

# Course SLOs aligned with Program SLOs

## San Mateo CCCD CAN Institutional SLOs

**Select, evaluate, and use information to investigate a point of view, support a conclusion, or engage in problem solving.**

### **CAN Dept - Multimedia Art & Technology**

CAN MART 314 - Introduction to Comp. Graphics

#### *Course Outcomes:*

- \* Graphic Designs - Students will be able to describe and defend their definition of six Graphic Design Principles; Balance, Proximity, Alignment, Unity, Emphasis and Rhythm (Created By CAN Dept - Multimedia Art & Technology)
- \* Native v Standard file - Students will be able to compare and contrast the difference between a Native File Format and a Standard File Format (Created By CAN Dept - Multimedia Art & Technology)
- \* 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. (Created By CAN Dept - Multimedia Art & Technology)

CAN MART 325 - Digital Painting

#### *Course Outcomes:*

- \* aesthetic characteristics - Define the aesthetic characteristics associated with digital painting. (Created By CAN Dept - Multimedia Art & Technology)
- \* digital files formats. - Develop and prepare digital files for output as fine art prints utilizing appropriate file formats. (Created By CAN Dept - Multimedia Art & Technology)
- \* image created digitally. - Compare and contrast RGB and CYMK color space comparing ink output from the image created digitally. (Created By CAN Dept - Multimedia Art & Technology)

CAN MART 361 - Digital Video

#### *Course Outcomes:*

- \* analog and digital video formats - Compare analog video and digital video formats (Created By CAN Dept - Multimedia Art & Technology)
- \* effective short video - Create an aesthetically effective short video (Created By CAN Dept - Multimedia Art & Technology)
- \* transitions and editing techniques - Describe the use of specific transitions and editing techniques (Created By CAN Dept - Multimedia Art & Technology)

CAN MART 362 - Digital Photography I

#### *Course Outcomes:*

- \* digital imaging - Students will be able to learn critical thinking, visual aquity, and technical proficiency with digital imaging (Created By CAN Dept - Multimedia Art & Technology)
- \* 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 (Created By CAN Dept - Multimedia Art & Technology)
- \* photographic images - Students will be able to discuss and defend their photographic images using critical thinking and technical ability. (Created By CAN Dept - Multimedia Art & Technology)

CAN MART 363 - Digital Photography II

#### *Course Outcomes:*

- \* color management techniques - Use color management techniques, calibration, and icc profiles to ensure accurate printing. (Created By CAN Dept - Multimedia Art & Technology)
- \* importing/categorizing images - Demonstrate skills in importing, sorting, adjusting, categorizing and outputting images to a fine art print or the web. (Created By CAN Dept - Multimedia Art & Technology)
- \* use of multiple Light room - Assess the use of multiple Light room or other asset management libraries and catalogs for efficient workflow (Created By CAN Dept - Multimedia Art & Technology)

CAN MART 365 - Photographic Retouching/Restor

#### *Course Outcomes:*

- \* previsualization - Define Previsualization and it's importance in the retouching process (Created By CAN Dept - Multimedia Art & Technology)
- \* professional photographic retouching - Within a professional photographic retouching workflow, describe the importance of using a neutral gray on the walls of your studio and the background behind your photograph. (Created By CAN Dept - Multimedia Art & Technology)
- \* retouching process - Describe six steps in the retouching process. (Created By CAN Dept - Multimedia Art & Technology)

CAN MART 368 - Web Design I

#### *Course Outcomes:*

- \* 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. (Created By CAN Dept - Multimedia Art & Technology)
- \* directory - The students will manipulate and manage web site files in a local root directory and remote web server directory. (Created By CAN Dept -

## Multimedia Art & Technology)

### CAN MART 369 - Web Design II

#### *Course Outcomes:*

- \* 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. (Created By CAN Dept - Multimedia Art & Technology)
- \* 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. (Created By CAN Dept - Multimedia Art & Technology)
- \* web site menus - Students will be able to create dynamic web site menus using cascading style sheets and html. (Created By CAN Dept - Multimedia Art & Technology)

