

General Information	Subject name, code and number of credits	DSN 221 Application Software-1 (CorelDRAW, Adobe Illustrator, Adobe Photoshop)
	Department	Architecture and design department
	Program (Bachelor's degree)	Bachelors
	Academic semester	Fall semester of the 2023/2024 academic year
	Subject teacher(s)	Leyla Huseynova PhD student
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	Telephone:	
	Lecture room/Schedule	Neftchilar campus, Monday 01:40-03:10 p.m., 03:20-04:50 p.m.
	Counseling hours	At times agreed upon with students
Prerequisites	-	
Language of instruction	English	
Type of subject (compulsory, elective)	Selection	
Textbooks and additional literature	<ol style="list-style-type: none"> 1. Corel Draw User Guide 2014 2. Corel Draw Basics Akron-Summit County Public Library 2019 3. Corel Draw Training Guide by Satish Jain and M. Geetha, Jun 18, 2018 4. CorelDRAW 2019 & CorelDRAW Home and Student 2019, Training Book with many Exercises by Peter Schiessl, Oct 27, 2019 5. Teach Yourself Corel Draw by Olalekan Bello, Sep 22, 2016 6. Adobe Photoshop Classroom in a Book (2023 release) By Conrad Chavez Published Dec 6, 2022 by Adobe Press. Part of the Classroom in a Book series 7. Adobe Analytics with SiteCatalyst Classroom in a Book by Adobe Creative Team and Vidya Subramanian, 14 June 2013 8. Adobe Illustrator Classroom in a Book (2023 release) 1st Edition by Brian Wood (Author) <p>Additional video tutorials</p>	
Course description	<p>In the application software (Corel Draw, Adobe Illustrator, Adobe Photoshop) teaching methodology course, students are taught to work freely in graphic design programs. The content line of the course is made up of models and types of interactive lessons, interdisciplinary and intra-disciplinary connections, and extracurricular work methodology. Since it is a quickly used program, Corel Draw is generally used for urgent work.</p> <p>One of the sectors where it is used most is printing houses. It is one of the programs that can be shown for educational purposes in various departments of universities.</p> <p>Corel Draw can also be used in printing stationery and website design.</p>	

	<p>Adobe Illustrator also goes one step ahead of its competitors with its ability to run on MacOS operating systems as well as Windows. Since some versions of other design software do not work on the MacOS operating system, Adobe Illustrator has become the design program preferred by professionals. In fact, although most design programs have similar functions, Adobe Illustrator can stand out from others with some special opportunities it offers. Among the reasons why Adobe Illustrator is most preferred in today's world, which we can call the age of change and continuous development, is undoubtedly its ability to enable change. To put it briefly, when the logo design created in pixel-based design programs is resized in the future, image quality may deteriorate.</p> <p>Designs drawn in vector with the Adobe Illustrator course and program can be resized or shaped at any time. This is the biggest reason why Adobe Illustrator is frequently preferred by corporate companies. Because the ability to quickly reproduce and use designs without interfering with them and causing deterioration in corporate identity formation or changes is a feature that can easily be preferred in today's conditions.</p> <p>Adobe Photoshop software enables the creation of professional quality products in a wide range of functions. Adobe Photoshop program, which has an extensive usage network especially in sectors such as advertising, film and cinema, is also in demand in web design processes and plays an intermediary role in the creation of professional works. Looking at the operations of Adobe Photoshop program;</p> <p>possibility of making vector drawings, photo manipulation operations, visual and aesthetic arrangements, creating graphic design projects, preparing advertising posters.</p> <p>In the simplest terms, it is actively used in many processes such as. Adobe Photoshop program is seen as one of the most important driving forces in reaching the current state and level of information technologies.</p>
Course objectives	<p>Purpose of the subject:</p> <p>The main goal of the course is to develop students' basic creative skills and teach them to freely realize their ideas in a visual form in graphic design programs. It is to teach the necessary knowledge and skills to start a new career. The main goal of teaching these programs is to present the products of students' imagination in digital form. In the ever-developing and changing world, computer software and technology devices bring different alternatives for users, and visuality continues to be the most important element in every field. Different graphic design programs are used by experts for professional and eye-catching graphic designs. These programs are used to visually design various products and activities such as websites, advertisements, books, magazines, posters, computer games, product packaging, banners, corporate communications and corporate identity. Graphic designers work with other members of the marketing and creative departments to visually convey a specific message, idea, or concept.</p>

Results of teaching (learning).	<p>In the process of general teaching of the subject, students:</p> <p>they should know:</p> <ul style="list-style-type: none"> • Forming products that are the basis of branding in graphic design with the help of application programs; • Intricacies of graphic design programs; <p>they should be able to:</p> <ul style="list-style-type: none"> • will learn how to use Corel Draw, Adobe Illustrator and Adobe Photoshop graphic software; • will be able to prepare the product in fully finished vector form for presentation or printing; • will be able to create a Logotype for a new Brand; • will be able to do graphic illustration in programs; • will be able to create a firm style (Branding) and its rules of use (Brandbook); <p>will be able to create special effects on photos in Photoshop.</p>		
Teaching methods	Lecture		+
	Group discussion		+
	Practical exercises		+
	Analysis of a practical issue		+
Assessment	Components	Date/deadline	Components
	Attendance		5
	Assignment		20
	Midterm exam		30
	Final exam		45
	Final		100
Rules (Teaching policy and conduct)	<p>Lecture, seminar, presentation</p> <p>Lecture. A lecture is given to the students about the topic.</p> <p>Group discussion. In order for students to better understand and remember the topics covered, discussions are held regularly.</p> <p>Practical exercises. Practical exercises are done to improve the knowledge and skills students have learned during lectures.</p> <p>Analysis of a practical issue. Periodic question-and-answer, quick-to-solve small-scale task-based discussions are held to understand how well students have mastered the topics in theory and at what level they can practically complete the given task by thinking like a designer.</p> <p>Tasks will be performed based on the selected topic. In addition to discussing the solution of the tasks with the teacher, the students will also put their theoretical knowledge into practice.</p> <p>Students will present their individual projects at the end of the course.</p> <p>It will be evaluated in the midterm (30 points) and final (45 points) exam.</p> <p>The project must be submitted by the student. The purpose of this assignment is to teach future designers the skills of presenting, doing a little research in a short period of time, and designing.</p> <p>The presentation must be submitted during the months of September and October before the midterm exam. No additional time is allowed to submit after the last week of classes.</p>		

