

COURSE IMPLEMENTATION DATE: [**January 2000**]

COURSE TO BE REVIEWED DATE: [**January 2004**]
(Four years after implementation date)

OFFICIAL COURSE OUTLINE INFORMATION

Students are advised to keep course outlines in personal files for future use.

Shaded headings are subject to change at the discretion of the department and material will vary
- see course syllabus available from instructor

FACULTY/DEPARTMENT: **GRAPHIC DESIGN**

GD 155	ELECTRONIC PREPRESS I	3
COURSE NAME/NUMBER	FORMER COURSE NUMBER (NAME)	UCFV CREDITS
	COMPUTING FOR GRAPHIC DESIGN 2	
COURSE DESCRIPTIVE TITLE		

CALENDAR DESCRIPTION:

Electronic or digital prepress refers to the computerized method by which final art is designed, produced, and made ready for the printer. The basics and software of electronic prepress, introduced in GD 101, will be reiterated and developed further for accurate digital file preparation, rip ready, for printing.

PREREQUISITES: Admission to the Graphic Design program

COREQUISITES:

SYNONYMOUS COURSE(S)

- (a) Replaces: _____
(Course #)
- (b) Cannot take _____ for further credit
(Course #)

SERVICE COURSE TO:

(Department / Program)

(Department / Program)

TOTAL HOURS PER TERM: **82.5**

STRUCTURE OF HOURS:

Lectures:	15	hrs
Seminar:	7.5	hrs
Laboratory:	52.5	hrs
Field Experience:		hrs
Student Directed Learning:		hrs
Other (Specify):	7.5	hrs
Field Trips		

TRAINING DAY-BASED INSTRUCTION

LENGTH OF COURSE: _____

HOURS PER DAY: _____

MAXIMUM ENROLMENT: **20**

EXPECTED FREQUENCY OF COURSE OFFERING: _____

WILL TRANSFER CREDIT BE REQUESTED? YES _____ NO **/** _____

TRANSFER CREDIT EXISTS IN BCCAT TRANSFER GUIDE: YES _____ NO **/** _____

AUTHORIZATION SIGNATURES:

Course designer(s): _____

Chairperson: _____

Department Head: Win Seaton

Dean: (Curriculum Committee)

Tom Lulevitch

W.R. (Dick) Bate

PAC Approval in Principle Date: _____

PAC Final Approval Date: November 24, 1999

COURSE NAME / NUMBER

LEARNING OBJECTIVES / GOALS / OUTCOMES/ LEARNING OUTCOMES:

1. To apply knowledge learned in "Computing for Graphic Design" to live projects.
2. To augment expertise on file assembly software and to merge design softwares.
3. To Learn new emerging technology that is being used in production of graphic design.
4. To practice and apply image manipulation.

METHODS:

Use of computer lab time, with individual instruction, demonstrations, subject lectures, industry field trips, projects and critiques.

PRIOR LEARNING ASSESSMENT RECOGNITION (PLAR):

Credit can be awarded for this course through PLAR YES _____ NO /

METHODS OF OBTAINING PLAR:**TEXTBOOKS, REFERENCES, MATERIALS:**

"Desk Top to Print" videos, CD on file preparation

SUPPLIES / MATERIALS:

2 zip disks for file storage (off site)

STUDENT EVALUATION:

End of semester exam on knowledge acquired

COURSE CONTENT:

See Course Content GD 155 PREPRESS.