

Course Title	Sound and Motion				
Course Code	GRD435				
Course Type	Elective				
Level	Bachelor (1 st Cycle)				
Year / Semester	4th Year/ 8th Semester				
Teacher's Name	TBA				
ECTS	6	Lectures / week	3 hours/14 weeks	Laboratories / week	N/A
Course Purpose and Objectives	<p>This course aims to provide students with a strong theoretical and practical understanding of the most fundamental aspects and principles of film production techniques and especially those based on time (animation and video related to the sound). Students will benefit from practical work that specializes in these types of media and will gain knowledge about the core functions of the WaveMotion, Sound and Lighting program. The tasks in this lesson will focus on time-based communication through sequence, rhythm, sound, storytelling and evolution. Students will explore the basic compositional theories and the role of time in animated graphics and gain extensive knowledge of listening and visualization</p>				
Learning Outcomes	<p>Upon successful completion of this course students are expected to:</p> <ul style="list-style-type: none"> • Determine a practical understanding of producing a time-based new media. • Apply innovative graphic design formulas to the moving image. • Formulate different new ideas using mood, imagery and typography. • Organise schedule production methods (pre-production, production, and post-production). • Justify well-designed visual solutions. 				
Prerequisites	GRD400	Co-requisites	None		
Course Content	<ul style="list-style-type: none"> • Setting up and organizing the workspace • Inspiration through visual stimulation • Hearing and imagination / vision • Basic theories of moving image, sound, film. • Understanding the role of time in motion graphics • Specialization in editing software and applications in audio and video composition. 				

Teaching Methodology	<p>Lectures</p> <p>Work in Groups</p> <p>Individual Tutoring</p> <p>Critiques</p> <p>Independent learning</p> <p>Software Tutorials</p> <p>Presentations</p>								
Bibliography	<p><u>English Bibliography:</u></p> <p>Sonnenschein, D. <i>Sound Design: The Expressive Power of Music, Voice and Sound Effects in Cinema</i>. Michael Wiese Productions</p> <p>Herbert, Z. <i>Sight Sound, Motion: Applied Media Aesthetics</i>. Wadsworth Publishing Co Inc</p> <p>Lewis, Y, D. <i>Practical Art of Motion Picture Sound</i>. Focal Press</p> <p>Newell, Philip Richard. <i>Recording studio design</i>. Focal. 2012</p> <p>Roberts, S. <i>Character Animation Fundamentals: Developing Skills for 2D and 3D Character Animation</i>. Routledge</p> <p>Cooke, M. <i>A history of film music</i>. Cambridge University Press</p> <p><u>Greek Bibliography:</u></p> <p>Hayward, S Κολαϊτη, Ρ. <i>Οι βασικές έννοιες του κινηματογράφου</i>. Ίων</p>								
Assessment	<table border="1" data-bbox="459 1241 1040 1499"> <tr> <td>Major Project</td> <td>40%</td> </tr> <tr> <td>Assignments</td> <td>50%</td> </tr> <tr> <td>Class Participation and Attendance</td> <td>10%</td> </tr> <tr> <td>Total</td> <td>100%</td> </tr> </table>	Major Project	40%	Assignments	50%	Class Participation and Attendance	10%	Total	100%
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Language	English								