

COMPUTER DESIGN AND ANIMATION

Title of Study Programme and Code		Type (compulsory/optional)	Cycle	Year of study when the component is delivered (if applicable)
Information Systems Engineering 6531EX043		Optional	1 st	3 st year
Semester/trimester when the component is delivered		Number of ECTS credits allocated	Language of instruction	Mode of delivery (face-to-face/e-learning/...)
6 st		3 ECTS	English	Face-to-face/e-learning
Learning outcomes			Study methods	Assessment methods
After completion of the study subject, a student should be able to:			Interactive lecture; Demonstration; Practical works; Group work; Literature studies; Problem based learning.	Assessment of practical work; Presentation and defense of group work; Exam.
LO 1	Know the specifics of graphical information processing, the variety of graphical application software and its possibilities.			
LO 2	Apply graphical application software for publishing.			
LO 3	Choose best and efficient application software for development publishing project.			
LO 4	Model and edit the graphics.			
LO 5	Know the specific of text processing using graphical tools and be able to apply it for publishing.			
LO 6	Scan text and graphical information and be able to process it with computers.			
LO 7	Know the specific of animation development and be able to create animation effects and apply it to advertisement projects.			
LO 8	Understand computer graphics terminology in English.			
Prerequisites (these courses must be successfully completed prior to taking this particular course)				
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Course content				
<ol style="list-style-type: none"> 1. The variety of graphical information processing and animations application software. Raster and vector graphic. 2. Adobe Photoshop environment. Tools for image processing. Resolution. Formats. Color models and their influence on graphic images. 3. CorelDraw environment. The modelling and editing of graphics. Interactive deformation. 				

Word processing. Using of computers for publishing.

4. Computer animation. Creation of animation.

5. Scan of graphical information. Image capture. Layers. Filters. Shadows. Effects.

7. Providing visual information. Using a computer's visual information to create visual material.

8. PDF publications. Preparation for publishing.

Recommended or required reading and other learning resources/tools

1. J. Urbonienė (2019). Course in VLE Moodle.