### CAN MART 370 - Cascading Style Sheets

#### *Course Outcomes:*

- \* Outdated forms - SLO 3: Student should be able to use CSS in place of outdated forms of creating styles, like tables in HTML. (Created By CAN Dept - Multimedia Art & Technology)
- \* Syntax - SLO 1: Students should be able to write CSS using proper syntax. (Created By CAN Dept - Multimedia Art & Technology)
- \* Web pages - SLO 2: Students should be able to use CSS to style their web pages through an external stylesheet. (Created By CAN Dept - Multimedia Art & Technology)

### CAN MART 372 - Digital Illustration

#### *Course Outcomes:*

- \* 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. (Created By CAN Dept - Multimedia Art & Technology)
- \* create a vector - Students will create a vector translation of a raster image using vector based object oriented software. (Created By CAN Dept - Multimedia Art & Technology)
- \* personalized letter - Students will create a personalized letter form based on an existing typeface. (Created By CAN Dept - Multimedia Art & Technology)

### CAN MART 373 - Digital Audio I

#### *Course Outcomes:*

- \* playback - Students will be able to put digital audio in a common standard file format for playback on consumer devices. (Created By CAN Dept - Multimedia Art & Technology)
- \* voice - Students will be able to capture their voice into Pro Tools software. (Created By CAN Dept - Multimedia Art & Technology)
- \* workstation - Students will be able to identify the major components of a digital audio workstation. (Created By CAN Dept - Multimedia Art & Technology)

### CAN MART 376 - Digital Imaging I

#### *Course Outcomes:*

- \* Color Spaces - Students will be able to compare and contrast the basic properties of RGB, CMYK and WEB color spaces (Created By CAN Dept - Multimedia Art & Technology)
- \* monitor rez - Students will calculate correct resolution for a scan or existing digital image to match output to the monitor (Created By CAN Dept - Multimedia Art & Technology)
- \* Trompe L'oeil - Students will create an effective example of Trompe L'oeil utilizing layers and blending modes in image creation software such as Adobe Photoshop. (Created By CAN Dept - Multimedia Art & Technology)

### CAN MART 377 - Digital Imaging II

#### *Course Outcomes:*

- \* Automated Tasks - SLO 3: Students will be able to create automated tasks in Photoshop (Actions) and Custom Presets. (Created By CAN Dept - Multimedia Art & Technology)
- \* Color Management - SLO 2: Students will be able to color manage their documents from creation to final output (print, web or other media). (Created By CAN Dept - Multimedia Art & Technology)
- \* 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. (Created By CAN Dept - Multimedia Art & Technology)

### CAN MART 378 - Digital Page Layout

#### *Course Outcomes:*

- \* Grids - Define and describe the importance of Grids. (Created By CAN Dept - Multimedia Art & Technology)
- \* Paragraph styles - Utilize Paragraph styles from one file to another file (Created By CAN Dept - Multimedia Art & Technology)
- \* Placeholder Text - Define Placeholder Text, where it can be found and why it is used. (Created By CAN Dept - Multimedia Art & Technology)

### CAN MART 379 - Digital Animation I: Flash

#### *Course Outcomes:*

- \* artistic presentations - Students will create non-linear artistic presentations through the integration of basic programming (Actionscript) into their Flash movies. (Created By CAN Dept - Multimedia Art & Technology)

- \* Flashe's "tween" - Students will utilize Flash's "tween" feature to minimize animation production time. (Created By CAN Dept - Multimedia Art & Technology)
- \* vector and raster graphics - Students will learn the differences between vector and raster graphics and the advantages of using each. (Created By CAN Dept - Multimedia Art & Technology)

