



## **Course Description**

### **GRA2991C | Selected Studies | 4.00 credits**

This course is an introduction to the fundamentals of computer-based 3D modeling for Film, TV, and Video Gaming applications. Prerequisites: ART2600C, GRA2575C, VIC1202

## **Course Competencies:**

**Competency 1:** The student will demonstrate advanced proficiency in specialized topics within Graphic Arts by:

1. Investigating contemporary graphic design techniques
2. Applying emerging technologies to creative projects
3. Conducting independent research on selected graphic arts topics
4. Synthesizing information from multiple sources to inform design solutions
5. Developing original concepts for portfolio-quality work
6. Experimenting with various media and digital tools
7. Critiquing design work using established principles and professional standards
8. Refining visual compositions through iterative processes
9. Integrating feedback from faculty and peers to improve outcomes
10. Documenting the creative process with detailed project notes and reflections
11. Presenting completed projects in a professional format
12. Managing project timelines and deliverables effectively
13. Collaborating with others when appropriate to enhance project scope
14. Analyzing current trends and their impact on graphic arts practice
15. Evaluating the effectiveness of design solutions through self-assessment and peer review

## **Learning Outcomes:**

- Solve problems using critical and creative thinking and scientific reasoning
- Formulate strategies to locate, evaluate, and apply information
- Demonstrate an appreciation for aesthetics and creative activities