

**SYLLABUS FOR 2023/2024 ENROLMENT  
FORM OF STUDY: FULL-TIME PROGRAMME**

**GENERAL INFORMATION**

**1. Course** Computer graphics

**2. Field of study** Computer Science

**3. Level of acquired education** first-cycle programme

**4. Number of ECTS credits** 5

**5. Number of hours per semester**

semester	lecture	classes	laboratory/foreign language course	project/practical classes	self-study	internship
II	15		30			

**6. Language of instruction:** English

**7. Lecturer** dr inż. Jakub Smolka, mgr inż. Zofia Lubańska

**DETAILED INFORMATION**

**8. Preliminary requirements**

1. Basic knowledge of operating computers

2. Ability to use the Internet

**9. Course objectives**

C1 To introduce students to the basic concepts of the CorelDraw Graphics Suite 2021 program.

C2 To introduce students to the issues of raster and vector drawing.

C3 To explain how to draw rectangles and ellipses, complex shapes, fine shapes in CorelDraw Graphics Suite 2021

C4 To define the basic issues concerning the transformation of an object into curves

C5 To introduce students to the way of filling objects, working with text in CorelDraw Graphics Suite 2021

C6 To explain how to overlay objects and layers, special effects in text in CorelDraw Graphics Suite 2021

**10. Field-specific learning outcomes in terms of knowledge, skills and social competences**

A student who completed the course:

reference to field-specific learning outcomes

**KNOWLEDGE**

EU01 Knows and understands concepts and methods related to multimedia techniques, computer graphics, image processing and compression techniques, user interfaces to an advanced degree and the practical applications of this knowledge in professional activities

K\_W14

**SKILLS**

EU02 Is able to design and program in familiar graphic environments using appropriate methods and tools

K\_U15

EU03 Is able to use knowledge to assess the usefulness of methods and tools for solving engineering tasks typical for computer science and apply the principles of safety and hygiene at work

K\_U17

EU04 Is able to solve complex and non-typical tasks/problems arising in the work environment, critically evaluate the effectiveness of their own actions, present and evaluate opinions

K\_U21

**SOCIAL COMPETENCES**

EU05 Is ready to fulfil professional roles responsibly, including observing the rules of professional ethics and requiring others to do so, as well as taking care of the achievements and traditions of the

K\_K04

profession	
<b>11. Course content</b>	
<b>Course delivery method</b> – lectures/classes/laboratories/practical classes	
Lecture:	
<ol style="list-style-type: none"> <li>1. CorelDraw Graphics Suite 2021 application basics</li> <li>2. Drawing simple objects (rectangle, ellipse) and complex shapes (spirals, exact shapes)</li> <li>3. Types of nodes, transforming an object into curves, Bezier Curve tool</li> <li>4. Page setup and navigation within a document in CorelDraw Graphics Suite 2021</li> <li>5. Colours and fills (tonal, interactive)</li> <li>6. Working with text and text special effects</li> <li>7. Working with objects</li> <li>8. Special effects</li> </ol>	
Laboratory:	
<ol style="list-style-type: none"> <li>1. Drawing simple objects, scaling, rotating</li> <li>2. Working with colours, different types of fillings</li> <li>3. Grouping objects, inserting text</li> <li>4. Bezier curves, drawing curved lines, changing curve shapes</li> <li>5. Effects, applying effects to text,</li> <li>6. Working with layers</li> <li>7. Final project - pass/fail</li> </ol>	
<b>12. Teaching tools and methods</b>	
1. Lectures in the form of presentations	
2. Laboratory instructions	
3 Program: CorelDraw Graphics Suite 2021	
4. Computer	
<b>13. Assessment method</b> (component, final)	
1. Assessment of current preparation for laboratory classes and activity during classes - continuous assessment	
2. Component evaluation of laboratory classes	
3. Final credit - project	
4. Written examination on the lecture material	
<b>14. Student workload</b>	
Form of activity	Number of hours
1. Classes with direct participation of the teacher and office hours	55
2. Student workload	75
sum	125
number of ECTS credits	5
<b>15. Reference books</b>	
Primary:	
1) R. Zimek, ABC CorelDraw 2018, Wyd. Helion, 2018	
2) V. Glitschka, Grafika wektorowa. Szkolenie podstawowe. Wydanie II, Wyd. Helion, 2016	
3) R. Zimek, CorelDraw 2018 PL ćwiczenia praktyczne, Wyd. Helion, 2019	
Secondary:	
1) M. Gradias, CorelDRAW Graphics Suite 2021 - 2019 - Einstieg und Praxis (niemiecki), Wyd. Markt+Technik Verlag, 2021	
<b>16. Assessment form - details</b>	
<b>Methods of learning outcomes verification:</b>	
The degree to which the student has achieved the learning outcomes is assessed according to the following criteria:	

- 5.0 - learning effect was achieved without reservations
- 4.5 - learning effect was achieved with single insufficiencies / mistakes
- 4.0 - learning effect was achieved with few insufficiencies /errors
- 3.5 - learning effect was achieved with many insufficiencies /errors
- 3.0 - learning effect was achieved with numerous and significant insufficiencies /errors (minimum required level of achievement of the effect)
- 2.0 - learning effect was not achieved

**17. Other details concerning the course**

1. Direct information about the issues of classes and a program content is provided by the teacher during classes and during office hours.

2. Classes will be held at AB in Biała Podlaska

3. Classes will be held in accordance with the current schedule

4. Office hours will be held in accordance with the applicable schedule