#### CAN MART 380 - Digital Animation II: Flash

##### *Course Outcomes:*

- \* Action Script - The students will improve their basic ActionScript programming skills and apply them to create a simple interactive application in Adobe Flash.  
(Created By CAN Dept - Multimedia Art & Technology)
- \* 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.  
(Created By CAN Dept - Multimedia Art & Technology)
- \* 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. (Created By CAN Dept - Multimedia Art & Technology)

#### CAN MART 389 - Multimedia Careers

##### *Course Outcomes:*

- \* potential employers - The students will identify and locate companies or potential employers that offer job opportunities in their area of interest. (Created By CAN Dept - Multimedia Art & Technology)

#### CAN MART 390 - Portfolio Creation

##### *Course Outcomes:*

- \* business card - Design a business card that looks professional and reflects the creative personality of the student. (Created By CAN Dept - Multimedia Art & Technology)
- \* professional resume - The students will write a professional resume listing their education, work experience and accomplishments. (Created By CAN Dept - Multimedia Art & Technology)

#### CAN MART 400 - Motion Graphics

##### *Course Outcomes:*

- \* 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. (Created By CAN Dept - Multimedia Art & Technology)
- \* 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. (Created By CAN Dept - Multimedia Art & Technology)
- \* storyboard - The student will produce a storyboard for their project and express their ideas visually in a coherent and logical manner. (Created By CAN Dept - Multimedia Art & Technology)

#### CAN MART 405 - Storyboard Dev. for Anim./Inte

##### *Course Outcomes:*

- \* composition - Students will demonstrate an understanding of composition and how to visually alter its tone through the use of framing, shading and perspective. (Created By CAN Dept - Multimedia Art & Technology)
- \* storyboard samples - Students will analyze and deconstruct existing storyboard samples. (Created By CAN Dept - Multimedia Art & Technology)
- \* translating a script - Students will learn the process of translating a script or idea into visual form.  
(Created By CAN Dept - Multimedia Art & Technology)

#### CAN MART 417 - Principles of Animation

##### *Course Outcomes:*

- \* Movement - The student will be able to convincingly move a character across the screen, based on industry standards. (Created By CAN Dept - Multimedia Art & Technology)
- \* Timing and spacing - The student will be able to apply the concepts of timing and spacing to an animated sequence. (Created By CAN Dept - Multimedia Art & Technology)
- \* Weight - The student will be able to believably create the illusion of weight in their animation, based on industry standards. (Created By CAN Dept - Multimedia Art & Technology)

#### CAN MART 418 - History of Animation

##### *Course Outcomes:*

- \* analyzed short animated films - The students will identify and analyze short and feature-length animated films in terms of style, historical significance and technical merit. (Created By CAN Dept - Multimedia Art & Technology)
- \* animation styles and historical periods - The students will compare and describe the differences and similarities between animation styles and historical periods. (Created By CAN Dept - Multimedia Art & Technology)
- \* 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. (Created By CAN Dept - Multimedia Art & Technology)

#### CAN MART 420 - 3D Modeling and Animation I

##### *Course Outcomes:*

- \* 3D objects - Students will be able to create 3D objects using three techniques: polygons, NURBS, and subdivision surfaces. (Created By CAN Dept - Multimedia Art & Technology)
- \* animated character - Students will be able to create a basic control structure for a 3D animated character. (Created By CAN Dept - Multimedia Art & Technology)
- \* animation - Students will be able to animate their character in a short sequence. (Created By CAN Dept - Multimedia Art & Technology)

#### CAN MART 421 - 3D Modeling and Animation II

##### *Course Outcomes:*

- \* advanced techniques - The student will learn advanced techniques on modeling, texturing, lighting. (Created By CAN Dept - Multimedia Art & Technology)
- \* imagery in 3D - The student will learn the process of telling a story and creating its imagery in 3D (Created By CAN Dept - Multimedia Art & Technology)
- \* production process - The student will learn the production process of creating a scene which could be animated. (Created By CAN Dept - Multimedia Art & Technology)

