COLLEGE OF IMAGING ARTS & SCIENCES

---------TOPIC OUTLINE FORM--------

Shell courses have very flexible course outlines that allow instructors to develop a specific focus and content for their particular Topic offered within the Shell.

In order for a new Topic within a Shell course to be scheduled, a completed, approved digital version of this form must be submitted to the Scheduling Officer by the scheduling deadline date for the term in which the topic will be offered. **No late submissions will be accepted**.

Procedure for proposing a new Topic:

1. Faculty proposing to offer a new Topic will complete this form and forward electronically to the Program Chairperson or Graduate Director for electronic approval.
2. The Program Chairperson or Graduate Director then secures the electronic approval of the school's Administrative Chair.
3. The Administrative Chair electronically forwards the form to the CIAS Curriculum Committee Chair (CIAS CCC) for review.
4. If electronically approved by the chair of the CIAS CCC this form will be forwarded electronically to the CIAS Scheduling Officer for processing. The Scheduling Officer will send an electronic copy to the to the school's representative on the appropriate CIAS College Curriculum Committee.

Course # **DDDD-517** **Proposing Faculty** **Marla Schweppe**

Course title and topic title: **Experimental Workshop: Projection Design**

School: Design **Program:** 3DDD

1st term offered: _2151 _ _ _ Check all that apply: __ **online** ____ **approval required**

_x_ **repeat for credit** _1___ **# times TOPIC offered**

1.0 Course Designations and Approval

Required course approval	Electronic Signature	Approval Granted Date
Program Chair/Graduate Director	**Marla Schweppe**	**1-9-2016**
School Administrative Chair	**Peter Byrne**	**01/12/2016**
College Curriculum Committee Chair	**Robin Cass**	**1.12.16**

2.0 Course information:

Topic title:	Projection Design
Topic proposed by:	**Marla Schweppe**
Effective term scheduled:	2151

In the sections that follow, please use sub-numbering as appropriate (eg. 3.1, 3.2, etc.)

3.0 Goals of the TOPIC:

3.1 Develop an understanding of projection design
3.2 Build skills in creating projected projects
3.3 Apply skills in 3D digital design to projection design

4.0 Course description (course title includes course and topic title)

Course number: **DDDD 517**

Name of Course & Topic – Long Title Experimental Workshop: Projection Design

Name of Course & Topic – Short Title EW: Projection Design

The topic for this section of DDDD-517 is Projection Design. Students will learn to design projected environments in a variety of situations. The course content will cover the different types of projectors, attributes to be considered when designing the set up for projections in various situations, and design considerations when planning a projection project. Students will complete individual and group projects which may include

collaborations with musicians, in support of theatrical performances, or with dancers, among other options.

5.0 Possible resources (texts, references, computer packages, etc.)

5.1 VJ software 5.2 Projection mapping software 5.3 Cuing software 5.4 Midi control devices 5.5 speakers and mics 5.6 extenders for video 5.7 projector manuals 5.8 software for the development of visuals 5.9 Projectors, projection screens, stands, cables

6.0 Topics (outline):

6.1 Define attributes of projectors 6.2 Demonstrate the ability to develop, plan and implement a projection project 6.3 Demonstrate proper methods to cable projectors and speakers to the computer 6.4 Design graphic elements for projection projects 6.5 Articulate reasons for the choices made

7.0 Intended course learning outcomes and associated assessment methods of those outcomes

(please include as many Course Learning Outcomes as appropriate, one outcome and assessment method per row).

Course Learning Outcome	Assessment Method
7.1 Define attributes of different types of projectors, projection surfaces, projection software	Verbal and online discussion
7.2 Apply knowledge gain in the design of projection projects	Projects and critiques
7.3 Present and defend the results of the projection projects	Projects and critiques

8.0 Program outcomes and/or goals supported by this course

8.1 Demonstrate knowledge of theory and aesthetics of projections. 8.2 Develop professional practice knowledge and skills related to design projections. 8.3 Develop an individual style in the use of projections. 8.4 Develop technical skill designing an implementing projection projects. 8.5 Meet industry design standards for projections.

10.0 Required Resources - Identify all resources needed to effectively teach this class and what students will need to complete the assignments. (Please provide detailed list of equipment, software, computer lab, data storage/retrieval requirements, special classroom, studio, shop, wet lab, work space or media requirements)

10.1 Studio with computers and hi-end 3D software, projection specific software, midi controllers, projection surfaces (screens, etc), speakers, lights, specialized accessories for projections 10.2 Classroom with similar software, a projection system with sound

Approval request date: This is the date that the college curriculum committee forwards this course to the appropriate optional course designation curriculum committee for review. The chair of the college curriculum committee is responsible to fill in this date.

Approval granted date: This is the date the optional course designation curriculum committee approves a course for the requested optional course designation. The chair of the appropriate optional course designation curriculum committee is responsible to fill in this date.