



ORIGINAL COURSE IMPLEMENTATION DATE: September 2014
 REVISED COURSE IMPLEMENTATION DATE: September 2016
 COURSE TO BE REVIEWED: (six years after UEC approval) January 2022
 Course outline form version: 09/15/14

OFFICIAL UNDERGRADUATE COURSE OUTLINE FORM

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

Course Code and Number: GD 303		Number of Credits: 3 Course credit policy (105)																	
Course Full Title: Dynamic Media II: Storytelling Course Short Title (if title exceeds 30 characters):																			
Faculty: Faculty of Humanities		Department (or program if no department): Graphic Design																	
Calendar Description: 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 begin to integrate live motion video into their projects. Note: This course uses tools and technology that vary according to current industry practice.																			
Prerequisites (or NONE):		GD 203.																	
Corequisites (if applicable, or NONE):																			
Pre/corequisites (if applicable, or NONE):																			
Equivalent Courses (cannot be taken for additional credit) Former course code/number: Cross-listed with: Equivalent course(s): <i>Note: Equivalent course(s) should be included in the calendar description by way of a note that students with credit for the equivalent course(s) cannot take this course for further credit.</i>		Transfer Credit Transfer credit already exists: <input type="checkbox"/> Yes <input checked="" type="checkbox"/> No Transfer credit requested (OREg to submit to BCCAT): <input type="checkbox"/> Yes <input type="checkbox"/> No (if yes, fill in transfer credit form) Resubmit revised outline for articulation: <input checked="" type="checkbox"/> Yes <input type="checkbox"/> No To find out how this course transfers, see bctransferguide.ca .																	
Total Hours: 60 Typical structure of instructional hours:		Special Topics Will the course be offered with different topics? <input type="checkbox"/> Yes <input checked="" type="checkbox"/> No If yes, different lettered courses may be taken for credit: <input type="checkbox"/> No <input type="checkbox"/> Yes, repeat(s) <input type="checkbox"/> Yes, no limit <i>Note: The specific topic will be recorded when offered.</i>																	
<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td>Lecture hours</td><td style="text-align: center;">30</td></tr> <tr><td>Seminars/tutorials/workshops</td><td style="text-align: center;">20</td></tr> <tr><td>Laboratory hours</td><td style="text-align: center;">10</td></tr> <tr><td>Field experience hours</td><td></td></tr> <tr><td>Experiential (practicum, internship, etc.)</td><td></td></tr> <tr><td>Online learning activities</td><td></td></tr> <tr><td>Other contact hours: Student Directed Learning</td><td></td></tr> <tr><td style="text-align: right;">Total</td><td style="text-align: center;">60</td></tr> </table>		Lecture hours	30	Seminars/tutorials/workshops	20	Laboratory hours	10	Field experience hours		Experiential (practicum, internship, etc.)		Online learning activities		Other contact hours: Student Directed Learning		Total	60	Maximum enrolment (for information only): 24 Expected frequency of course offerings (every semester, annually, every other year, etc.): Annually	
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Total	60																		
Department / Program Head or Director: Karin Jager		Date approved: October 1, 2015																	
Faculty Council approval		Date approved: November 2015																	
Campus-Wide Consultation (CWC)		Date of posting: n/a																	
Dean/Associate VP: Jacqueline Nolte		Date approved: November 2015																	
Undergraduate Education Committee (UEC) approval		Date of meeting: January 29, 2016																	

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

Prior Learning Assessment and Recognition (PLAR)

Yes No, PLAR cannot be awarded for this course because

Typical Instructional Methods (guest lecturers, presentations, online instruction, field trips, etc.; may vary at department's discretion)

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

Grading system: Letter Grades: Credit/No Credit: Labs to be scheduled independent of lecture hours: Yes No

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

Typical 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.	Subscription to Lynda.com	<input type="checkbox"/>		
2.		<input type="checkbox"/>		
3.		<input type="checkbox"/>		
4.		<input type="checkbox"/>		
5.		<input type="checkbox"/>		

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

Macintosh computer, Flash drive , Adobe CC current edition.

Typical Evaluation Methods and Weighting

Final exam:	%	Assignments:	90%	Midterm exam:	%	Practicum:	%
Quizzes/tests:	%	Lab work:	%	Field experience:	%	Shop work:	%
Attendance & Participation:	10%	Other:	%	Other:	%	Total:	100%

Details (if necessary): 3 Projects

Typical Course Content and Topics

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.