

Idaho PTE Business Education Course w/Essential Learning Outcomes

Course Title	INTERACTIVE MEDIA: GRAPHICS II		
SDPTE Course ID	BE 0327	IBED	10202

A course designed to focus on project-based applications of concepts addressed in Media-Graphics I. The projects may integrate skills with school, business, or community needs.

Term	Semester/Trimester	Preq	BE 0317
------	--------------------	------	---------

Notes:

Business Law BLaw_7: Demonstrate Knowledge of Computer Law

BLaw_7.1 Explain how the advances in computer technology impact upon such areas as property law, contract law, criminal law, and international law.

Career Development CDev_4: Demonstrate Knowledge of Career Strategy

CDev_4.1 Apply knowledge gained from individual assessment to a comprehensive set of goals and an individual career plan.

Communications Comm_3: Demonstrate Knowledge of Technological Communications

Comm_3.1 Use technology to enhance the effectiveness of communications.

Information Systems IS_1: Demonstrate Knowledge of the Foundations of Information Systems

IS_1.3 Identify the need for applications of technology in business, industry, society and on a global scale.

Information Systems IS_20: Demonstrate Knowledge of Creating Web Multimedia Objects with Industry Standard Software

- IS_20.1 Demonstrate ability to create basic images using graphic editing software.
- IS_20.2 Demonstrate ability to work with and modifying existing images.
- IS_20.3 Demonstrate ability to create Web page navigation using graphic editing software.
- IS_20.4 Demonstrate ability to create animated images.
- IS_20.5 Demonstrate ability to integrate graphics into Web pages.

Information Systems IS_21: Demonstrate Knowledge of Using Authoring Tools for Web Design

- IS_21.4 Demonstrate ability to create animations.
- IS_21.7 Demonstrate ability to import and modify graphics.
- IS_21.8 Demonstrate ability to build complex animations.

Information Systems IS_25: Demonstrate Knowledge of Interactive Media - Graphics and Animation

- IS_25.1 Demonstrate the ability to develop and create 3D models.
- IS_25.2 Demonstrate the ability to model 3D objects.
- IS_25.3 Demonstrate the ability to apply surface materials to 3D models.
- IS_25.4 Demonstrate the ability to apply lighting and camera techniques for effect.
- IS_25.5 Demonstrate the ability to render 3D models.
- IS_25.6 Demonstrate the ability to animate 3D models.
- IS_25.7 Demonstrate the process of creating 3D animation.