Course Title	**DIGITAL DRAWING**				
Course Code	**FDI 112**				
Course Type	Compulsory				
Level	Bachelor				
Year / Semester	1st Year / 2nd Semester				
Teacher's Name	Constantinou Christiana, Savvas Xinaris, Christos Andreou				
ECTS	5	Lectures / week		Laboratories / week	2
Course Purpose	This course aims to Introduce digital technologies and develop necessary skills and knowledge in relation to vector based drawing and techniques • Communicate digital vector drawing as a powerful tool in design and provide students with experience in assembling and creating ideas • Study fundamentals in aesthetically evaluating contemporary vector based design • Focus on painting and drawing methods suited to current software applications • Provide the content and context to create and produce projects in visual communication using the latest vector based software(s).				
Learning Outcomes	Upon completion of the course, students should be able to: • Demonstrate acute knowledge and capacity to use technologies in relation vector based design, experimenting with relevant digital operations (i.e. pathfinding, tracing, line art, mask techniques, text set and placement etc.) • Use technology resources for solving problems and making informed decisions. • Identify and evaluate various contemporary digital drawing parameters • Acquire skills and competences characterised by harmony and functionality between design and technology, moving from hand drawn based experimentations in art and design to digital platforms • Communicate ideas through digital creative expression in visual communication				
Prerequisites	None		Corequisites		None
Course Content	**Introduction / key concepts**				

	• Understand the possibilities vector graphics. Software interface prologue. Use drawing tools to create basic shapes. Use rulers, guides and grids as drawing aids. Navigate and control shapes. • Get familiarised with colours and identify the differences and importance's CMYK and RGB colours have. • Fulfil workshops on working with the pen tool. Draw straight lines. End path segments and split lines. Draw curved lines. Edit curves, changing from smooth to pointed and vice versa. • Work with brushes. Alter brush color and properties. Use, define and edit symbols. • Combine pixel based image and Illustrations. Place, edit and mask images inside illustrator. **Typography, Advanced Techniques, Preparing files for Press** • Work with type. Import text files into type containers. Adjust type attributes and formatting, including the font, leading, and paragraph. • Format text and adjust the text flow. Wrap type around a graphic. Create type masks. Use the Align and Pathfinder palette. • Identify with blending shapes and colours. Create smooth-colour blends between objects. Modify a blend, including adjusting its path and changing the shape or colour of the original object. • Work with layers. Work with the Layers palette. Create, rearrange, and lock layers, nested layers, and groups. • Understand live effects. Basic use of 3d extrude and revolver. Envelope distort and blending shapes. • Save and prepare artwork for review or for print. Understand crop marks, bleed marks and printing process.
Teaching Methodology	The course is mainly based on extended project briefing, practical workshops, exercises, illustrated lectures on the Art and Design research methodologies and group critiques. Illustrated lectures that address the theory of electronic imaging and are supported by practical demonstrations in which the information imparted is put into practice. Practical workshops introduce experimental methodologies of deconstruction and composition.
Bibliography	Book References - Wood, B., Adobe Illustrator CC Classroom in a Book. Adobe Press 2019 - Glitschka, V. (2011). *Vector basic training : a systematic creative process for building precision vector artwork.* Berkeley, CA : New Riders - Paricio, J (2015). *Perspective sketching : freehand and digital drawing techniques for artists & designers.* Beverly, Massachusetts : Rockport Publishers. - Flood, C. (2012). *British posters : advertising, art & activism.* London : V & A Publishing. - Samara, T (2014). *Design elements : understanding the rules and knowing when to break them.* Gloucester : Rockport Publishers.

Assessment	Overall the course is evaluated as follows:
	• **Final Assessment 34%**
	- Design Intelligence 40%,
	- Research and Methodology 20%,
	- Experimentation and Analysis 20%,
	- Time management and Presentation 20%
	• **Course work 66%** Interim Critique 33% Final Critique 33%
	Specific requirements for given projects and the assessment criteria are written down on project briefs that are handed out to students.
	Students are continually assessed throughout the semester via monitoring their sketchbook and rough work. In addition their class participation, enthusiasm, creative process and methodology are also taken in account.
	Project & Class Work 60%
	Final Test: 40%
Language	English