

COMPUTER GRAPHICS AND DESIGN 3 (CGD315118)

Pre-Requisite:

Good computer skills and an understanding of a design process and their application OR Year 9/10 Australian Curriculum Technologies OR to have successfully completed Computer Graphics and Design Foundation Level 2, Design and Production Level 2, Housing and Design Level 3, Technical Graphics Level 3.

Pathways:

Further study, a career in any design related field including game design, multi-media, environmental design, landscape, fashion design, visual communication, architecture, surveying and engineering.

Assessment:

Internal assessment and a two hour external exam

Course Content:

This course consists of **three compulsory content areas. The areas are:**

1. Contemporary Design with Digital Technologies
2. Computer Graphics and Digital Content Areas
3. Extended Design Project

Computer Graphics and Design Foundation meets the standard for Everyday Adult use of Computers and the Internet and contributes 15 credit points towards the Tasmanian Certificate of Education.

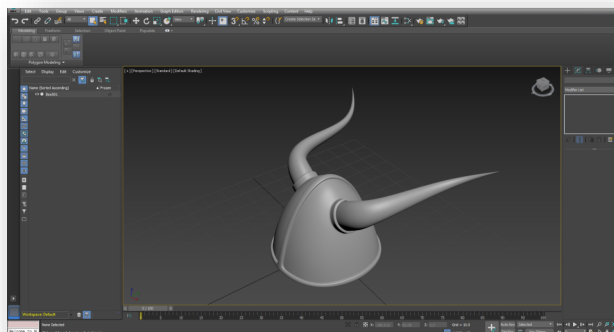
SUBJECTS IN THIS AREA ARE:

Computer Graphics and Design Foundation

This is a level 2 course designed to provide applied learning opportunities for students with an interest in computer graphics who are looking to foster a career within design based industries and/or wish to prepare for further study in Computer Graphics and Design TQA level 3. It allows students to develop a practically based understanding of form and functional design contexts using computer graphics and associated digital technologies.

Computer Graphics and Design 3

This is a level 3 course is designed to allow students to develop understanding of form and functional design contexts using computer graphics and associated digital technologies along with computational thinking. The course equips students with the capacity to solve complex problems using project management skills. Such skills are essential in existing and future work environments and are particularly relevant for students seeking careers in design-based industries.



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COMPUTER GRAPHICS & DESIGN SUBJECTS



COMPUTER GRAPHICS AND DESIGN FOUNDATION

(CGD215118)

Pre-Requisite: There are no pre-requisites.
Only basic computer skills.

Pathways: Further study, a career in any design related field including game design, multi-media, environmental design, landscape, fashion design, visual communication, architecture, surveying and engineering.



Assessment:

All assessment is internal.

Course Content:

In Computer Graphics and Design Foundation Students will learn:

- how to use a design process to communicate ideas and develop digital content
- how to use and develop computer graphic techniques and processes to solve problems
- how to create 2D and 3D digital graphics and animation.
- How to 3D print objects and about rapid prototyping.
- How design history relates to current design.

Computer Graphics and Design Foundation 2 meets the standard for Everyday Adult use of Computers and the Internet and contributes 15 credit points towards the Tasmanian Certificate of Education.

