



COURSE IMPLEMENTATION DATE: September 2014
COURSE REVISED IMPLEMENTATION DATE:
COURSE TO BE REVIEWED: September 2020
(six years after UEC approval) (month, year)

OFFICIAL UNDERGRADUATE 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 - see course syllabus available from instructor

Table with 3 columns: COURSE NAME/NUMBER (GD 303), FACULTY/DEPARTMENT (College of Arts - Graphic + Digital Design), and UFV CREDITS (3). Includes COURSE DESCRIPTIVE TITLE: Dynamic Media II: Storytelling.

CALENDAR DESCRIPTION:

Dynamic Media II covers advanced motion graphics techniques for design projects. Skill development includes applying and controlling virtual cameras, 3-D layers, and applied effects. Students will be introduced to character design and also begin to integrate live motion video into their projects.

PREREQUISITES: GD 203.
COREQUISITES:
PRE or COREQUISITES:

SYNONYMOUS COURSE(S):

- (a) Replaces:
(b) Cross-listed with:
(c) Cannot take: for further credit.

SERVICE COURSE TO: (department/program)

TOTAL HOURS PER TERM: 60

STRUCTURE OF HOURS table with columns for activity and hours: Lectures (20), Seminar, Laboratory (30), Field experience, Student directed learning (10), Other (specify).

TRAINING DAY-BASED INSTRUCTION:

Length of course:
Hours per day:

OTHER:

Maximum enrolment: 24
Expected frequency of course offerings: Once per year
(every semester, annually, every other year, etc.)

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

Approval table with columns for role (Course designer(s), Department Head, Campus-Wide Consultation, Curriculum Committee chair, Dean/Associate VP, Undergraduate Education Committee) and date of meeting/approval.

LEARNING OUTCOMES:

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

- Develop storyboards for motion design projects
- Develop and integrate rich media assets into motion design projects (audio and video files)
- Develop motion design assets in image making software (vector and raster)
- Create animatic storyboards
- Utilize JavaScript coding expression to augment animation
- Design and rig character for motion design and animation
- Create and animate 3-D environments with motion design software using virtual cameras
- Assess varied motion design solutions to client needs

METHODS: *(Guest lecturers, presentations, online instruction, field trips, etc.)*

Lectures, demonstrations, lab time, individual research and production, presentations

METHODS OF OBTAINING PRIOR LEARNING ASSESSMENT RECOGNITION (PLAR):

Examination(s) Portfolio assessment Interview(s)

Other (specify):

PLAR cannot be awarded for this course for the following reason(s):

TEXTBOOKS, REFERENCES, MATERIALS:

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

SUPPLIES / MATERIALS:

Portable media storage
Computer and related software (Adobe CC)

STUDENT EVALUATION:

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

Project 1: Animated Mascot	30%
Project 2: Video Integration	30%
Project 3: Animating Using Expressions	30%
Attendance, participation	10%

COURSE CONTENT:

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

Weeks 1 - 4 Character Design and Animation
Applying character animation to a project calling for an animated "mascot".

Weeks 5 - 9 Video Integration
Integrating video and graphics through motion tracking and keying.

Weeks 9-13 Animating Using Expressions
Students can create a new project or revisit an earlier project and polish it using coding.