



UNIVERSITI TEKNOLOGI MARA

GDT109: DESIGN AND DIGITAL MEDIA

Course Name (English)	DESIGN AND DIGITAL MEDIA APPROVED
Course Code	GDT109
MQF Credit	4
Course Description	his course will give an overview of major theories and application of the advancement of today's computer technology. The students will also develop their understanding and skills on how to operate the computer professionally. To equip students with the knowledge of producing manual Graphic Design process to digital process.
Transferable Skills	Software skills (Tracing, layout arrangement)
Teaching Methodologies	Lectures, Studio, Demonstrations, Tutorial, Discussion, Supervision
CLO	CLO1 Define the computer technology information from the aspects of equipments and application and also publishing CLO2 Respond and develop the skills in using design software as main media in generating 'desktop Publishing' CLO3 Use the software's and demonstrate the final output by producing graphic layout from sketches until final production
Pre-Requisite Courses	No course recommendations
Topics	
1. INTRODUCTION 1.1) Introduction to Syllabus 1.2) Entrance Survey 1.3) Class Overview 1.4) Course Description 1.5) Course Objectives 1.6) SLT 1.7) Project Overview 1.8) Marking Scheme 1.9) Introduction to Desktop Publishing 1.10) Define Desktop Publishing (DTP) 1.11) Types of Graphic Work 1.12) Tools, Hardware & Software 1.13) Design Process: Research, Thumbnail & Comprehensive	
2. INTRODUCTION 2.1) Introduction to Bitmap Software 2.2) (Adobe Photoshop) 2.3) Menu Bar, Toolbox, Option Bar, Palettes 2.4) Moving Around: 2.5) Open / Import files, Using Zoom Tools, Hand Tools, Minimize & Maximize 2.6) Demonstration: 2.7) Setup New Document 2.8) Copy & Paste Technique 2.9) Move Tool 2.10) Scale & Rotate 2.11) Saving Document	
3. BITMAP SOFTWARE 3.1) Adobe Photoshop (cont.) 3.2) Understanding Layers Selection (Image Manipulation) 3.3) Cropping tools, Scale	

4. BITMAP SOFTWARE

- 4.1) Understanding Layers Selection (Image Manipulation)
- 4.2) Rotate, Align, Healing, Patch, Clone, Adjustments and Filters

5. BITMAP SOFTWARE

- 5.1) Adobe Photoshop (cont.)
- 5.2) Using Type Tools:
- 5.3) Horizontal, Vertical, Using Character & Paragraph, Masking Type
- 5.4) Using Colours:
- 5.5) Colour palette, color mixer, swatches, gradient.

6. INTRODUCTION

- 6.1) Introduction to Vector Software
- 6.2) (Adobe Illustrator)
- 6.3) Illustrator work area:
- 6.4) Menu bar, Toolbox, Option Bar, Palettes
- 6.5) Moving Around:
- 6.6) Place Objects, Using Zoom Tools, Hand Tools, Minimize & Maximize
- 6.7) Demonstration:
- 6.8) Setup New Document
- 6.9) Create Basic Shape
- 6.10) Using Selection Tools
- 6.11) Saving Document

7. VECTOR SOFTWARE

- 7.1) Adobe Illustrator (cont.)
- 7.2) Using Pen Tools:
- 7.3) Lasso Tool: Draw straight line, curve.

8. VECTOR SOFTWARE

- 8.1) Adobe Illustrator (cont.)
- 8.2) Using Pen Tools:
- 8.3) Draw straight line, curve.
- 8.4) Add / Delete Anchor point, Convert point

9. VECTOR SOFTWARE

- 9.1) Adobe Illustrator (cont.)
- 9.2) Transform Objects:
- 9.3) Scale, rotate, align, pathfinders
- 9.4) Using Type Tools:
- 9.5) Insert type, using character & paragraph, type on path.
- 9.6) Add / Delete Anchor point, Convert point
- 9.7) Using Colours:
- 9.8) Understanding stroke & fill, color mixer, gradient.

