

## **APPENDIX AA**

### **Revised Competencies**

#### **ACADEMIC STUDIES AREA COMPETENCIES (General Education Outcomes)**

##### **Students will:**

1. Describe and analyze works of art and design perceptively and evaluate them critically by:
  - a) Employing the professional vocabulary of art and design;
  - b) Recognizing the common elements of art and design and the interaction of those elements;
  - c) Respecting and evaluating work in a variety of disciplines and mediums;
  - d) Placing works of art and design in historical, cultural, and stylistic contexts.
2. Demonstrate knowledge of culture and history from a variety of perspectives.
3. Think critically.
4. Explain and defend views rationally and effectively:
  - a) in writing
  - b) and in speech.

#### **ANIMATION PROGRAM COMPETENCIES**

##### **Students will:**

1. Visually communicate ideas and story lines using animation.
2. Create believable motion in projects that demonstrate principles universal to all forms of animation, including an understanding of gravity and human locomotion.
3. Draw basic figures and spaces from their imagination in order to work effectively in both the conceptual phase and during production
4. Apply basic animation techniques and technology by using both camera equipment and software. Students will apply this technical knowledge in the major animation techniques including: stop-motion, traditional or computer animation.
5. Create projects that demonstrate a basic knowledge of the history of animation and film making, understanding of its technical development.
6. Work as part of a production team to create an animation through the various phases of production essential to the process to prepare for further study and possible careers.
7. Bring together all phases of a production and be able to create a portfolio quality animated short film. This supervised final project allows further artistic development of a

style of animation of the student's own choosing and to give them directorial ownership of the entire process.

8. Students will demonstrate general verbal and visual literacy.

## **FINE ARTS PROGRAM COMPETENCIES**

### **Students will:**

1. Apply basic drawing and design principles, concepts, media, and formats in the fine arts to solve a problem.
2. Apply principles of color in a variety of fine arts media and approaches.
3. Demonstrate basic understanding of working processes in the fine arts area.
4. Conceive and execute works in a variety of media and compare and contrast media in several fine arts areas
5. Develop critical awareness and analytic skills.
6. Be able to communicate criticism about art works by using appropriate language and create works that demonstrate an understanding of this language.

## **FOUNDATION AREA COMPETENCIES**

### **Students will:**

1. Investigate the basic elements of visual art through manipulating the language of drawing, applying knowledge of color theory, and applying concepts of space and time.
2. Apply the elements and principles of 2-dimensional and 3-dimensional visual organization.
3. Examine every major that is open to them in the program to gain insight into the characteristics of each discipline.
4. Practice careful craftsmanship, techniques and skills, as well as attractive presentation in all media.
5. Demonstrate creative problem solving, personal expression, and critical ability.

## **GRAPHIC DESIGN PROGRAM COMPETENCIES**

### **Students will:**

1. Acquire a primary design problem solving skill set.
2. Develop a useful Information gathering, R & D and planning process.
3. Use drawing as a planning tool, an image making tool, and a means to an end.
4. Have the ability to present information as effective visual communication.
5. Lay a solid foundation for building professional practice.

## **ILLUSTRATION PROGRAM COMPETENCIES**

### **Students will:**

1. Demonstrate visual-communicative abilities -through specific narrative or conceptual projects.
2. Implement basic design principles as an integral part of the image making process
3. Develop strong visual and artistic skills using a variety of illustrative techniques, both traditional and digital, in B&W and color.
4. Practice the process of an Illustration project - from research of the subject to developing ideas through sketching - to finished image.
5. Create work in series of images maintaining a cohesive stylistic approach.
6. Incorporate knowledge from the history of Illustration in projects, including its origins in the fine arts and its relationship to written communication.

## **INTERIOR DESIGN PROGRAM COMPETENCIES**

### **Students will:**

1. Learn and apply the basic design principles for use in interior spaces.  
These include volume, void space, surface texture, color and tone for use in two and three dimensional formats.
2. Produce formal analysis and demonstrate conceptual development in their projects.  
Students analyze existing site conditions, program and historical masterworks through diagrams, drawings and renderings.

3. Create a cohesive space plan. Space planning is covered in each design project and includes organization of programmatic elements through sequencing, spatial flow, movement and circulation patterns for single and multi-level structures.
4. Apply color and lighting techniques to design projects. Students demonstrate the use of color and lighting for interiors by examining color theory, color harmony, the psychology of color and light and through practical applications in projects.
5. Demonstrate a basic understanding of building systems for interiors through assignments and projects. They also examine basic interior design professional practices.
6. Connect verbal and visual presentation techniques. In preparing hand drafted and computer based plans drawings students construct a variety of projection systems. They also create scale models in a variety of media.
7. Create design projects that incorporate the student's analysis of historical connections, architecture, decorative arts and interior design for use in visual analysis and in design projects.

## **PHOTOGRAPHY PROGRAM COMPETENCIES**

### **Students will:**

1. Demonstrate:
  - a) an understanding of a range of analog and digital equipment skills and techniques.
  - b) the ability to work with analog still images in both darkroom and digital settings sufficient to initiate and complete an extended project.
  - c) the ability to work within the digital environment with moving images sufficient to complete a video project.
2. Produce a portfolio suitable for application to a four-year school
3. Express themselves by demonstrating knowledge of history, theory and the relationship of photography to other visual disciplines in both written assignments and photographic works.