



FAKULTI TEKNOLOGI DAN KEJURUTERAAN

PROGRAM	Workshop Portfolio 2
COURSE NAME	Diploma in Graphic Design
COURSE CODE	DPW 5014
CREDIT HOUR	4
SYNOPSIS	This module aims to provide the student with the knowledge, skills and aptitude required to use a range of fundamental drawing skills and media to make a portfolio of drawings based on observation of the physical world, in particular the built world and to create a portfolio of the artist's work, including personal and professional graphic design print pieces, paintings, drawings, and flash animations.
COURSE STRUCTURE	
CHAPTER	TOPICS
1	Major Project 1 1.1 This subject introduces students to a range of academic and professional research methods appropriate to visual communicators. 1.2 Students will develop, present and negotiate an innovative project proposal and marketing strategy and prepare a self-initiated brief.
2	Major Project 2 2.1 This subject will enable students to integrate their cognitive, creative, practical and technical capabilities to manage a major, self-generated project. 2.2 Working independently or collaboratively, students will produce a major project as evidence of professional expertise in their major area of study.
3	Major Research Project This subject provides an opportunity for students to complete a sustained piece of research and to develop their skills of independent writing and research.
4	Major Studio Project 2 This subject provides an opportunity for students to design and realise a significant series or body of design work.
5	Internship This subject will give students an opportunity to investigate a selected workplace in their chosen discipline. This structured internship requires students to undertake formal negotiation with the host workplace and to submit written reports.



6	Digital Video and Audio The aim of this subject is to give students technical competency and knowledge of digital video and audio production.
7	Graphic Construction The aim of this subject is to encourage students to utilise graphic making alternatives to digital and computer-based image making.
8	Constructing Prototypes Students will research, and redesign an existing design or develop a new design project and construct a resolved prototype of it.
9	Print Media and Graphic Design The aim of this subject is to advance the students compositional and layout skills in relation to print based outcomes.
10	Print and Pre-Press Portfolio 10.1 The aim of this subject is to compliment students' graphic design skills with a sound knowledge of pre-press and print processes through the production of a personal portfolio of work. 10.2 Final progress for portfolio design. That is show their artworks like sketches and mock up design.
11	Final presentation the best artworks and products.
References:	1. <i>Image Transfer Workshop: Mixed-Media Techniques for Successful Transfers</i> by Darlene Olivia McElroy and Sandra Duran Wilson (Jul 30, 2009). 2. <i>Creative Illustration Workshop for Mixed-Media Artists: Seeing, Sketching, Storytelling, and Using Found Materials</i> by Katherine Dunn (Nov 1, 2010). 3. <i>The Journal Junkies Workshop: Visual Ammunition for the Art Addict</i> by Eric M. Scott and David R. Molder (Paperback - May 20, 2010)