



## RTU Course "Blueprint of Applied Designs"

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| Course title   Blueprint of Applied Designs     Course status in the programme   Compulsory/Courses of Limited Choice; Courses of Free Choice     Responsible instructor   Agrita Krieviņa-Siliņa     Volume of the course: parts and credits points   1 part, 3.0 credits     Language of instruction   LV     Annotation   The development of composition of image for using within differant technological environment for image processing. Presentation of design oluring stages of processing.     Goals and objectives of the course in terms of competitions.   Task: To acquire skills to distinguish, to analyze the types of applied composition. Iteria application, techniques, application of materials. To learn methods for developing a work idea. Acquire skills working with Adobe Photoshop and job presentation.     Structure and tasks of independent studies   Practical tasks in topics: Creating a custom brush. Filling of squares. Increase and decrease image sharpness. Work with Sharpen, Blur and Noise filters. Color correction. Color charterization. Radicati and are felective paints. Color models. Apply filter effects. Image conversion.     Recommended literature   Obligata/Obligatory: Hume, Robert Fashion and textile design with Photoshop and Illustrator : professional creative practical work according to specialization.     Response for duby addition additen addition addit addition addition additen addition addition addi   |  |  |
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| Course prerequisites MŠM170 Ornament, Basic skills for working with Adobe Illustrator.   | Recommended literature   | Hume, Robert Fashion and textile design with Photoshop and Illustrator : professional creative<br>practice / Robert Hume. London : Bloomsbury Visual Arts, 2018. 256 lpp. : ilustrācijas ; 27 cm<br>ISBN 9781350108363<br>N.Godwin, Adobe Photoshop Elements 2022 Complete Guide: The Beginners, Intermediate, and<br>Advanced Users Manual to Mastering Photo Editing, 2021,Kindle Edition, 208 pages, ISBN<br>B09RKTVYN9<br>https://helpx.adobe.com/photoshop/tutorials.html<br>Papildu/Additional:<br>Lecture materials and handouts. Lecture presentations.<br>Beginner's Guide to Digital Painting in Photoshop 2nd Edition, 2020, Paperback, 288 pages, 978-<br>1909414945<br>https://helpx.adobe.com/photoshop/tutorials.html |
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## Course contents

| Content  |                  | part-time<br>al studies | Part time extramural studies |                |
|--|------------------|-------------------------|------------------------------|----------------|
|  | Contact<br>Hours | Indep.<br>work          | Contact<br>Hours             | Indep.<br>work |
| Types of computer graphics. Basic features of vector and raster graphics. Basic concepts and elements of raster graphics | 4                | 0                       | 0                            | 0              |
| Adobe Photoshop. Program work environment.   | 4                | 2                       | 0                            | 0              |
| Masking an image or part of an image. Masking tools. Marking, transformation.  | 4                | 4                       | 0                            | 0              |
| Creating and editing layers. Layer styles, correction layers.  | 4                | 4                       | 0                            | 0              |
| Layer masking and trimming. Edit an image using Quick Mask overlay.  | 2                | 4                       | 0                            | 0              |
| Working with text. Paragraph and paragraph texts, editing.   | 4                | 4                       | 0                            | 0              |
| Brushes and modes. Creating a custom brush. Filling of squares.  | 2                | 4                       | 0                            | 0              |
| Increase and decrease image sharpness. Work with Sharpen, Blur and Noise filters.  | 4                | 4                       | 0                            | 0              |
| Color correction. Foreground and background colors, color selection.   | 2                | 4                       | 0                            | 0              |
| Color characterization. Radiant and reflective paints. Color models.   | 4                | 4                       | 0                            | 0              |
| Apply filter effects. Image conversion.  | 2                | 2                       | 0                            | 0              |
| Use of tools in the development of practical work.   | 4                | 4                       | 0                            | 0              |
| Total:   | 40               | 40                      | 0                            | 0              |

| Learning outcomes   | Assessment methods  |
|---|---|
| Knows the types of computer graphics.   | Is able to distinguish and use vector and raster graphics files and convert from one type to another.   |
| Knows and uses the Adobe Photoshop desktop.   | Works freely in Adobe Photoshop<br>environment and is able to perform the<br>intended tasks independently.  |
| Can use masking tools, knows how to create, edit, mask and crop layers.<br>Knows layer styles, correction layers. Can use image editing with Quick Mask overlay | Performs work tasks related to layer creation,<br>editing and masking in good quality,<br>independently choosing the most appropriate<br>methods. |
| Knows color correction tools. Freely uses foreground and background colors, knows radiant and reflective colors. Orients in color patterns.                     | Performs work tasks related to color<br>correction. Can combine layers from different<br>output sources and recite them.                          |
| Knows and orients in different types of text development, their application, knows and distinguishes letter types. Can place text in a composition.             | Demonstrates the ability to place text in practical tasks, groups it according to the function.   |

## Evaluation criteria of study results

| Criterion   | %   |
|---|-----|
| Course work: Compliance with the set task                                     | 20  |
| Performance quality (practical work skills)                                   | 20  |
| Creative contribution (search for one's own way, solutions of ideas)          | 20  |
| Activity in the semester work: Existence of practical works (in good quality) | 40  |
| Total:  | 100 |

## Study subject structure

| Part | СР  | Hours    |           |      | Tests |      |      | Tests (free choice) |      |      |
|------|-----|----------|-----------|------|-------|------|------|---------------------|------|------|
|      |     | Lectures | Practical | Lab. | Test  | Exam | Work | Test                | Exam | Work |
| 1.   | 3.0 | 1.0      | 0.0       | 1.0  |       | *    |      | *                   |      |      |