# COURSE ASSESSMENT REPORT (CAR)

**Course Prefix, Number and Title:** GRC 284 3D Modeling and Animation  
**School/Unit:** SOLA  
**Submitted by:** Brian Wells  
**Contributing Faculty:** Dayan Paul  
**Academic Year:** 2014-2015

Complete and electronically submit your assessment report to your Department Chair/Coordinator/Director. As needed, please attach supporting documents and/or a narrative description of the assessment activities in your program or discipline.

<table>
<thead>
<tr>
<th>Course Outcomes</th>
<th>Assessment Measures</th>
<th>Assessment Results</th>
<th>Use of Results</th>
<th>Effect on Course</th>
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<tbody>
<tr>
<td>In the boxes below, summarize the outcomes assessed in your course during the year.</td>
<td>In the boxes below, summarize the methods used to assess course outcomes during the last year.</td>
<td>In the boxes below, summarize the results of your assessment activities during the last year.</td>
<td>In the boxes below, summarize how you are or how you plan to use the results to improve student learning.</td>
<td>Based on the results of this assessment, will you revise your outcomes? If so, please summarize how and why in the boxes below:</td>
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### Outcome #1
**Students will create 3D content using industry-standard 3-D software.**

- **Ability will be measured by completing graded exercises and projects that are based upon a predetermined set of criteria.**

- **Students were given a series of in class and homework assignments that covered various production skills in 3D animation. Skills included creating 3D models, texturing, lighting, rendering, animating, creating animatics, and producing group projects.**

- **Home work and class assignments will be used to see how well students have developed their skill set, and how creative they have been in coming up with artistic solutions.**

- **I would consider revising this to be in a part one course. 3D modeling and texturing are a specialty not only used in animation, but are also useful in a variety of fields.**

### Outcome #2
**Students will apply textures and surfaces to 3D models in a 3-D environment.**

- **Ability will be measured by completing graded exercises and projects that are based upon a predetermined set of criteria.**

- **After basic 3D modeling has been understood, the class had to get an understanding of how to create shaders, light sets and create UV textures.**

- **Ability to use the software to achieve desirable results is key in creating artistic scene creation.**

- **I would consider revising this to be in a part one course. 3D modeling and texturing are a specialty not only used in animation, but are also useful in a variety of fields.**
### Course Outcomes

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<td>Outcome #3</td>
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<td>Students will create 3D animation sequences.</td>
<td>Ability will be measured by completing graded exercises and projects based upon a predetermined set of criteria.</td>
<td>Students worked in groups to produce a short animation, each specializing in one of the skills they learned in the previous assignments.</td>
<td>Putting the students in groups allowed them to focus on a specific task and work within a team environment which is essential for animation. The resulting works can be used to analyze how well execution went, and what skills can be improved upon.</td>
<td>Possibly. I would recommend 2 or even 3 different courses that focus on specific skill set in 3d development. In this case the course was a bit rushed in order to cover enough material to cover all the key concepts need to produce an animated piece from start to finish.</td>
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Please enter your name and date below to confirm you have reviewed this report:

Title

Department Chair/Coordinator/Director

Dean

Vice President of Academic Affairs and Student Services