



Course name	Graphic techniques of presentation
Entity running the course	Faculty of Ceramics and Glass, Department of Interdisciplinary Activities in Ceramics and Glass
Entity for which the course has been prepared	Department of Ceramics, Department of Glass
Course type	Core course, compulsory course.
Year of study/semester; Type of studies	Year 1 /semester 1, 2/; full time bachelor's degree studies
ECTS credits	2
Academic tutor	Mirosława Boczniewicz, Magdalena Gazur
Aim of the course	The course aims to familiarize the student with the issues of a composition. Layout of elements in 2D for the purpose of creating a harmonious whole awakening imagination and creative approach to the issues concerning a flat and spatial composition. Acquisition of the skill of describing and creating the object of a study, using manual techniques and the digital processing tools necessary in further cognitive processes. The idea of each of the proposed topics and issues of the course is to enable the student to understand the principles and concepts, as well as formal and realization differences of design problems.
Prerequisites	General knowledge of the history of art, drawing skills.
Learning outcomes:	
– <i>knowledge</i>	semester 1 – a basic knowledge on the issues of flat and spatial composition in 2D; the use of impression type drawing and available manual techniques necessary to build simple forms, graphic layouts and derivatives. semester 2 – a basic knowledge on the issues of graphic and editorial designing in 2D, in graphic vector and raster applications (ie. Illustrator and Photoshop). The student has a basic knowledge in the area of application and functions of a graphic sign (including the sign consisting of letters) intended for various publications.
– <i>skills</i>	Based on the acquired knowledge, the student has the basic skills of noticing and formulating original up-to-date solutions to design problems; they recognize and use various manual means and techniques and simultaneously acquire the ability of transferring the design issues into the environment of digital graphic applications, along with the ability of recognizing the differences and similarities between those two methods.
– <i>personal and social competence</i>	Acquisition of knowledge of the construction of a two- and three-dimensional image, as well as the skill to apply the tools necessary for the first own presentation with the use of a digital technology, for the purpose of printing and on-screen show.
Course content	The course covers the projects made traditionally and with the use of virtual creation technology. Based on sketches and designs, there are realized presentations with an indication of the most important issues regarding the mere way of the presentation, traditional or digital.
Course form and number of course hours	Exercises executed during classes, homeworks discussed during individual corrections and group discussions. 30 hours a semester, 2 hours a week.
Assessment methods and criteria	Passing on the basis of attendance. 75% executing assignments/active participation in classes/working critique 25% open critique of works
Assessment type	Semester 1 – graded pass. Semester 2 – examination review.
Literature	Grafika użytkowa - informacja wizualna -znak graficzny, / <i>Graphics - graphic visual information – sign</i> / Instytut Wzornictwa Przemysłowego /Institute of Industrial Design/ Warszawa 1986. Andrzej Osęka Grafika użytkowa - znak graficzny, / <i>Graphics - graphic sign</i> / Władysław Strzemiński Teoria widzenia, / <i>Theory of seeing</i> /, pub. Literackie Kraków 1974 2+3D a quarterly project magazine edit. Kraków Wasył Kandynski Punkt i linia a płaszczyzna, / <i>Point and line to plane</i> / pub. PIW Warszawa 1986r Graphis logo Publ. nr 262. – in English, German, French, 1996. 2+3D a quarterly project magazine from 2001. http://www.2plus3d.pl http://www.typotheque.com/articles/re-evaluation_of_gill_sans/
Teaching aids	
Language of instruction	Polish, English allowed.