

CGD215118 | Computer Graphics And Design: Foundation

15 Points



You will work through the following units as part of the Computer Graphics and Design Course:

Unit 1 - Design Foundation

This unit teaches learners the design process and its application in creating proposals and solutions. They will develop visual communication skills, work with design briefs, and understand the role of clients while presenting a final product.

Unit 2 - Digital Imaging

This unit focuses on using raster and vector graphics to create functional design solutions. Learners will understand file types, systems, and tools to produce 2D graphics for specific design contexts.

Unit 3 – Animation

This unit teaches the fundamentals of animation to create design solutions, covering techniques like keyframing and tweening. It also includes adding narrative and sound to the animation.

Unit 4 – 3D Modelling

This unit covers the basics of 3D modelling to create design solutions, using techniques like polygon, spline, and digital sculpting. These methods help produce solid or shell-based models.

Unit 5 - Computer Graphics and Digital Elective Topic

A learner-driven design project focused on the chosen elective. The project includes background research, graphics, design sketches, and annotated screenshots of the production process.

How you'll be assessed:

Common types of internal assessments are:

- Skill based lessons
- Video Tutorial sessions
- Project based assignments

To be successful in this subject you will:

- Apply the design process, principles, and standards to effectively plan, execute, and appraise various design projects.
- Generate and communicate creative ideas and information through diverse methods, utilising practical skills to solve problems.
- Utilise contemporary digital technologies, adhering to key design conventions, and understanding hardware-software relationships in computer graphics.
- Demonstrate a thorough understanding of digital design fundamentals and their applications in modern design practices.

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 state that a student must:

- create appropriate reference lists/bibliographies and use in-text referencing.
- clearly identifies the information, images, ideas and words of others used in the student's work.

COURSE DOCUMENT

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

OTHER COURSE REQUIREMENTS

Online assess at home would be beneficial but not essential.

Week	Date	Program of Learning 2025	Notes / Assessments
1	6 Feb	Introductory lesson	<i>Yr 11s and 12's return February 8 (Thursday)</i>
2	10 Feb	Unit 1 - Design Foundation lessons – E/P, colour theory, rendering techniques	
3	17 Feb	Unit 1 /2 Digital Imaging – t-shirt design The Design process, Design briefs and research	
4	24 Feb	Software skills, concept design and development	<i>Wed 26 Feb – Launceston Cup</i>
5	3 Mar	Production record	
6	10 Mar	STEAM lab – t-shirt printing	<i>Mon 10 Mar – Public Holiday</i>
7	17 Mar	Unit 3 – Animation- Principles and History. Software skill tasks	
8	24 Mar	Design Brief, research and design	
9	31 Mar	Production record	
10	7 Apr	Production record cont.	
Term 1 break – Saturday 12 April – Sunday 27 April			
1	28 Apr	Premier and editing – sound added	
2	5 May	Evaluation and appraisal	
3	12 May	Unit 4 – Blender product design, Software tutorial tasks	
4	19 May	Design brief and research	
5	26 May	Design concepts and development	
6	2 June	Production record	
7	9 June	Production record cont.	<i>Mon 9 June – Public Holiday</i>
8	16 June	Production record cont.	
9	23 June	Production record cont.	Mid-Year Assessments Level 3 & 4 <i>Start Thursday 26th June – Thursday 3rd July</i>
10	30 June	Evaluation and appraisal	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	Elective Project - Research	
2	28 July	Elective Project - Design Brief write up	
3	4 Aug	Elective Project – Research methods of choice	
4	11 Aug	Elective Project – Concept design	
5	18 Aug	Elective Project – Design development	
6	25 Aug	Elective Project – Design Refinement	
7	1 Sep	Elective Project – Production record	
8	8 Sep	Elective Project- Production record	
9	15 Sep	Elective Project – Production record	
10	22 Sep	Elective Project – Evaluation and appraisal	
Term 3 break – Saturday 27 September – Sunday 12 October			
1	13 Oct	Pixel Project introduction	
2	20 Oct	Pixel Project design and development	
3	27 Oct	Pixel Project production	
4	3 Nov	Evaluation and appraisal	<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

The assessment for *Computer Graphics and Design – Foundation Level 2* will be based on the degree to which the learner can:

1. collect, organise, and apply information
2. use a design process in response to a brief
3. generate and communicate ideas using a variety of graphic techniques
4. identify and utilise elements and principles of design
5. appraise design solutions
6. describe features of contemporary computer graphics systems
7. use digital technologies to create content.

Award Requirements

The final award will be determined by the Office of Tasmanian Assessment, Standards and Certification from 7 ratings.

The minimum requirements for an award in *Computer Graphics and Design - Foundation Level 2* are as follows:

EXCEPTIONAL 6 'A' ratings, 1 'B' rating	ACHIEVEMENT	(EA)
HIGH 3 'A' ratings, 3 'B' ratings, 1 'C' rating	ACHIEVEMENT	(HA)
COMMENDABLE 3 'B' ratings, 3 'C' ratings	ACHIEVEMENT	(CA)
SATISFACTORY 5 'C' ratings	ACHIEVEMENT	(SA)
PRELIMINARY 3 'C' ratings	ACHIEVEMENT	(PA)

A learner who otherwise achieves the rating for a CA (Commendable Achievement) or SA (satisfactory Achievement) award but who fails to show any evidence of achievement in one or more criteria ('Z' notation) will be issued with a PA (Preliminary Achievement) award.