

3 Credits Offered Spring

Theory and practice of fisheries management, with an emphasis on strategies utilized for the management of freshwater and marine fisheries. Prerequisites: COMM F131X or COMM F141X; ENGL F111X; ENGL F211X or ENGL F213X; ENGL F414; FISH F425; or permission of instructor. Cross-listed with NRM F487. (3+0)

[Redacted]

[Redacted]

[Redacted]

[Redacted]

[Redacted]

[Redacted]

[Redacted]

[Redacted]

[Redacted]

[Redacted]

[Redacted]

[Redacted]

[Redacted]

[Redacted]

[Redacted]

[Redacted]

[Redacted]

[Redacted]

[Redacted]

[Redacted]

[Redacted]

[Redacted]

[Redacted]

[Redacted]

[Redacted]

[Redacted]

[Redacted]

[Redacted]

[Redacted]

[Redacted]

17. PREVIOUS HISTORY

Has the course been offered as special topics or trial course previously?

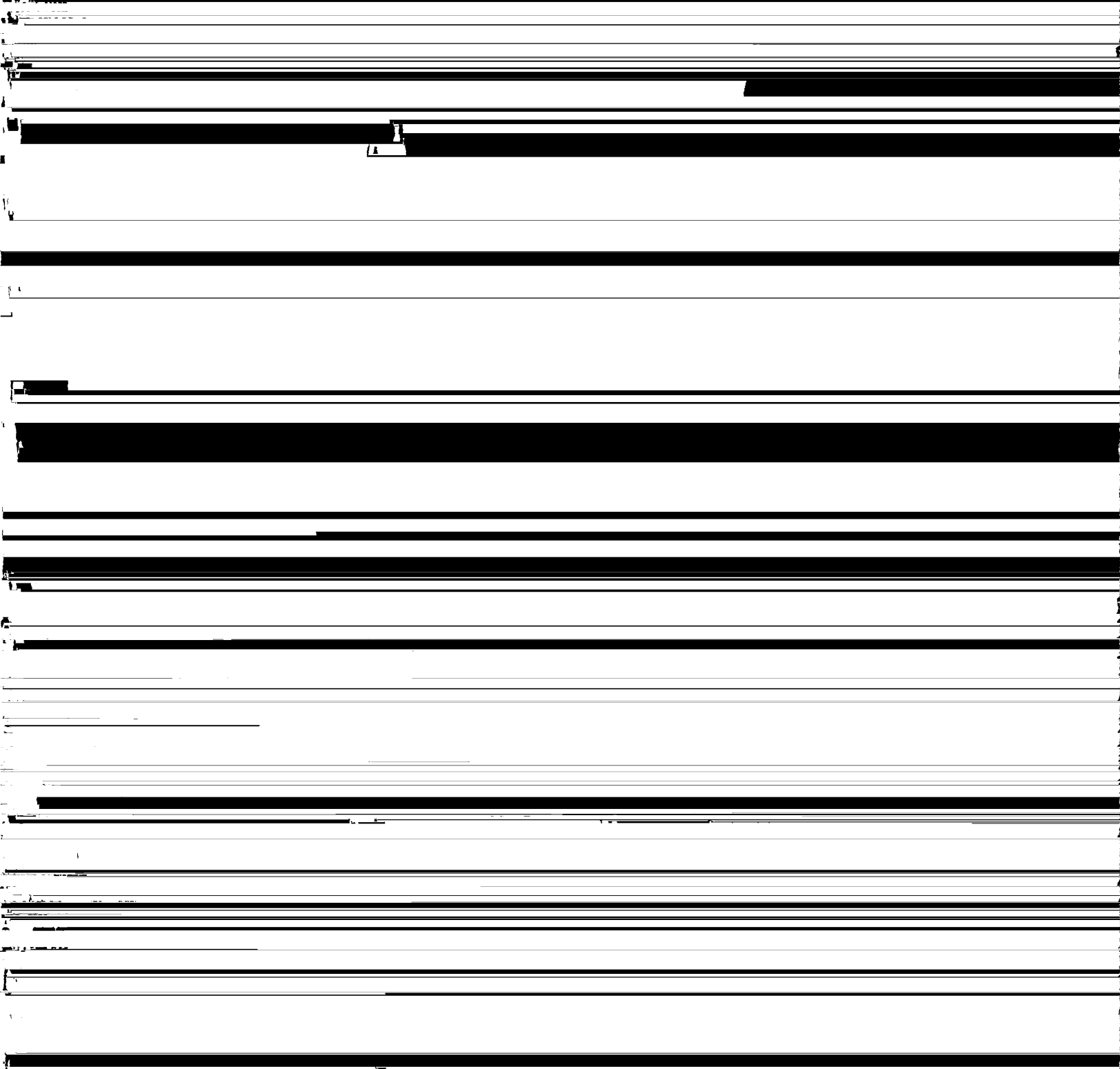
No

Yes/No

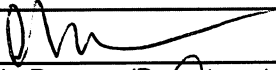
If yes, give semester, year, course #, etc.:

18. ESTIMATED IMPACT

WHAT IMPACT, IF ANY, WILL THIS HAVE ON BUDGET, FACILITIES/SPACE, FACULTY, ETC.