#### CAN MART 422 - Introduction to Rigging

##### *Course Outcomes:*

- \* Evaluate Readiness - SLO2: Demonstrate the ability to evaluate the readiness of a model for rigging (Created By CAN Dept - Multimedia Art & Technology)
- \* Quality & Functionality - SLO1: Demonstrate knowledge of the quality and functionality required by industry-standard character rigs. (Created By CAN Dept - Multimedia Art & Technology)
- \* Skeletons & Meshes - SLO3: Demonstrate the ability to create skeletons and bind weighted meshes that properly deform. (Created By CAN Dept - Multimedia Art & Technology)
- \* Structures & Interfaces - SLO4: Demonstrate the ability to create control structures and interfaces that optimize ease of use. (Created By CAN Dept - Multimedia Art & Technology)

#### CAN MART 430 - 3D Character Creation & Animat

##### *Course Outcomes:*

- \* anthropomorphic character - Students will demonstrate their ability to portray character and emotion by animating an anthropomorphic character. (Created By CAN Dept - Multimedia Art & Technology)
- \* ball shapes - Students will animate three bouncing ball shapes demonstrating different physical properties: a rubber ball, a bowling ball, and a balloon (Created By CAN Dept - Multimedia Art & Technology)
- \* soundtrack. - Students will create a character performance synchronized to an audio soundtrack. (Created By CAN Dept - Multimedia Art & Technology)

#### CAN MART 431 - Special Effects & Compo. in 3D

##### *Course Outcomes:*

- \* image processing techniques - Students will be able to use various image processing techniques to create special effects (Created By CAN Dept - Multimedia Art & Technology)
- \* images - Students will be able to combine images from 2D and 3D sources from various media. (Created By CAN Dept - Multimedia Art & Technology)
- \* mattes - Students will be able to create mattes and handle special problems related to different techniques (Created By CAN Dept - Multimedia Art & Technology)

#### CAN MART 432 - 3D Environments & Hard S. Mod.

##### *Course Outcomes:*

- \* 3D architectural environment. - The student will learn how to create a 3D architectural environment. (Created By CAN Dept - Multimedia Art & Technology)
- \* 3D Hard Surface Modeling - The student will learn the approach to 3D Hard Surface Modeling (Created By CAN Dept - Multimedia Art & Technology)
- \* 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. (Created By CAN Dept - Multimedia Art & Technology)

#### CAN MART 680CF - Digital Photographic Workflow

##### *Course Outcomes:*

- \* efficient workflow - Students will be able to learn critical database skills to help organize thousands of images to create a more efficient workflow. (Created By CAN Dept - Multimedia Art & Technology)
- \* keywords - Students will be able to create keywords and add metadata to organize and find images. (Created By CAN Dept - Multimedia Art & Technology)
- \* photographic images - Students will be able to database, organize, and correct their photographic images using Light room. (Created By CAN Dept - Multimedia Art & Technology)

#### CAN MART 680CG - 3D Spatial Visualization

##### *Course Outcomes:*

- \* Create - Create Isometric drawings from given coded plans (Created By CAN Dept - Multimedia Art & Technology)
- \* Identify - Identify Isometric drawings and Coded Plans (Created By CAN Dept - Multimedia Art & Technology)
- \* Isometric drawings - Create Isometric drawings from given coded plans (Created By CAN Dept - Multimedia Art & Technology)

**Produce, combine, or synthesize ideas in creative ways within or across disciplines.**

No Course Outcomes related to this ISLO.

**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 - Multimedia Art & Technology**

CAN MART 368 - Web Design I

*Course Outcomes:*

- \* 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.  
(Created By CAN Dept - Multimedia Art & Technology)

**Understand and interpret various points of view that emerge from a diverse world of peoples and cultures.**

No Course Outcomes related to this ISLO.

**Represent complex data in various mathematical forms (e.g., equations, graphs, diagrams, tables, and words) and analyze these data to draw appropriate conclusions.**

No Course Outcomes related to this ISLO.