Basic Course Information	
Academic Unit:	**Faculty of Applied Arts**
Course Title:	**Vector Graphics II**
Level:	**Bachelor**
Course Status:	**Compulsory**
Year of Study:	**1**
Number of Hours per Week:	**3**
ECTS Credits:	**6**
Course Description	This course deepens students' knowledge of **CorelDRAW** and vector graphics, focusing on advanced techniques, complex effects, dynamic typography, gradients, and symbol libraries, as well as **preparing vector assets for multidisciplinary projects (print, web, and motion graphics)**. It also covers saving and exporting projects in various formats, adapting designs to print, web, and other media requirements, as well as **the basic principles of consistent visual systems (design systems)**.
Course Objectives:	The objective of the course is to develop students' competencies in using application software for the conception and creation of advanced vector graphics, suitable for professional use across multiple media (print, digital, and motion design).

Expected Learning Outcomes:	**Upon successful completion of this course, the student will be able to:** • Create complex vector objects and compositions. • Apply advanced visual effect and gradient techniques. • Use symbol libraries and dynamic effects for professional projects. • Export projects optimized for print, web, and digital publications. • Prepare vector assets ready for animation and motion graphics.

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; Brian Wood, Adobe Illustrator Classroom in a Book (2021 release), 1st Edition, Adobe Press, 2021.
Additional Literature:	Ian Crook & Peter Beare, Motion Graphics: Principles and Practices from the Ground Up, Bloomsbury, 2016.

Designed Teaching Plan:	
Week	**Lecture / Topic to be Covered**
Week 1:	***Review of the fundamentals and organizing complex projects***
Week 2:	***Advanced visual effects: shadow, contour, transparency***
Week 3:	***Gradient Mesh and advanced color***
Week 4:	***Dynamic typography and font manipulation***
Week 5:	***Using symbol libraries and ready-made elements***
Week 6:	***Complex objects: grouping, combining, and masks***
Week 7:	***Blend and distort effects***
Week 8:	***Preparing vector assets for motion graphics and animation (workflow toward After Effects)***
Week 9:	***Creating advanced logos and symbols***
Week 10:	***Technical illustration, multi-element compositions, and infographics (data visualization)***
Week 11:	***Professional export and project optimization***
Week 12:	***Integration with other software (Illustrator, Photoshop)***
Week 13:	***Practical project – advanced print***
Week 14:	***Practical project – digital publication***
Week 15:	***Presentation and evaluation of final projects***
Academic Policies and Rules of Conduct:	

Regular attendance, maintaining a respectful classroom environment, and active engagement in discussion during lectures and exercises is mandatory.