Subject code: IFI6023	Subject name: COMPUTER GRAPHICS		
Study load: 4 (EAP/ECTS)	Load of contact hours: 52	Study semester: SPRING	Assessment: EXAM
Objectives:	Obtain practical skills and theoretical knowledge in area of design of computer graphics and to develop creativity.		
Course outline:	Concepts and application areas of computer graphics. Basic principles of composition, design and colour theory. Colour space and colour models. File formats and application areas. Corel Draw - platform for designing vector graphic images. Adobe Photoshop as environment for designing raster graphic photos. Basics of 3D graphics by the example of Corel Draw and Adobe Photoshop. Creative exercises.		
Learning Outcomes:	In the end of the course student is able to: - Design vector graphic images - Manipulate raster graphic photos - Integrate vector and raster graphics - Chose optimal tools based on the task - Have overview of terminology of computer graphics - Visualize ideas graphically		
Assessment Methods:	Final **exam** will be held in the format of exhibition where students present and describe the full collection of their individual assignments (all 13 individual works) in the format of poster or web gallery.		
Teacher(s):	Martin Sillaots		
Subject name in Estonian:	Arvutigraafika		
Prerequisite subject(s):	None		
Compulsory Literature:	None		
Replacement Literature:	Adobe Creative Team. Adobe Photoshop CS6 Classroom in a Book Adobe Creative Team. Adobe Illustrator CS6 Classroom in a Book Gary David Bouton. CorelDRAW X6 The Official Guide Diane Koers. Picture Yourself Learning Corel PaintShop Pro X5 Lisa Graham. Basics of Design Robin Williams. The Non-Designer's Design and Type Books		
Participation and Exam requirements:	Study will take place in the format of computer labs. Participation in labs and timely submission of home tasks is requirement for exam.		

	It's compulsory to attend more then 75% of labs (10 labs out of 14) and collect more then 75% of points (19 out of 26) for home assignments.
Independent work:	Individual assignments are given after every topic. Results of assignments will be presented and discussed in the beginning of next computer lab. Individual assignments are: 1. Free vector graphic drawing with simple shapes (Deadline 10 Feb) 2. Design principles through combined shapes and lines (Deadline 17 Feb) 3. Font selection and text to freehand and text to path on personal logo (Deadline 3 Mar) 4. Vector graphic effects on Flayer (Deadline 10 Mar) 5. Play with colours – colour composition (Deadline 24 Mar) 6. Room plan Technical Drawing (Deadline 31 Mar) 7. Vector Graphic Auto Portrait (Deadline 7 Apr) 8. Retouching personal photo (Deadline 14 Apr) 9. Photo collage (Deadline 21 Apr) 10. Roll-play with layers (Deadline 28 Apr) 11. BW photo to colour image (Deadline 5 May) 12. PS Effects (Deadline 12 May) 13. Animated self-portrait (Deadline 19 May) Assessment of home assignments is based on following scale: 2 points – required tools and techniques are used in creating the artwork and the image is aesthetically enjoyable. 1 point – there is no evidence about required techniques or tools or the image is not aesthetically enjoyable. 0 points – work is missing or is delivered after the deadline. Learning Management System iCampus (http://htk.tlu.ee/icampus/pg/groups/217460/computer-graphics-2015/) is used for delivering the assignments. All documents should be stored in PNG file format and attached to relevant task. The maximum file size is 5 MB.
Grading criteria scale or the minimal level necessary for passing the subject:	**A** All of the works in the examination poster or web gallery: - Are original - Have enjoyable aesthetics - Have clear message - Have evidences of use appropriate tools and functionalities Student can give excellent explanations about design and layout **B** Most of the works in the examination poster or web gallery: Are original, …

	Student can give good explanations about design and layout **C** Half of the works in the examination poster or web gallery: Are original, … Student can give sufficient explanations about design and layout **D** Some of the works in the examination poster or web gallery: Are original, … Student can give some explanations about design and layout **E** Few works in the examination poster or web gallery: Are original, … Student can give poor explanations about design and layout **F** None of the works in the examination poster or web gallery: Are original, … Student can't give explanations about design and layout
Information about the course:	
27.01.15	
03.02.15	Introduction to course Basics of computer graphics Essential of vector and raster graphics Basic functionalities and tools in Corel Draw
10.02.15	Lines and nodes Combined figures Design Basics
17.02.15	Types Artistic text Paragraph text
24.02.15	
03.03.15	Effects 3D
10.03.15	Colour models Colour pallets Colour effects Colour Fills
17.03.15	
24.03.15	Scales Dimensions and layers

	Technical drawings
31.03.15	Vector and raster graphic combination Bitmap effects Converting raster graphic to vector – TRACE Publishing
07.04.15	Introduction to raster graphics Introduction of Adobe Photoshop Basic transformations Drawing Photo retouching
14.04.15	Layers Selections
21.04.15	Masks
28.04.15	Colours Layer blending modes Colour manipulation
05.05.15	Raster Effects Raster Text and Vectors 3D
12.05.15	Web graphics Animated GIF Web Gallery
19.05.15	Exhibition