	<p>Note: In accordance with the purpose of the subject, the projects must be prepared individually by the student in a graphic design program, without plagiarism.</p> <p>Exception: If the student informed the dean of the faculty in advance that he/she will not be able to participate in the handover phase of the work due to valid reasons (related to family situation and health), or if he/she has submitted any related document (application or reference), only in this case the student will be able to attend after the deadline. can hand over the work.</p> <p>Attendance: The maximum score for class attendance is 5 points. The number of points is based on: if the student attends all classes in the subject during the semester, he is given 5 points. If the total number of lessons missed during the semester for the subject exceeds the prescribed limit of 25% (illness, family situation, etc.), the student is not admitted to the exam session and a certain decision is made about him.</p> <p>Exams: The mid-term exam will be held on subjects taught in September and October (after the project is handed over), and the final exam will be held on subjects taught in November and December (after the project is handed over).</p> <p>The procedure for completing the subject. The student's knowledge is evaluated with a maximum of 100 points. An overall success rate of 60% and above is considered to complete the course. A student with a deficit can take this subject again in the next semester or the next year.</p> <p>Rules of conduct of the student. A student is not allowed to violate the University's internal disciplinary rules and use a mobile phone. It is forbidden to violate the educational process and ethical rules during the lesson. Unauthorized discussions between students are also prohibited during class.</p>
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Cədvəl

Həftə	Tarix	Fənnin mövzuları	Dərslik/Tapşırıqlar
1	15.09.2023 20.09.2023	Müasir dizayn tarixi haqqında ümumi məlumat.	Mühazirə (prezentasiya 1)
2	22.09.2023 27.09.2023	II Dünya müharibəsindən əvvəl 1930-40-cı illərin dizaynı.	Seminar-məşğələ Mühazirə (prezentasiya 2)
3	29.09.2023 04.10.2023	XX əsrin birinci yarısında formayaranmada üslub istiqamətləri.	Seminar-məşğələ Mühazirə (prezentasiya 3)
4	06.10.2023 11.10.2023	Art-Deko. Amerika dizaynının modeli.	Mühazirə (prezentasiya 4) Tələbələr fərdi şəkildə keçirilən mühazirə mövzularına əsasən seçilən mövzuya uyğun təqdimat hazırlayıb, təqdim etməlidir

5	13.10.2023 18.10.2023	Sovet dizaynı 1920-1950-ci illər	Seminar-məşğələ Mühazirə (prezentasiya 5)
6	20.10.2023 25.10.2023	İkinci dünya müharibəsindən sonrakı ilk onilliklərdə Avropa dizaynı.	Seminar-məşğələ Mühazirə (prezentasiya 6)
7	27.10.2023 27.10.2023	Sovet dizaynı 1950-70-ci illər. Azərbaycanın 1960-80-ci illərdəki dizaynı.	Seminar-məşğələ Mühazirə (prezentasiya 7)
8	01.11.2023 03.11.2023	Aralıq imtahanı Ulm dizayn məktəbi.	Mühazirə (prezentasiya 8)
9	08.11.2023 10.11.2023	Bayram Bauhaus ənənəsinin davamı.	Mühazirə (prezentasiya 9)
10	15.11.2023 17.11.2023	1960-cı illərin pop-art dizaynı. Futurizm (1960-cı illər).	Seminar-məşğələ Mühazirə (prezentasiya 10)
11	22.11.2023 24.11.2023	Radikal dizayn Antidizayn.	Seminar-məşğələ Mühazirə (prezentasiya 11) Tələbələr fərdi şəkildə keçirilən mühazirə mövzularına əsasən seçilən mövzuya uyğun təqdimat hazırlayıb, təqdim etməlidir
12	29.11.2023 01.12.2023	Postmodern. Yüksək texnologiya dizaynı	Seminar-məşğələ Mühazirə (prezentasiya 12)
13	06.12.2023 08.12.2023	Yaponiyanın dizayn tarixi.	Seminar-məşğələ Mühazirə (prezentasiya 13)
14	13.12.2023 15.12.2023	Skandinaviya ölkələrində dizaynın inkişafı.	Seminar-məşğələ Mühazirə (prezentasiya 14)
15	20.12.2023 22.12.2023	Dizaynın müasir həyatda rolu. Dizayn və rəqəmsal mühit.	Seminar-məşğələ Mühazirə (prezentasiya 15)
Final imtahanı			

Təsdiq edir: Dos. Abbasova Ş.A.
Memarlıq və dizayn departamentinin rəhbəri