

ORIGINAL COURSE IMPLEMENTATION DATE:

REVISED COURSE IMPLEMENTATION DATE:

September 2018 September 2020

 $\textbf{COURSE TO BE REVIEWED} \ (\textbf{six years after UEC approval}) :$ 

February 2024

Course outline form version: 05/18/2018

# OFFICIAL UNDERGRADUATE COURSE OUTLINE FORM

Note: The University reserves the right to amend course outlines as needed without notice.

Course Code and Number: GD 316	Number of Credits: 3 Course credit policy (105)					
Course Full Title: Print and Digital Production Course Short Title: (Transcripts only display 30 characters. Departments may recommend a short title if one is needed. If left blank, one will be assigned.)						
Faculty: Faculty of Humanities		Department (o	r prograr	m if no department): Gra	aphic + Digital Design	
Calendar Description:						
Prepare and manage print and digital design projects across a variety of media for production and development. Engage in best practices for file preparation for print, digital, and packaging production, including graphic standards, e-publications, social media, and web. This course uses tools and technology that vary according to current industry practice.						
Note: Field trips outside of class time may be required.						
Prerequisites (or NONE):			145 or GD 204. Note: As of January 2021, prerequisites will GD 157, GD 159, GD 260, and one of CIS 145 or GD 204.			
Corequisites (if applicable, or NONE):	None					
Pre/corequisites (if applicable, or NONE):	None					
Antirequisite Courses (Cannot be taken for	additional cre	edit.)	Special	Special Topics (Double-click on boxes to select.)		
Former course code/number:		This co		s course is offered with different topics:		
Cross-listed with:			⊠ No	No ☐ Yes (If yes, topic will be recorded when off)		
Dual-listed with:			Independent Study If offered as an Independent Study course, this course may			
Equivalent course(s):						
(If offered in the previous five years, antirequisite course(s) will be			be repeated for further credit: (If yes, topic will be recorded.)			
included in the calendar description as a note that studer for the antirequisite course(s) cannot take this course for			No ☐ Yes, repeat(s) ☐ Yes, no limit			
(3)		,	Transfe	Credit		
Typical Structure of Instructional Hours			Transfer credit already exists: (See bctransferguide.ca.)			
Lecture/seminar hours	30	⊠ No	No ☐ Yes			
Tutorials/workshops		20	Submit outline for (re)articulation:			
Supervised laboratory hours  Experiential (field experience, practicum, internship, etc.)			☐ No	sfer credit form.)		
		10	Grading System			
Supervised online activities			□ Lette	er Grades 🔲 Credit/No	Credit	
Other contact hours:			Maximu	um enrolment (for infor	mation only): 24	
Total hou		60	Expected Frequency of Course Offerings:		• •	
Labs to be scheduled independent of lecture	Yes	Annually (Every semester, Fall only, annually, etc.)				
Department / Program Head or Director: Karin Jager			ľ	Date approved:	September 2019	
Faculty Council approval				Date approved:	December 2019	
Dean/Associate VP: Jacqueline Nolte				Date approved:	December 2019	
Campus-Wide Consultation (CWC)				Date of posting:	February 21, 2020	
Undergraduate Education Committee (UEC) approval				Date of meeting:	February 28, 2020	

### **Learning Outcomes:**

Upon successful completion of this course, students will be able to:

- Consult with print representatives to develop printing specifications.
- Define industry production terms and printing processes.
- Select appropriate materials for producing print, packaging and large format graphics.
- Describe colour management and differentiate between colour systems (CMYK, RGB, spot colour).
- Specify finishing for print and bindery.
- Apply best practices in the preparation of files for print, digital media, and packaging.
- · Prepare large format electronic files.
- Implement a production workflow and methodology for print and digital projects.
- Assess production quality and problem-solve errors of print and digital media.
- Apply brand guidelines across print and digital platforms.
- Prepare digital content asset library for social media and web applications that spans across multiple digital platforms.
- Export assets for multi-screen resolution sizes.

Prior Learning Assessment and Recognition (PLAR)
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**Typical Instructional Methods** (Guest lecturers, presentations, online instruction, field trips, etc.; may vary at department's discretion.) Project-based applied learning, guest lectures, presentations, and field trips.

NOTE: The following sections may vary by instructor. Please see course syllabus available from the instructor.

Ty	ypical Text(s) and Resource Materials (If more space is required, download Supplemental Texts and Resource Materials form.)				
	Author (surname, initials)	Title (article, book, journal, etc.)	Current ed.	Publisher	Year
1.	McCue, C	Real World Print Production with Adobe Creative Cloud	$\boxtimes$	Peachpit Press	2013
2.		Subscription to Lynda.com			
3.					

Required Additional Supplies and Materials (Software, hardware, tools, specialized clothing, etc.)

### **Typical Evaluation Methods and Weighting**

Final exam:	%	Assignments:	80%	Field experience:	10%	Portfolio:	%
Midterm exam:	%	Project:	%	Practicum:	%	Other:	%
Quizzes/tests:	10%	Lab work:	%	Shop work:	%	Total:	100%

#### Details (if necessary):

## **Typical Course Content and Topics**

- Week 1 Introduction to print and digital production. Print and digital production terms and tools.
- **Week 2** Managing production workflow. Understanding roles and responsibilities: designer, client and resources. Assessing collateral print and digital production needs. Project 1: Collateral Production
- Week 3 InDesign: setting up files. Creating tri-fold brochure, multipage document, newspapers. Preparing files for stationery. Understanding colour and colour management for print and screen. Setting up spot colours, varnishes, embossing, foils, and die-cuts.
- Week 4 Project 2: Graphic Standard's Assets Developing an integrated print and digital package: logo, photography, graphics, documents Preparing a digital content asset library for social media and web applications that spans across multiple digital platforms that includes video, audio, ebook publication. Photoshop: image resolution and colour Photoshop: creating assets for social media.
- Week 5 Illustrator: building out your files. Social media image sizes and tips, and image optimization Exporting files, images, icons, logos for multi-screen resolution sizes and contextualize when to use different file formats in PNG, SVG, GIF, JPG
- **Week 6** Guest speaker: Paper Representative. Preparing a print quote and communicating with your printer. Client roles: editing, proofing, approval.
- Week 7 Tour: Print house. Attend a press-check. Observing standards of quality. The printing process. How to use a loupe.
- Week 8 Creating portable displays: tradeshow booths (10 x 10, 10 x 20) and pop-up banners. Preparing large format files: vehicle wraps.
- Week 9 Project 3: Packaging. Understanding how packaging is created. Packaging requirements for printing.
- Week 10 Quiz: Print Production Terminology. Creating dielines for packaging.
- Week 11 Tour: Packaging production facility.
- **Week 12** Pre-press and Pre-flight. Handling alterations and corrections.
- Week 13 Final presentation.