



FAKULTI TEKNOLOGI DAN KEJURUTERAAN

PROGRAM	DIPLOMA IN GRAPHIC DESIGN
COURSE NAME	GRAPHIC DESIGN TECHNOLOGY
COURSE CODE	DGP 2022
CREDIT HOUR	2
SYNOPSIS	Graphic Design Technology curriculum is a program of study designed to prepare the student for entry-level employment and advancement in the field of graphic design.
COURSE STRUCTURE	
CHAPTER	TOPICS
1	Topic 1: Identify and describe tools needed for graphic design. 1.1 Obtain and utilize tools needed for graphic design. 1.2 Demonstrate safe and correct usage of graphic design equipment. 1.3 Demonstrate principles of typography. 1.4 Identify and describe characteristics of type. 1.5 Utilize proper design skills related to type. 1.6 Demonstrate proper layout and design techniques. 1.7 Exhibit skills in measuring, according to the printers' measurement system. 1.8 Create a layout utilizing the design stages to include thumbnails, roughs, and completed comprehensive. 1.9 Demonstrate and apply the grid structure. 1.10 Produce design projects. 1.11 Demonstrate basic paste-up skills. 1.12 Relate the printing process to design techniques. 1.13 Identify and describe types of printing techniques and terminology. 1.14 Design and apply various printing requirements to the design process.
2	Topic 2: Introduction to Design Technology - Identify and describe process color Printing techniques. 2.1 Discuss and describe the four color printing process and describe design requirements for the four color process. 2.2 Perform and describe the process for cropping and scaling artwork and photographs. 2.3 Utilize proper procedures in cropping artwork and photographs for reproduction. 2.4 Utilize proper procedures for scaling artwork and photographs for reproduction.
3	Topic 3: Definition and Terminology - Define and use computer terminology related to the graphic design industry. 3.1 Apply computer terminology to graphic applications. 3.2 Define and use graphic related computer hardware and peripheral equipment. 3.3 Define and use graphic computer equipment used for input. 3.4 Define and use graphic computer equipment used for output. 3.5 Define and use graphic computer equipment used for processing. 3.6 Define and use software related to the graphic industry. 3.7 Define the software related to the graphic industry. 3.8 Utilize current graphic software.



<p>4</p>	<p>Topic 4: Graphic Design Industry - Research and develop project that are a culmination of training specifically related to the graphic design industry.</p> <p>4.1 Investigate and formulate conceptual ideas for industry needs.</p> <p>4.2 Employ computer-generated graphics to create professional artwork to meet industry needs.</p> <p>4.3 Manipulate current software to generate graphics to meet industry needs.</p>
<p>5</p>	<p>Topic 5: Web Content - Research and analyze current web content.</p> <p>5.1 Evaluate, discuss, and explain aesthetics, l, and relevance to designing web graphics.</p> <p>5.2 Conduct technical evaluations and explain download times, transmission, and speeds.</p> <p>5.3 Explain graphic file formats (GIF, JPEG, PDF, TIFF, BMP, PICT, PNG, etc.).</p> <p>5.4 Attention to creative interactive features versus processing time.</p> <p>5.5 Designing for the web compares to designing for print reproduction.</p> <p>5.6 Use of royalty-free stock art/photos, creating original graphic content, creative ownership, copyright protection, trademarks, and public domain materials.</p> <p>5.7 Compare content and distribution regulations of web versus printed materials.</p> <p>5.8 Use and understand Adobe Acrobat.</p> <p>5.9 Use digital image capture, management, and manipulation.</p> <p>5.10 Discuss and configure resolution requirements for the web.</p> <p>5.11 Scan 3D objects, textures, traditional print photography, and transparencies for use on the web.</p> <p>5.12 Use a digital camera to capture the following images for web application</p>
<p>6</p>	<p>Topic 6: Research and discuss web-safe colors:</p> <p>6.1 Compare web color models.</p> <p>6.2 Research and discuss effective and ineffective color.</p> <p>6.3 Research web color combinations.</p> <p>6.4 Compare combinations of text.</p> <p>6.5 Discuss typography for the web.</p>



	<p>6.6 Research and discuss font management.</p> <p>6.7 Control text size, spacing, alignment, and tracking.</p> <p>6.8 Compare aliasing to anti-aliasing.</p> <p>6.9 Research web color combinations.</p> <p>6.10 Compare combinations of text.</p> <p>6.11 Discuss typography for the web.</p> <p>6.12 Research and discuss font management.</p> <p>6.13 Control text size, spacing, alignment, and tracking.</p> <p>6.14 Compare aliasing to anti-aliasing.</p> <p>6.15 Research and discuss the different software</p>
7	<p>Topic 7: Utilize creative solutions in problem-solving for graphic design work</p> <p>7.1 Plan unique concepts to advertise an item, service, or idea.</p> <p>7.2 Create unique concepts to advertise an item, service, or idea.</p> <p>7.3 Describe, apply, and utilize computer equipment to produce graphic design projects.</p> <p>7.4 Produce graphic design projects using current computer equipment and peripherals that reflect equipment used in industry.</p> <p>7.5 Produce graphic design projects using current.</p> <p>7.6 related software used in industry.</p>
8	<p>Topic 8: Creating and Modifying Polylines:</p> <p>8.1 Pline Command</p> <p>8.2 Editing Polylines: Pedit</p>
9	<p>Topic 9: Advanced Draw Commands:</p> <p>9.1 Polygons, Rectangles</p> <p>9.2 Splines</p> <p>9.3 Donuts</p> <p>9.4 Ellipses</p>
10	<p>Topic 10: Crosshatching:</p> <p>10.1 Bhatch Command & Quick HatchAdvanced Hatch</p> <p>10.2 Hatch Edit</p> <p>10.3 Inheriting Properties</p> <p>10.4 Solid Hatching</p>
11	<p>Topic 11: Regions and Boundaries</p> <p>11.1 Boundary Command</p> <p>11.2 Creating Regions</p> <p>11.3 Boolean Operation</p>
12	<p>Topic 12: Construction Techniques</p> <p>12.1 Construction Line</p>



	12.2 Ray
13	Topic 13: Isometric Drawings
14	Topic 14: Importing and Exporting files
References:	<p>1. Andrew Faulkner, Conrad Chavez 2020. Adobe Photoshop Classroom in a Book : Pearson Education US (25 February 2020)</p> <p>2. Brian Wood 2019. Adobe Illustrator CC Classroom in a Book : Pearson Education US (1 April 2019)</p>