

	A	B	C	D	E	F
1	Spring 2012 SLO Assessments (For Spring 2012 Report)					
2	Title	1) Outcome to be assessed	2) Means of assessment and criteria of success	3) Summary of data collected	4) Analysis of data	5) Plan of action/what to do next
10	VBUS-101 Introduction to 3D Modeling using Blender	<p>1. The student will be able to demonstrate an understanding of the principles and techniques used for creation of three-dimensional content through the planning, creation and design of models and environments using 3D principles.</p> <p>2. The student will be able to identify and effectively apply conceptual thinking skills that are important in animation for the utilization of model creation, texture manipulation, scene rendering and the production of meaningful and artistic visualizations.</p> <p>3. The student will be able to demonstrate successful problem solving that results from experimentation, exploration, and the taking of risks during the creative problem-solving process.</p> <p>4. The students will be able to apply their skills in technical manuals, games, architectural presentations, Web content, television, and other media to create exciting 3D visual expression.</p>	<p>•Submit a hard copy or electronic file of the results of three of the basic practice tutorials used during the course;</p> <p>or</p> <p>•Submit a hard copy or electronic file of a single project that incorporates the basic skills of modeling:</p> <ul style="list-style-type: none"> ◦Mesh modeling ◦Materials and texture ◦Lighting and camera views or basic animation 	<p><u>Spring 2012</u></p> <p>4 SLOs combined 12 students assessed; 12 students passed</p>	<p>Spring 2012</p> <p>100% passing rate</p>	<p>Since previous years assessment, the instructor modified the lessons so that the students master the skills of each lesson and then implement the lesson's skills with the next lessons exercise to build up their skills. These techniques have facilitated the student's ability to complete one or more of the final project(s).</p>