

DSGN 232 Digital Vector Graphics

The course will focus on vector drawings and illustration development by using standard illustration application to create multimedia digital and printed vector graphics. Students will learn how to draw, edit, fill, transform, implement effects vector graphics shapes and typeface.

(Pre-requisites: DSGN 141)

Course Learning Outcomes:

By the end of the course, students will be able to:

1. Demonstrate knowledge of vector graphics to be implemented in multimedia projects
2. To investigate design requirements and come up with the suitable digital vector graphics.
3. To analyse digital vector problems and find solution by using suitable tools.
4. To use industry standard multimedia design software to develop illustration projects.

Textbook & Course Materials:

- N/A

Course Content:

1. Fashion illustration on fabric
2. Adobe Illustrator
3. Isometric Digital City
4. Design window display for an existing brand
5. Designing a logo and corporate stationary
6. Adobe XD