

Course unit title:	<b>COMPUTER ART 2</b>				
Course unit code:	AART118				
Type of course unit:	Required				
Level of course unit:	Bachelor				
Year / Semester of study:	1 <sup>st</sup> / 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><b>Aim of the course and core objectives are:</b></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><b>Students should be able to:</b></p> <p><b>Introduction to computer arts / key concepts</b></p> <ul style="list-style-type: none"> <li>• Understand the possibilities of Adobe Illustrator and vector graphics. Software interface prologue.</li> <li>• 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.</li> <li>• Get familiarised with colours and identify the differences and importance's CMYK and RGB colours have.</li> <li>• 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.</li> <li>• Work with brushes. Alter brush color and properties. Use, define and edit symbols.</li> <li>• Combine pixel based image and Illustrations. Place, edit and mask images inside illustrator.</li> </ul>				

	<p><b>Typography, Advanced Techniques, Preparing files for Press</b></p> <ul style="list-style-type: none"> <li>• Work with type. Import text files into type containers. Adjust type attributes and formatting, including the font, leading, and paragraph.</li> <li>• Format text and adjust the text flow. Wrap type around a graphic. Create type masks. Use the Align and Pathfinder palette.</li> <li>• 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.</li> <li>• Work with layers. Work with the Layers palette. Create, rearrange, and lock layers, nested layers, and groups.</li> <li>• Understand live effects. Basic use of 3d extrude and revolver. Envelope distort and blending shapes.</li> <li>• Save and prepare artwork for review or for print. Understand crop marks, bleed marks and printing process.</li> </ul>		
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><a href="http://www.layersmagazine.com">www.layersmagazine.com</a>,</p> <p><a href="http://www.formfiftyfive.com">www.formfiftyfive.com</a>,</p> <p><a href="http://www.smashingmagazine.com">www.smashingmagazine.com</a>.</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>		

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