10. INTRODUCTION

- 10.1) Introduction to Publication Software (Adobe InDesign)
- 10.2) InDesign work area:
- 10.3) Menu bar, toolbar, option bar, palettes
- 10.4) Moving Around:
- 10.5) Place Objects, Using Zoom Tools, Hand Tools, Minimize & Maximize
- 10.6) Demonstration:
- 10.7) Setup New Document Option, pages, facing pages, sizes, column, margins, bleed and slug.
- 10.8) Add & delete pages.
- 10.9) Edit margin & column

11. VECTOR SOFTWARE

- 11.1) Adobe InDesign (cont.)
- 11.2) Insert Text
- 11.3) Create text frame
- 11.4) Paste text from other document
- 11.5) Using character window
- 11.6) Using paragraph window
- 11.7) Insert space between line
- 11.8) Insert drop cap
- 11.9) Saving Document

12. VECTOR SOFTWARE

- 12.1) Adobe InDesign (cont.)
- 12.2) Master Pages:
- 12.3) What is master pages?
- 12.4) Master pages function
- 12.5) Differentiation between master and normal pages.
- 12.6) Import Images:
- 12.7) Place in Document
- 12.8) Place in box
- 12.9) Fitting Option
- 12.10) Text Wrap

- 12.11) Transform Object
- 12.12) Scale, rotate, align, arrange, pathfinder
- 12.13) Color in InDesign:
- 12.14) Fill & stroke
- 12.15) Apply color to text
- 12.16) Apply color to graphic shape
- 12.17) Swatches
- 12.18) Color Palette
- 12.19) Create new color
- 12.20) Using Gradient

13. VECTOR SOFTWARE

- 13.1) Adobe InDesign (Cont.)
- 13.2) Color in InDesign:
- 13.3) Fill & stroke
- 13.4) Apply color to text
- 13.5) Apply color to graphic shape
- 13.6) Swatches
- 13.7) Color Palette
- 13.8) Create new color
- 13.9) Using Gradient

14. FINAL

- 14.1) Final Project; Newsletter/Magazine Mockup
- 14.2) Cover Page & Newsletter (Image Manipulation)
- 14.3) Single Spread Ad
- 14.4) Double/Centre Spread Ad
- 14.5) Printing Set-up/ Digital Set-up (ODL)
- 14.6) Finishing

Assessment Breakdown	%
Continuous Assessment	100.00%

Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Final Project	Layout Arrangement: Newsletter & Poster/Cover	40%	CLO3
	Visual Assessment	Vector software	30%	CLO2
	Visual Assessment	Bitmap Software	30%	CLO1

Reading List	This Course does not have any book resources
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Article/Paper List	This Course does not have any article/paper resources
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Other References	<ul style="list-style-type: none"> • Book Katherine A. Hughes <i>GRAPHIC DESIGN LEARN IT DO IT</i>, CRC PRESS • Book Iskandar Ab Rashid 2010, <i>Adobe Photoshop : Rekaan Kreatif dan Artistik</i> , Venton Publishing (M) Sdn. Bhd., Selangor Darul Ehsan, Malaysia • Book Skolos, Nancy, Thomas Wedell 2006, <i>Type, image, message : a graphic design layout workshop</i> , Rockport Publishers, Gloucester, Mass • Book Marcroy Smith, Andy Cooke 2015, <i>People of print : innovative, independent design and illustration: with 452 illustrations</i> , NY Thames & Hudson, New York, • Book Jennifer Smith, Jennifer DeHaan 2004, <i>Adobe creative suite all-in-one desk reference for dummies</i> , Wiley, Hoboken, NJ.: • Book Evening, Martin 2014, <i>Adobe Photoshop CC for photographers : a professional image editor's guide to the creative use of Photoshop for the Macintosh and PC</i> , Focal Press, Burlington, MA: • Book Reding, Elizabeth Eisner 2013, <i>Adobe Photoshop CS6 : revealed</i>, Delmar,, Clifton Park, NY: • Book Hurter, Bill 2006, <i>The best of Adobe Photoshop : techniques and images from professional photographers</i> , Amherst Media, Buffalo, NY: • Book Skintik, Catherine 2010, <i>Learning media design with adobe CS4 : illustrator, photoshop, indesign</i> , Pearson Education Inc., Upper Saddle River, NJ: • Book Smith, Jennifer 2014, <i>Advanced adobe photoshop CC for design professionals : digital classroom</i> , Wiley, Indianapolis, IN: • Book Steuer, Sharon 2011, <i>The adobe illustrator CS5 wow! book : hundreds of tips, tricks, and techniques from top illustrator artists</i> , Peachpit Press, Berkeley, CA: • Book Johnson, Steve 2010, <i>Adobe Illustrator CS5 on demand</i>, Que Pub, Indianapolis, IN: • Book Johnson, Steve 2013, <i>Adobe InDesign CC on demand</i>, Que, Indianapolis, IN: • Book Adobe System 2014, <i>Adobe photoshop elements 12 classroom in a book : the official training workbook from Adobe Systems</i> , Adobe Press, San Francisco, CA: • Book Hosie-Bounar, Jane 2012, <i>New perspectives on Adobe Photoshop CS5 : comprehensiv</i> , Course Technology Cengage Learning, Boston, MA:
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