

Course Title	<b>Computational Design I</b>				
Course Code	<b>CAR109</b>				
Course Type	<b>Compulsory</b>				
Level	Bachelor				
Year / Semester	1st / Fall				
Teacher's Name	Dr. Sotirios Kotsopoulos				
ECTS	5	Lectures / week	2	Laboratories / week	0
Course Purpose and Objectives	The purpose of the course is to identify certain IT technologies in relation to areas of specialization and to provide necessary skills and knowledge of computer design. The student through the course is expected to understand the possibilities of pixel-based graphics and acquire the skills to create a critical framework from which to be able to evaluate the spread of information technology in relation to art and design.				
Learning Outcomes	In the end of the course students should be able to use the computer as a tool to create their projects.				
Prerequisites	-	Required	-		
Course Content	This course explores techniques and projects in Photoshop. Students will complete projects that develop their skills and understanding of digital image creation. Students will both apply and experiment with the software relative to projects that they are engaged in or planning. A structured series of workshops will be presented to help students experience various tools, methods and models relative to image construction, manipulation and rendering.				
Teaching Methodology	Illustrated lectures, demonstrations, in-class practical workshops and exercises on the Art and Design research methodologies and group critiques. Creative use of computer/digital based skills and hand skills.				
Bibliography	<p>Adobe Photoshop CC Classroom in a Book; 2017</p> <p>Adobe Press Adobe Photoshop Creative Cloud 2017; CreateSpace Independent Publishing Platform</p> <p>Adobe Lightroom CC and Photoshop CC for Photographers Classroom in a Book; 2016 Adobe Press</p>				



Assessment	All Project & Class Work: 40% Final Test: 60% Total: 100%
Language	English