



9. COMPUTER GRAPHICS AND DESIGN

Program of educational discipline

Program budget

№	Indicator	Value
1	Approximate number of students	200-250
2	The number of academic hours	45
3	Teacher's fee per hour, EUR	30
4	Total cost of lectures, EUR	1350
5	General administrative costs, EUR (15%)	203
6	Total cost of course, EUR	1553

This course is designed for both students with minimal computer skills and those who wish to improve their knowledge of computer graphic design. To learn the course, it is desirable to have at least basic knowledge of using programs for working with graphics and using basic Windows programs. These 45-hour courses will give students the opportunity to learn the basic programs for computer design, which will allow them to work successfully in the advertising business, photo and art salons and other areas related to the use of modern computer graphics tools.

Course structure:

Topic 1. Peculiarities of using graphic programs

- 1.1. History of development and application of graphic programs
- 1.2. Purpose, possibilities, types and areas of application of computer graphics
- 1.3. Formats of graphic files and their features
- 1.4. Typography in design

Topic 2. Peculiarities of work in the Adobe Photoshop editor

- 2.1. Assignment of graphic editor interface elements
- 2.2. Create and save images. Document properties
- 2.3. Using palettes and processing tools

Topic 3. Working with image fragments in the Adobe Photoshop editor

- 3.1. Creation and processing of layers of images
- 3.2. Using filters to work with fragments
- 3.3. Drawing tools in Adobe Photoshop
- 3.4. Types and use of masks
- 3.5. Channels in Adobe Photoshop

Topic 4. Photo processing in the Adobe Photoshop editor

- 4.1. General tonal and color correction of photos
- 4.2. The basics of retouching. Types and techniques

Topic 5. Working with text in the raster graphic editor Adobe Photoshop

- 5.1. Formatting and text effects
- 5.2. Filters and usage styles

Topic 6. Peculiarities of work in the Adobe Illustrator editor

- 6.1. General information and work features
- 6.2. Types of documents
- 6.3. Setting up the software interface
- 6.4. Concepts and work with vector objects

Topic 7. Working with image fragments in the Adobe Illustrator editor

- 7.1. Work with a pen
- 7.2. Types and uses of fills
- 7.3. Using layers and artboards

Topic 8. Working with text in the raster graphic editor Adobe Illustrator

- 8.1. Tools and palettes for working with text
- 8.2. Using vector masks

Most classes will be accompanied by short assignments, but without actual assessment. The main purpose of the tests is to check whether the students have remembered the key sections of the course and, perhaps, to highlight topics that

should be considered in more detail. A large number of tasks of varying complexity will be offered for independent processing at your own will.

Mandatory work on the main topics:

1 Laboratory work 1. Creating images in Windows graphic editors.

2 Laboratory work 2. Using palettes and tools for processing in the Adobe Photoshop editor.

3 Laboratory work 3. Working with layers and filters in the Adobe Photoshop editor.

4 Laboratory work 4. Photo processing in the Adobe Photoshop editor.

5 Laboratory work 5. Working with text in the raster graphic editor Adobe Photoshop.

6 Laboratory work 6. Creation and processing of vector objects in the Adobe Illustrator editor.

7 Laboratory work 7. Using layers and artboards in the Adobe Illustrator editor.

8 Laboratory work 8. Working with text in the raster graphic editor Adobe Illustrator.