Graphics design - course description

General information	
Course name	Graphics design
Course ID	03.1-WA-P-GraDes-S22
Faculty	Faculty of Arts
Field of study	WA - oferta ERASMUS / Humanities and Arts, Fine Arts
Education profile	•
Level of studies	First-cycle Erasmus programme
Beginning semester	winter term 2022/2023

Course information		
Semester	1	
ECTS credits to win	6	
Course type	optional	
Teaching language	english	
Author of syllabus	• mgr Joanna Fuczko	
	dr Piotr Czech	

Classes forms						
The class form	Hours per semester (full-time)	Hours per week (full-time)	Hours per semester (part-time)	Hours per week (part-time)	Form of assignment	
Class	30	2	-	-	Credit with grade	

Aim of the course

Main purpose of the class is to introduce students with the basics of graphic design. Students learn to create graphic compositions and projects by working with form and gesture. Classes include propaedeutic of creating visual message, development the ability of building and managing the project, creative thinking and undertaking design choices. The workflow anticipate managing the project through every part of creating process from sketch to final - digital form and mockups.

Prerequisites

Basic computer skills

Scope

The tasks include working with graphic compositions based on symmetry and asymmetry. Students are developing skills of use and creation the symbol, abbreviation and graphic synthesis. Students learn to use visual hierarchy, rhythm and the importance of colour in project/composition.

Teaching methods

Students are obligated to complete the tasks using on theoretical basics of graphic design given in form of presentations, visual references, inspirations and examples followed by short lectures. The tasks should be accomplished by completing following steps: establishing general idea of the project, making manual sketches, digitization in graphic design software. Students consult the project each week individually, which allows them to dive into process of creative thinking and making adequate design choices. The last stage of the project is to create the mockup board delivered in digital file.

Learning outcomes and methods of theirs verification

Outcome description	Outcome symbols	Methods of verification	The class form
The student has a knowledge of means of expression and workshop skills in graphic design.		a projectactivity during the classes	• Class
The student uses their own knowledge, intuition and imagination and knowledge to create their own compositions.		a projectactivity during the classes	• Class
The student is able to use creative thinking and artistic composition in problem solutions.		a projectactivity during the classes	• Class
The student is able to choose and apply artistic means of expression to meet the requirements of the syllabus. The student understands the relationships between text and form of a composition.		a projectactivity during the classes	• Class

Assignment conditions

In order to pass the classes student needs to:

- attend the class
- completing and delivering the tasks in digital form
- being active and prepared for weekly consultations

Recommended reading

- 1. Adobe Illustrator Classroom in a Book, Brian Wood, 2021
- 2. Graphic Design Rules: 365 Essential DOS and Don'ts, Sean Adams, PRINCETON ARCHITECTURAL PR, 2020
- 3. Adobe Photoshop Classroom in a Book, Conrad Chavez and Andrew Faulkner, 2021
- 4. Grid systems in graphic design: A visual communication manual for graphic designers, typographers and three dimensional designers, Josef Müller-Brockmann, 1996

Further reading

www.grafmag.pl

www.zebza.pl

Notes

Modified by mgr Joanna Fuczko (last modification: 05-05-2022 10:41)

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