UNIVERSITY COLLEGE of the FRASER VALLEY

UPAC FORM #2 (Page 1)

COURSE IMPLEMENTATION DATE:	September 2007
COURSE REVISED IMPLEMENTATION DATE:	
COURSE TO BE REVIEWED:	April 2011
(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:

COURSE NAME/NUMBER	FORMER COURSE NUMBER	UCFV CREDITS
GD 203		3

Interactive Motion Design
COURSE DESCRIPTIVE TITLE

CALENDAR DESCRIPTION:

In this course students study and produce interactive graphics. Students learn to design and to critique graphic time changes for the web and for video. Design is studied in relation to techniques for editing and composing time lapses, sound, typography, and media integration.

PREREQUISITES: One of GD 101, CIS 104, or GD 157. GD 161 recommended
COREQUISITES:

SYNONYMOUS COURSE(S)
(a) Replaces: _____ *(Course #)*
(b) Cannot take: _____ *(Course #)* for further credit.

SERVICE COURSE TO: _____ *(Department/Program)* _____ *(Department/Program)*

TOTAL HOURS PER TERM: **60**

STRUCTURE OF HOURS:

Lectures:	**18**	Hrs
Seminar:	**7**	Hrs
Laboratory:	**35**	Hrs
Field Experience:		Hrs
Student Directed Learning:		Hrs
Other (Specify):		Hrs

TRAINING DAY-BASED INSTRUCTION
LENGTH OF COURSE:
HOURS PER DAY:

MAXIMUM ENROLLMENT:	**23**	
EXPECTED FREQUENCY OF COURSE OFFERINGS:	**Annual**	
WILL TRANSFER CREDIT BE REQUESTED? (lower-level courses only)	☒ Yes	☐ No
WILL TRANSFER CREDIT BE REQUESTED? (upper-level requested by department)	☐ Yes	☐ No
TRANSFER CREDIT EXISTS IN BCCAT TRANSFER GUIDE:	☐ Yes	☐ No

AUTHORIZATION SIGNATURES:

Course Designer(s):	J. Nolte and A Babiarz	Chairperson:	*BFA Curriculum Comittee*
Department Head:	J. Nolte	Dean:	Eric Davis
UPAC Approval in Principle Date:		UPAC Final Approval Date:	Apr. 27, 2007

LEARNING OBJECTIVES / GOALS / OUTCOMES / LEARNING OUTCOMES:

Upon successful completion of this course students will have:

- developed a language of motion through study of techniques representing time lapse, juxtaposition, velocity, and illusion
- recognized the benefits of time-based software such as Flash and identified its interface
- utilized scenes and created and edited masked and guided layers
- executed simple timeline-based animation
- edited animation with action script
- modified animation actions with present controls
- selected desired quality settings for publishing
- added sound to a movie
- created and edited a button
- moved graphics along a path
- created, formatted, and edited text
- created and modified movie clip symbols
- produced individual assignments integrating time-based media

METHODS:

Demos using proxima projection, lab instruction, tutorials, examination of source files, projects and independent work, audio visual materials, guest speaker.

PRIOR LEARNING ASSESSMENT RECOGNITION (PLAR):

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

METHODS OF OBTAINING PLAR:

Portfolio and interview

TEXTBOOKS, REFERENCES, MATERIALS:

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

Software manual
Motion Graphic Design and Fine Art Animation: Principles and Practice by Jon Krasner, 2004
How Did They Do That? Motion Graphics by David Greene, Jan 1, 2003
Creating Motion Graphics with After Effects, Vol. 1: The Essentials, 3rd Edition, Version 6.5 by Trish Meyer and Chris Meyer, 2004
Macromedia Flash MX for Windows and Macintosh: Visual Quickstart Guide

SUPPLIES / MATERIALS:

Zip disks, software, computer

STUDENT EVALUATION:

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

Final project 20%
Short assignments 60%
Short tests 20%

COURSE CONTENT:

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

Introduction to the psychology and physical factors informing our perception of motion
Software: capabilities and limitations; terminology and navigation
Experimental animation and title design
Creating compositions and interactive design
Animation techniques: series of projects on an outlined chapter by chapter basis
Working with layers
Navigating in space
Displaying time
Spatial key frames and paths
Output and delivery
Reinforcement of software as a tool in the creative process
Group critiques of individual projects