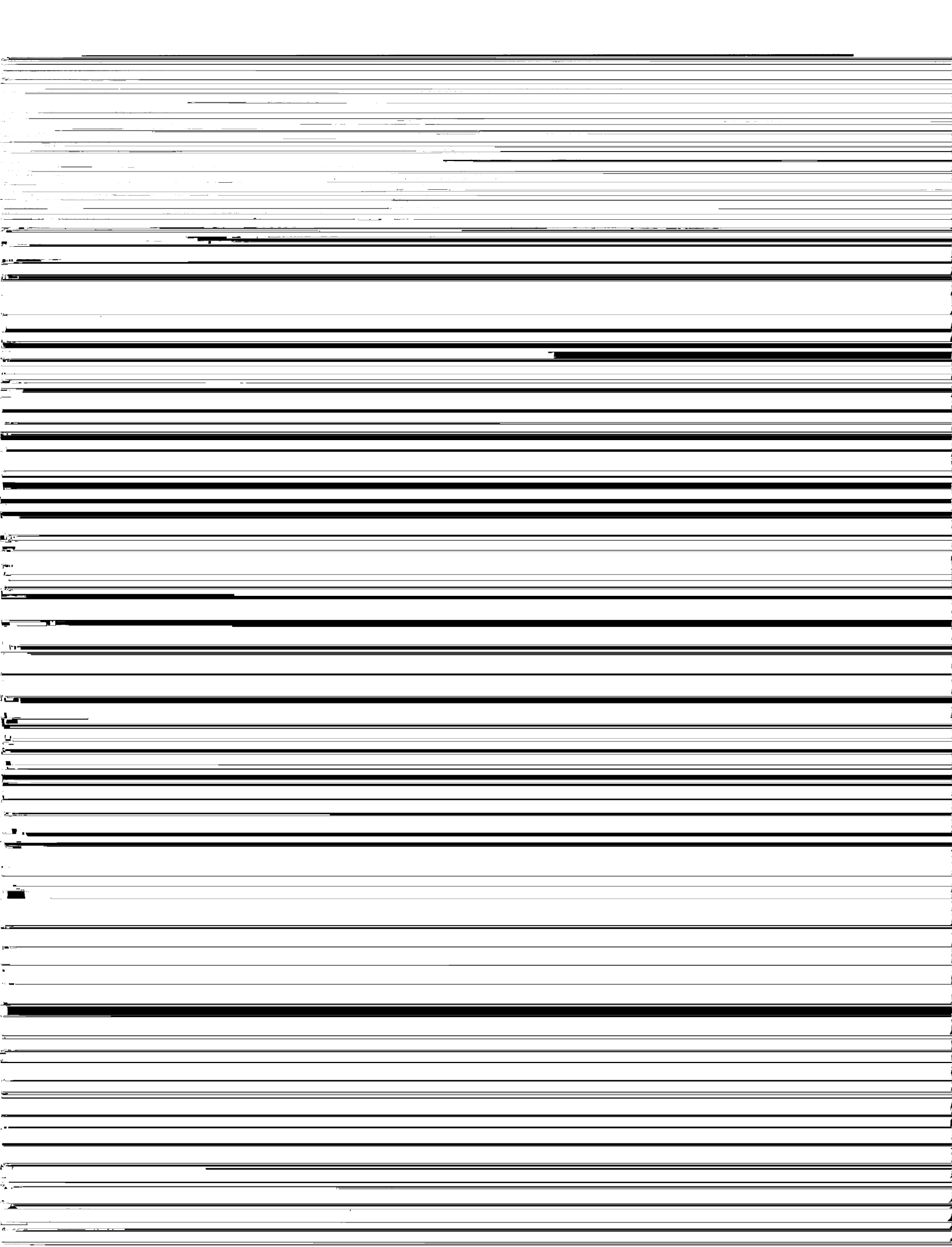


APPROVALS: Add additional signature lines as needed.



Date

12/14/12



Film 458 — Tuesday/Thursday 11:30am-1:00pm, 3 credits

Spring Semester 2013 University of Alaska Fairbanks. E-mail: K.Mendelowitz@alaska.edu

Office: 223A (by KUAC) or in the shop. Office hours: Tuesdays 1:00-1:45pm, Wednesdays 2:15-3:15pm & by appointment

Office Phone: 474-7638. Shop Phone: 474-7639 Home Phone: 479-9469 (11am - 11pm please)

Prerequisites:

FLJA 290, FLJA 271, or 280, video editing experience, or permission of instructor. Cross-listed

Rough Logo Project	5%
Logo Project Complete	20%
Green Screen Project	15%
Storyboard Design	10%

Project Integration	15%
Participation	10%
Final Project DVD menu, logo integration, reel demo	25%

Course Schedule:

Tuesday	Thursday
Introduction to After Effects: workflow, workspace, compositions. Reading: Chapter 1: Pages 8-39	Introduction, syllabus review, introduction to personal branding. Discussion of animation techniques, review examples, and begin preliminary design work.
Creating animation using effects and presets Reading: Chapter 2: Pages 40-55	Animating Text Chapter 3: Pages 60-91
Develop your own animated logo/opening	<u>Rough Logo Due</u> Working with Shape Layers Chapter 4: Pages 92-117
Animation, Audio in Presentation	Continue working on Logo/Opening sequence