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| 1. Course title: Desktop Publishing | | | | | |
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| 2. Code: | | 3. Type (lecture, practice etc.): seminar | | | |
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| 4. Contact hours: 2 hoursper week | | 5. Number of credits (ECTS): 3 | | | |
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| 6. Preliminary conditions (max. 3): | | | | | |
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| 7. Announced:fall semester, spring semester, both | | | | | |
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| 8. Limit for participants: 20 | | | | | |
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| 10. Responsible teacher (faculty, institute and department):  Viktor Rébay (Faculty of Science, Institute of Mathematics and Informatics, Department of Informatics) | | | | | |
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| 11. Teacher(s) and percentage: | | Viktor RÉBAY | | 100% | |
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| 12. Language:English | | | | | |
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| 13. Course objectives and/or learning outcomes:  The seminar intends to introduce students to the basics of typography and desktop publishing to gain and improve necessary practical skills and ability in the related field. Students completing the course will have knowledge on the basic concepts of desktop publishing, workflow process, and fundamental tools to have the competence to use the advantages of computer graphics. They will be able to handle basic functions of the selected desktop publishing application, to solve guided and reproduction type tasks individually. | | | | | |
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| 14. Course outline   1. Basic concepts of Computer Graphics: pixel graphics, vector graphics, colour mixing. The most important hardware devices. 2. Basic concepts of typography in desktop publishing. The art of printing. 3. The user interface, toolbars, and menus of CorelDRAW. Typical settings. 4. Simple drawing elements, linetypes, fills, patterns. Size properties, transformations, positioning (absolute, relative), sizing, rotating, mirroring, etc. 5. Editing and formatting text. Paragraph text. Language settings and tools. Converting text to curves. 6. Drawing and editing lines and curves. The freehand tool. Shaping curves. 7. Using grids and guidelines. Aligning and distributing objects. 8. Using layers. 9. Importing and using external elements. Using clipart. 10. Exporting and saving files in different formats. Preparing print jobs for press. 11. Solving reproduction type tasks. 12. Solving guided type tasks. 13. Final exam. | | | | | |
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| 15. Mid-semester works | | | | | |
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| 16. Course requirements and grading  Final exam. | | | | | |
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| 17. List of readings   1. Gary David Bouton: CorelDRAW X7: The Official Guide 11th Edition. McGraw-Hill Education, 2014. ISBN: 9780071833141 | | | | | |
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| 18. Recommended texts, further readings | | | | | |
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| **Date** | 10 May, 2017 | **Prepared by** |  | | |
| Viktor Rébay  responsible teacher | | |
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| **Endorsed by** | | |  | | |
| program supervisor | | |