

COURSE IMPLEMENTATION DATE: January 2004
 COURSE REVISED IMPLEMENTATION DATE: May 2006
 COURSE TO BE REVIEWED: March 2010
 (Four years after UPAC final approval date) (MONTH YEAR)

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 the material will vary
 - see course syllabus available from instructor

FACULTY/DEPARTMENT:	Graphic Design	
GD 157		3
COURSE NAME/NUMBER	FORMER COURSE NUMBER	UCFV CREDITS
	Primary Digital Graphics	
COURSE DESCRIPTIVE TITLE		

CALENDAR DESCRIPTION:

This course introduces students to the fundamentals of graphic composition & digital graphics. Content-driven projects will be combined with workshops on vector-based illustrations and the effective utilization and manipulations of this digital drawing tool.

PREREQUISITES: None
 COREQUISITES:

SYNONYMOUS COURSE(S)	SERVICE COURSE TO:
(a) Replaces: GD 157	
(Course #)	(Department/Program)
(b) Cannot take: _____ for further credit.	
(Course #)	(Department/Program)

TOTAL HOURS PER TERM:	60	TRAINING DAY-BASED INSTRUCTION
STRUCTURE OF HOURS:		LENGTH OF COURSE: _____
Lectures: 27 Hrs		HOURS PER DAY: _____
Seminar: 6 Hrs		
Laboratory: 27 Hrs		
Field Experience: Hrs		
Student Directed Learning: Hrs		
Other (Specify): Hrs		

MAXIMUM ENROLLMENT:	24
EXPECTED FREQUENCY OF COURSE OFFERINGS:	Once per year
WILL TRANSFER CREDIT BE REQUESTED? (lower-level courses only)	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No
WILL TRANSFER CREDIT BE REQUESTED? (upper-level requested by department)	<input type="checkbox"/> Yes <input type="checkbox"/> No
TRANSFER CREDIT EXISTS IN BCCAT TRANSFER GUIDE:	<input type="checkbox"/> Yes <input type="checkbox"/> No

AUTHORIZATION SIGNATURES:

Course Designer(s): _____ Graphic Design Faculty	Chairperson: _____ BFA Ad Hoc committee
Department Head: _____ Jacqueline Nolte	Dean: _____ Eric Davis
UPAC Approval in Principle Date: _____	UPAC Final Approval Date: March 31, 2006

LEARNING OBJECTIVES / GOALS / OUTCOMES / LEARNING OUTCOMES:

Upon completion of the course, students will be able to:

- Comprehend capabilities of computer software such as Adobe Illustrator
- Set up documents & create and modify paths
- Create and edit objects
- Apply colour and gradients & filters
- Create format and edit type
- Import & export files and prepare files for print & the web
- Comment critically on design projects (layout, typography, and image/text juxtaposition) and their reception

METHODS:

Demonstration using Proxima projection
Laboratory instruction
Tutorials

PRIOR LEARNING ASSESSMENT RECOGNITION (PLAR):

Credit can be awarded for this course through PLAR (Please check:) Yes No

METHODS OF OBTAINING PLAR:

Interview and portfolio

TEXTBOOKS, REFERENCES, MATERIALS:

[Textbook selection varies by instructor. An example of texts for this course might be:]

Software manual
Adobe Illustrator curriculum
Adobe Illustrator Classroom in a Book ISBN 0201756242

SUPPLIES / MATERIALS:

Zip disks
Software
Computer

STUDENT EVALUATION:

[An example of student evaluation for this course might be:]

Quizzes 20%
Assignments 60%
Final Project 20%

COURSE CONTENT:

[Course content varies by instructor. An example of course content might be:]

Units:

1. Graphic production applications, their capabilities & limitations
2. Software navigation & terminology
3. Series of projects outlined on a chapter by chapter basis
4. Software as a tool in the creative process
5. Emphasis on professional design
6. Critiques of digital layouts