

CGD315113 | Computer Graphics and Design: Level 3

15 TCE Points



You will work through the following units as part of Computer Graphics & Design

Unit 1: Foundations of Design

Explore the essential principles and elements of design, including sketching, orthographic, and perspective drawing. Learn how to use tools like Adobe Photoshop and Illustrator to create innovative designs.

Unit 2: Animation Principles and Project Development

Dive into the 12 principles of animation and use Adobe Animate to create dynamic animations. Work on a major project that combines design theory with practical skills to produce an engaging animation.

Unit 3: Design Movements and Technical Drawing

Work in groups to explore significant design movements and how they influence contemporary design. Use these inspirations to develop creative concepts, supported by basic technical drawing skills for effective communication of ideas.

Unit 4: 3D Modelling and Motion Graphics

Master the art of 3D modelling with Blender, focusing on texturing, lighting, and animation. Combine your 3D models with video and motion graphics using Adobe Premiere and After Effects.

Unit 5: Extended Design Project

Apply your skills to a self-directed project. Use the design process to create a professional portfolio that showcases your technical abilities and creative thinking, preparing for external assessment.

How you'll be assessed:

Common types of internal assessments are:

- Design Briefs: Creating and solving design problems using a structured process.
- Research Projects: Investigating design movements, technologies, or industry practices to inform design work.
- Folio Development: Documenting the design process, including sketches, iterations, and evaluations.
- Practical Projects: Developing animations, 3D models, or graphic designs based on specific criteria.
- Group Assignments: Collaborating on design challenges, focusing on teamwork and shared responsibilities.

Skills for Success in Computer Graphics and Design Level 3

- Requires creativity and visual problem-solving skills to develop innovative design solutions.
- Strong organisational and time management skills to meet deadlines for projects and portfolios.
- Basic to intermediate digital literacy skills for using design software like Photoshop, Illustrator, and Blender.
- Collaboration and communication skills for group projects and peer feedback.

The external assessment for this subject is a 3-hour exam. The dates for external exams in November are non-negotiable.

COMPLETION OF WORK

Assessment due dates are provided in the Program of Learning and on Canvas. Work must be submitted by the due date unless an approved extension has been granted. Unapproved late submissions will incur penalties as outlined in the *Completion of Work Policy*. Students needing extensions should contact their subject teacher before the due date with valid reasons, such as illness or unforeseen circumstances.

For more details refer to the Launceston College: [Completion of Work Policy](#).

ACADEMIC INTEGRITY

All senior secondary students in Tasmania are expected to uphold academic integrity, meaning they complete their work honestly and fairly. This includes properly referencing any ideas, images, or information borrowed from others, allowing teachers to distinguish between original and sourced content.

Assignments will be submitted through Canvas, email, hard copy as directed in the task sheet.

For more details, refer to the Launceston College: [Academic Integrity Policy](#).

REFERENCING

The Harvard referencing system is recommended for Computer Graphics and Design. The standards for criterion 6 state that a student must:

- clearly identifies the information, images, ideas and words of others used in the learner's work
- clearly identifies sources of the information, images, ideas and words that are not the learner's own. Referencing conventions and methodologies are followed with a high degree of accuracy.
- creates appropriate, well-structured reference lists/ bibliographies.

COURSE DOCUMENT

The TASC website provides considerable information about the course. [Computer Graphics and Design - TASC](#)

OTHER COURSE REQUIREMENTS

Students will need access to a computer capable of running design software and a reliable internet connection for collaborative and research tasks.

