Basic Course Information	
Academic Unit:	**Faculty of Applied Arts**
Course Title:	**Vector Graphics I**
Level:	**Bachelor**
Course Status:	**Compulsory**
Year of Study:	**1**
Number of Hours per Week:	**3**
ECTS Credits:	**6**
Course Description	This course covers the theoretical and practical foundations of vector graphics using **CorelDRAW** software, introducing students to the **basic and advanced tools** for working with vector graphics. The course includes **vector drawing, tracing (image trace) of photographs into graphic elements, and the creation of icons and scalable visual systems**, as well as the effective use of visual and typographic elements. It also covers **saving and exporting projects in various formats (AI, EPS, SVG, PDF), adapting designs to print and digital platform requirements**, resolution adjustment, and the fundamentals of **visual identity and branding** through the creation of vector logos and symbols.
Course Objectives:	The objective of the course is to develop students' competencies in using application software for the conception and creation of vector graphics, and in applying visual design principles to produce graphic elements ready for use across multiple media (print and digital).

Expected Learning Outcomes:	**Upon successful completion of this course, the student will be able to:** • Recognize and explain the principles, tools, and techniques for creating vector graphics. • Analyze a given model and transform it into vector graphics. • Conceive and create a vector symbol/logo according to design and visual identity principles. • Create scalable icons and graphic elements for use in digital interfaces. • Correctly apply the principles and techniques of vector graphics in practical projects.

Student Workload Contribution
(which should correspond to the student learning outcomes)

Activity	Hours	Days/Weeks	Total
Lectures	2	15	30
Theoretical/Laboratory Exercises	1	15	15
Practical Work			
Contact with the Lecturer/Consultations	2	4	8
Field Exercises			
Colloquia, Seminars			
Homework	3	14	42
Student Independent Study Time (in the library or at home)	3	14	42
Final Exam Preparation			
Time Spent on Assessment (tests, quizzes, final exam)	5	1	5
Projects, Presentations, etc.	8	1	8
Total			**150**

Teaching Methodology:	Lectures, individual work, practical assignments, discussions, group work, and project-based learning.
Assessment Methods:	60% Practical Coursework 20% Assignments 20% Final Exam
Literature	
Basic Literature:	Sandra Johnson, CorelDRAW X8: The Official Guide, McGraw-Hill Education, 2016.
Additional Literature:	Von R. Glitschka, Vector Basic Training: A Systematic Creative Process for Building Precision Vector Artwork, New Riders, 2011.

Designed Teaching Plan:

Week	Lecture / Topic to be Covered
Week 1:	***Introduction to CorelDRAW***
Week 2:	***Basic vector drawing tools***
Week 3:	***Organizing layers and objects***
Week 4:	***Creating basic shapes and objects***
Week 5:	***Transformations, duplication, and object alignment***
Week 6:	***Typography and basic text effects***
Week 7:	***Simple visual effects: shadow, contour, transparency***
Week 8:	***Creating icons and scalable visual systems (UI/UX icon systems)***
Week 9:	***Creating simple logos and symbols***
Week 10:	***Contemporary vector illustration: flat design and isometric style***
Week 11:	***Using smart tools in CorelDRAW***
Week 12:	***Refining shapes and objects***
Week 13:	***Combining objects and masks***
Week 14:	***Exporting projects for digital platforms and print***
Week 15:	***Practical project and presentation***

Academic Policies and Rules of Conduct:
Regular attendance, maintaining a respectful classroom environment, and active engagement in discussion during lectures and exercises is mandatory.