



UNIVERSITI TEKNOLOGI MARA

PMT113: DTP DESIGN

<b>Course Name (English)</b>	DTP DESIGN <b>APPROVED</b>
<b>Course Code</b>	PMT113
<b>MQF Credit</b>	2
<b>Course Description</b>	This course specifically emphasis for students to understand and demonstrate the four main principles of design. Students will use multiple graphic editing software programs to manipulate images and text with emphasis in Adobe Photoshop and Adobe Illustrator. Students will create design and produce a variety of professional visuals. Students will become proficient in design principles and will apply their skills to create high-quality graphic productions.
<b>Transferable Skills</b>	At the end of the course, students should be able to: 1. Describe (C2) basic terms, concepts, and practices in design for print. 2. Use (A1) application software elements for basic design, composition, typography, color, illustration, terms, and concepts relative to graphic communications. 3. Manipulate (P3) the four design principles of proximity, alignment, repetition, and contrast in computer graphics design.
<b>Teaching Methodologies</b>	Lectures, Studio, Tutorial, Supervision
<b>CLO</b>	CLO1 Describe (C2) basic terms, concepts, and practices in design for print. CLO2 Use (A1) application software elements for basic design, composition, typography, color, illustration, terms, and concepts relative to graphic communications. CLO3 Manipulate (P3) the four design principles of proximity, alignment, repetition, and contrast in computer graphics design.
<b>Pre-Requisite Courses</b>	No course recommendations
<b>Reading List</b>	This Course does not have any book resources
<b>Article/Paper List</b>	This Course does not have any article/paper resources
<b>Other References</b>	This Course does not have any other resources