

## SAMPLE COURSE OUTLINE

### Course Code, Number, and Title:

WMDD 4810: Introduction to Vector Graphics

### Course Format:

[Course format may vary by instructor. The typical course format would be:]

Lecture 2 h + Seminar 0 h + Lab 1 h

**Credits:** 1.5

**Transfer credit:** For information, visit [bctransferguide.ca](http://bctransferguide.ca)

### Course Description, Prerequisites, Corequisites:

Explores the creation of high quality, scalable graphics designed for user interface components. Students will use a variety of tools and techniques to create vector-based icons, graphics and illustrations.

Prerequisites: Admission into the Web and Mobile App Design and Development program or with assessment and permission from the coordinator.

*Registration restricted to students admitted to the PDD in Web and Mobile App Design and Development program*

### Learning Outcomes:

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

- evaluate project requirements and determine whether raster or vector graphics are the appropriate solution
- use the tools to create and modify vector graphics
- utilize colour theory and UX principles to create effective graphics
- select the best-suited file format for integration of vector graphics in a web or mobile application

**Instructor(s):** TBA

**Office:** TBA      **Phone:** 604 323 XXXX      **Email:** TBA

**Office Hours:** TBA

## **Textbook and Course Materials:**

[Textbook selection may vary by instructor. An example of texts and course materials for this course might be:]

Lourekas, Peter. "Illustrator CC: Visual Quickstart Guide". Indianapolis. 2014.

Seeley, Justin. "Illustrator CC for Web Design: Core Concepts". USA. 2015.

*Note: This course may use an electronic (online) instructional resource that is located outside of Canada for mandatory graded class work. You may be required to enter personal information, such as your name and email address, to log in to this resource. This means that your personal information could be stored on servers located outside of Canada and may be accessed by U.S. authorities, subject to federal laws. Where possible, you may log in with an email pseudonym as long as you provide the pseudonym to me so I can identify you when reviewing your class work.*

## **Assessments and Weighting:**

**Final Exam** 20%

**Other Assessments %**

(An example of other assessments might be:) %

Midterm Exam: 10%

Quizzes/Tests: 10%

Assignments: 60%

Proportion of individual and group work:

Individual: 100%

**Grading System:** Letter grade

Specific grading schemes will be detailed in each course section outline.

Passing grade: C

## **Topics Covered:**

[Topics covered may vary by instructor. An example of topics covered might be:]

- Determine appropriate uses of vector art compared to raster
- Tools and techniques to produce original vector art
- Creating and editing shapes and objects
- Transforming objects
- Managing colour palettes
- Fills, strokes and gradients
- Re-create bitmap art as vector files

*This generic outline is for planning purposes only.*

As a student at Langara, you are responsible for familiarizing yourself and complying with the following policies:

**College Policies:**

[E1003 - Student Code of Conduct](#)

[F1004 - Code of Academic Conduct](#)

[E2008 - Academic Standing - Academic Probation and Academic Suspension](#)

[E2006 - Appeal of Final Grade](#)

[F1002 - Concerns about Instruction](#)

[E2011 - Withdrawal from Courses](#)

**Departmental/Course Policies:**

*This generic outline is for planning purposes only.*