P		
MO 6. Create demo-reel of appropriate art work, cover letter and resume that will assist in entering animation field or baccalaureate institution.					M						P	P	P	P

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