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| Course unit title: | COMPUTER ART 2 | | | | |
| Course unit code: | AART118 | | | | |
| Type of course unit: | Required | | | | |
| Level of course unit: | Bachelor | | | | |
| Year / Semester of study: | 1 st / Spring | | | | |
| Number of ECTS credits allocated : | 5 | Lectures p/w: | 2 | Labs p/w: | 0 |
| Instructor(s) | Ms Christiana Constantinou | | | | |
| Aim of the Course | <p>Aim of the course and core objectives are:</p> <p>Acquire capacity for developing further and greater understanding for the use of electronic imaging.</p> <p>Gain ability to employ IT technologies as vehicle for producing practical work.</p> <p>Demonstrate skills and competences characterised by harmony and function between design and technology, moving from the traditional art and design boards to a contemporary art and design methodology</p> <p>Acquire skills to experiment with modern computer aided design packages, and examine the basic design tools of the software package.</p> <p>Develop capacity for selecting appropriate technology and supporting the use of it in the professional sphere.</p> <p>Develop capacity for developing and creating final artwork needed for the general cause of the area of specialization in art and design.</p> | | | | |
| Learning outcomes of the course unit: | <p>Students should be able to:</p> <p>Introduction to computer arts / key concepts</p> <ul style="list-style-type: none"> • Understand the possibilities of Adobe Illustrator and vector graphics. Software interface prologue. • Complete workshops on creating Illustrator documents. 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. | | | | |

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| | <p>Typography, Advanced Techniques, Preparing files for Press</p> <ul style="list-style-type: none"> • 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-color blends between objects. Modify a blend, including adjusting its path and changing the shape or color 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. | | |
| Prerequisites: | None | Co-requisites: | None |
| Course contents: | <p>This course aims to introduce students to the fascinating world of computers in the design realm and specifically to computer-aided design. The computer is introduced as a powerful tool in design, enabling the students to quickly test ideas in visual communication through a rigorous process of sketching. Personal expression is stressed and individuality and design experimentation is encouraged.</p> | | |
| <p>Recommended and/or required reading: (the following list is a suggested textbook and reference list):</p> | | | |
| Textbooks: | Adobe Illustrator CC Classroom in a Book; 2017 Adobe Press | | |
| References: | <p>Visual contemporary references on magazines and web blogs like: Eye, Wallpaper, The Face, Wired, Creative Review, +design, Grafik</p> <p>www.layersmagazine.com,</p> <p>www.formfiftyfive.com,</p> <p>www.smashingmagazine.com.</p> | | |
| Planned learning activities and teaching methods: | <p>The course is mainly based on illustrated lectures, demonstrations, in-class practical workshops and exercises on the Art and Design research methodologies and group critiques. Creative use of computer/digital based skills and hand skills. Personal research, realization and manipulation in exercise work.</p> <p>Each project is critically analysed in a group discussion. Lecture notes and presentations are available through the web for students to use.</p> | | |
| Assessment methods and criteria: | <p>All Project and Class Work: 40%</p> <p>Final Test: 60%</p> <p>Total: 100%</p> | | |

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| Language of instruction: | English |
| Work placement(s): | No |