Course Title	**Computational Design III**				
Course Code	**CAR211**				
Course Type	**Compulsory**				
Level	Bachelor				
Year / Semester	2nd /Fall				
Teacher's Name	Dr. Sotirios Kotsopoulos				
ECTS	5	Lectures / week	2	Laboratories / week	0
Course Purpose and Objectives	The course develops students' skills in the conceptual framework of digital art and in particular the methodologies and procedures of three-dimensional modeling and design.				
Learning Outcomes	1. Comprehend certain IT technologies in relation to the area of specialization 2. Construct necessary skills and knowledge of computer design as a tool for designers 3. Employ skills and competences characterised by harmony and function between design and technology 4. Use of traditional art and design boards to a contemporary art and design methodology 5. Capacity for analysis and synthesis of a problem and its possible solutions 6. Recognize and design final artwork needed for general cause of the areas of specialization in art and design 7. Evaluate, choose and support appropriate technology, technique to use in the professional sphere				
Prerequisites		Required			
Course Content	• Preface Desktop Publishing Graphics: Introduction to (DTP) Desktop Publishing graphics. Explain the use and capabilities of DTP software. Understanding the interface of this type of program.				

	• TDP graphics design basics: Drawing tools, basic shapes and navigation. Rulers, guides and grids as drawing aids. Use of Master pages, Layers, Links and Styles. • Visual interpretation: Identify the basic rules of typography. Recognize the various aspects of typography. Solve typographic problems during the design process. Plan and design a multipart project combining the various aspects of DTP. • TDP graphics for screen base and online applications: Presentation tools in DTP, Design for interactivity, the digital portfolio and e-publications. • TDP graphics for printing applications: Project management and the design process in DTP, Understanding the printing production requirements
Teaching Methodology	The course is mainly based on extended project briefing and is mainly delivered through lab-based workshops conducted with the help of computer presentations, exercises, illustrated lectures and group critiques.
Bibliography	The Functional Art: An introduction to information graphics and visualization, Alberto Cairo, Voices That Matter, 2012 Making and Breaking the Grid: A Graphic Design Layout Workshop, Timothy Samara, Rockport, 2005 The Intelligent Lifestyle Magazine, Francesco Franchi, Gestalten, 2016 Grids for the Dynamic Image, AVA Publishing, 2006 Mag-Art: Innovation in Magazine Design, Charlotte Rivers, Rotovision, 2009 The Grid Book, Higgins H. B., MIT Press, 2009
Assessment	• Application and Practice (10%) • Exercises (30%) • Project (60%) Note: The assessment criteria for Interim/Final Critiques and the Final Assessment are: Design Intelligence 40%, Research and Methodology 20%, Experimentation and Analysis 20%, Time management and Presentation 20%
Language	English