

Basic data of the subject			
Academic Unit:	Faculty of Applied Arts		
Subject title:	Vector Graphics I		
Level:	Bachelor		
Subject status:	Mandatory		
Years of study:	1		
Number of hours per week:	4		
Value of credits - ECTS:	6		
Lecturer of the subject:	M. A. Florit Hoxha		
Contact details:	florit.hoxha@ushaf.net		
Subject description:			
	In this subject will be treated the ways of applying Corel Draw software, where tools will be learned, vector drawing, exchanging icons from vector-style pictures, working with different layers of photographs, using different effects in typography as well as in photographs, project saving in different formats, adjustment of format for printing requirements, image transformation, export of photos and vector formats, import of different formats also vector digital drawing with Corel Draw.		
Purpose of subject:			
	The purpose of the subject is for the student to learn application software that enables to create graphic vector work.		
Expected learning outcomes:			
	After completion of this module, students will be able to: Know the principles, tools and techniques for realizing vector graphics, Analyze the model that is required and transformed into vector graphics. Understand and implement a vector symbol ect. Apply Principles and Techniques in Vector Graphics.		
Contribution to student workload (which should correspond to the students learning outcomes)			
Activity	Hours	Days/week	Total
Lectures	2	15	30
Theoretical / laboratory exercises	2	15	30
Practical work			
Contacts to the Lecturer / Consultations	2	2	4
Field exercises			
Tests, student seminars			

Home work	3	14	42
Time of self-study (in the library or home)	3	14	42
Final preparation for the exam			
Time spent in assessment (tests, quiz, final exam)	2	1	2
Projects, presentations, etc.	1	1	6
Total			156
Teaching methodology:	Lectures, individual assignment, seminar papers for every week, discussions, team work.		
Assessment methods:	80% Practical work 20% Presentation		
Literature			
Basic literature:	CorelDRAW Home & Student Suite X8 for PC (Old Version) by Corel		
Designed plan of teaching:			
Weeks	Lecture to be held		
<i>Week 1:</i>	<i>Introduction – Corel Draw</i>		
<i>Week 2:</i>	<i>What is Vector Drawing and what is not</i>		
<i>Week 3:</i>	<i>Guidance for features and productivity in DRAW</i>		
<i>Week 4:</i>	<i>Diving in DRAW!</i>		
<i>Week 5:</i>	<i>Working with Single and Multipage Documents</i>		
<i>Week 6:</i>	<i>Creating basic forms, applying transformations</i>		
<i>Week 7:</i>	<i>Object Organizing</i>		
<i>Week 8:</i>	<i>Repetition</i>		
<i>Week 9:</i>	<i>Choosing (and Understanding) the Right Way Tools</i>		
<i>Week 10:</i>	<i>Exploring special forms, binders and other office automation assistants</i>		
<i>Week 11:</i>	<i>Smart tools in CorelDRAW</i>		
<i>Week 12:</i>	<i>Use of perfect form tools</i>		
<i>Week 13:</i>	<i>Creation of perfect objects</i>		
<i>Week 14:</i>	<i>Intermediate Desktop Publishing and Proofing Tools</i>		
<i>Week 15:</i>	<i>Editing form tools and distortions</i>		
Academic Policies and Rules of Conduct:			
<i>Regular attendance, keeping calm and active engagement in dialogue during lectures and exercises is mandatory.</i>			