

Course Code: CSC 294

Course Title: Computer Graphics Portfolio

Department: Business/Computer Science and Technologies

Effective Date: Summer 2026

PCS Code: 1.2 - Occupational/Technical Instruction

CIP Code: 50.0401

Repeatability: 1

Credit Hours

Catalog Notation: 0-15-1.5

Credit Hour Distribution:

Lecture: 0

Lab: 15

Clinical: 0

Total: 1.5

General Course Information

Catalog Description

Design and develop advanced individual or group portfolio projects. Includes development of 3D animated short films, 3D still imagery, gallery exhibit pieces. Repeatable for a maximum of 3 credit hours.

General Course Objectives

Learn and apply skills to conceptualize, design, and plan major projects. Apply and enhance the advanced skills gained from career courses. Dedicated individual (or group) time to develop substantial portfolio projects. Provides opportunity for group industry critique and evaluation.

Minimum Placement Levels

English	Reading	Math
Placement into ENG 098	Placement into CCS 098	None

Prerequisites

None

Methods of Evaluation

Projects are critiqued and evaluated based on the project's ability to meet the developed project concept, plan, design criteria, and program operation (if applicable). Projects are also critiqued based on the use of effective design principles, expressive creativity, thoughtful concept, and well-executed craftsmanship.

Instructional Materials and Additional Supplies

None.

Course Content

General Learning Outcomes (GLOs)

- Technology: Students will demonstrate the ability to evaluate, select, and appropriately use current and emerging tools.

Course Segments and Student Learning Outcomes

Course Segment	Learning Outcomes	Lecture Hours	Lab Hours	Clinical Hours
Class Introduction/Overview	1. State course goals and objectives.	0	2	0
Project Concept	1. Apply techniques used in creating project ideas.	0	10	0
Project Planning	1. Identify techniques used in project planning.	0	10	0
Project Development	1. Apply skills gained in career courses to project development.	0	163	0
Project Critique/Evaluation	1. Critique project to determine enhancements and changes.	0	10	0
Project Revisions	1. Revise projects in preparation for final project demonstration.	0	20	0
Project Demonstration	1. Describe and demonstrate the final project.	0	10	0

Total Contact Hours

Lecture Hours	Lab Hours	Clinical Hours
0	225	0