

Basic data of the subject			
Academic Unit:	Faculty of Applied Arts		
Subject title:	Vector Graphics II		
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 Adobe Illustrator software, where you will learn the tools, vector drawing, turning icons from photos in vector format, working with different layers of photos, using different effects in typography and photos, save the project in different formats, adapt the format to the design for print requirements, change the resolution, export photos and vector formats, import different formats and digital vector drawing with Adobe Illustrator.		
Purpose of subject:			
	The purpose of the subject is for the student to learn the application software that enables the creation of vector graphic works in particular the Adobe Illustrator program.		
Expected learning outcomes:			
	<p>After completion of this module, students will be able to:</p> <ul style="list-style-type: none"> • Know the principles, tools and techniques of making vector graphics in Adobe Illustrator, • Analyze the required model and turn it into vector graphics through Adobe Illustrator. • Understand and execute a vector symbol etc. in Adobe Illustrator. • Apply principles and techniques to vector graphics in Adobe Illustrator. 		
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:	Adobe Illustrator Classroom in a Book (2021 release) 1st Edition, by Brian Wood		
Designed plan of teaching:			
Weeks	Lecture to be held		
<i>Week 1:</i>	<i>Introduction - Adobe Illustrator</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 Adobe Illustrator</i>		
<i>Week 4:</i>	<i>Diving in Adobe Illustrator</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 Adobe Illustrator</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:			

Regular attendance, keeping calm and active engagement in dialogue during lectures and exercises is mandatory.