Week	Date	Program of Learning 2025	Notes / Assessments
1	6 Feb	Introduction to Adobe Photoshop and Illustrator; Overview of Design Elements and Principles	<i>Yr 11s and 12's return February 8 (Thursday)</i> Students practice basic tools in Photoshop and Illustrator; Introduction activities
2	10 Feb	Introduction to Adobe Photoshop and Illustrator; Overview of Design Elements and Principles	
3	17 Feb	Introduction to Design Process	<i>Students begin research and ideation for the phone case project</i>
4	24 Feb	Assigned Major Assignment: Phone Case Design and Development	<i>Wed 26 Feb – Launceston Cup</i>
5	3 Mar	Assigned Major Assignment: Phone Case Design and Development	<i>Class exercises on animation concepts; Peer feedback</i>
6	10 Mar	12 Principles of Animation	<i>Mon 10 Mar – Public Holiday</i>
7	17 Mar	Adobe Animate: Practical sessions to build animations	<i>Submission of initial animation concepts</i>
8	24 Mar	Adobe Animate: Practical sessions to build animations	
9	31 Mar	Major Assignment: Animation Project Development	<i>Animation refinement and submission</i>
10	7 Apr	Major Assignment: Animation Project Development	
Term 1 break – Saturday 12 April – Sunday 27 April			
1	28 Apr	Introduction to Design Timeline and Technical Drawing	Students work on group projects exploring design movements
2	5 May	Introduction to Design Timeline and Technical Drawing	
3	12 May	Focus on Design Process In-depth and Blender Basics	Begin Major Assignment: Design and Develop a Moving Model
4	19 May	Focus on Design Process In-depth and Blender Basics	
5	26 May	Focus on Design Process In-depth and Blender Basics	
6	2 June	Advanced Blender Modelling and Introduction to Adobe Premiere and After Effects	<i>Model rendering and animation development</i>
7	9 June	Advanced Blender Modelling and Introduction to Adobe Premiere and After Effects	<i>Mon 9 June – Public Holiday</i>
8	16 June	Advanced Blender Modelling and Introduction to Adobe Premiere and After Effects	
9	23 June	Major Project Refinement	Mid-Year Assessments Level 3 & 4 <i>Start Thursday 26th June – Thursday 3rd July</i>
10	30 June	Major Project Refinement	Mid-Year Assessments Level 3 & 4 <i>Start Thursday 26th June – Thursday 3rd July</i>
Term 2 break – Saturday 5 July – Sunday 20 July			
1	21 July	Externally Assessed Portfolio Development begins	Focus on project management and design brief writing
2	28 July	Externally Assessed Portfolio Development begins	
3	4 Aug	Iterative Design Process and Presentation Development	Students refine their portfolio for external assessment
4	11 Aug	Iterative Design Process and Presentation Development	
5	18 Aug	Iterative Design Process and Presentation Development	
6	25 Aug	Iterative Design Process and Presentation Development	External portfolio submissions
7	1 Sep	Iterative Design Process and Presentation Development	
8	8 Sep	Iterative Design Process and Presentation Development	
9	15 Sep	Finalisation of digital projects and written analysis	
10	22 Sep	Finalisation of digital projects and written analysis	
Term 3 break – Saturday 27 September – Sunday 12 October			
1	13 Oct	Finalisation of digital projects and written analysis	
2	20 Oct	Finalisation of digital projects and written analysis	
3	27 Oct	Exam preparation and reviews	
4	3 Nov	Exam preparation and reviews	<i>Mon 3 Nov – Public Holiday</i>
Exams begin (Monday 10th November) - Exams end (Thursday 20th November)			

ASSESSMENT

Criterion-based assessment helps students see how well they're meeting course outcomes at the end of their study. While there is continuous feedback to guide learning, final assessments focus on showing what students have achieved by the end. Ratings are given as 'A', 'B', or 'C', based on course standards. A 't' indicates partial achievement below a 'C', and a 'z' means no evidence provided.

Schools follow TASC's quality assurance to keep standards consistent. More details are on the [TASC website](#). Final awards are based on both internal and TASC-supervised external assessments.

Criteria

1. collect, analyse, organise and evaluate information
2. solve problems in a design based context
3. develop and implement a design project management plan
4. generate and communicate ideas using a range of graphic techniques
5. demonstrate knowledge and understanding of design principles and elements
6. demonstrate understanding of the context and process of design
7. demonstrate knowledge and understanding of contemporary computer graphics systems
8. competently use digital technologies to create content

Award Requirements

Exceptional Achievement (EA)

11 'A', 2 'B' ratings (4 'A', 1 'B' from external assessment)

High Achievement (HA)

5 'A', 5 'B', 3 'C' ratings (2 'A', 2 'B', 1 'C' from external assessment)

Commendable Achievement (CA)

7 'B' ratings 5 'C' ratings (2 'B', 2 'C' from external assessment)

Satisfactory Achievement (SA)

11 'C' ratings (3 'C' from external assessment)

Preliminary Achievement (PA)

6 'C' ratings