				Document Code
	Universitas Negeri Surabaya **Faculty of Languages and Arts** **Bachelor of Fine Arts Education Study Program**			

SEMESTER LEARNING PLAN						

Courses		**CODE**	**Course Family**	**Credit Weight**		**SEMESTER**	**Compilation Date**
Computer Graphics		8821003082		**T=3** **P=0** **ECTS=4.77**		4	July 18, 2024

AUTHORIZATION		**SP Developer**	**Course Cluster Coordinator**	**Study Program Coordinator**
		....	....	Fera Ratyaningrum, S.Pd., M.Pd.

Learning model	**Case Studies**
Program Learning Outcomes (PLO)	**PLO study program that is charged to the course**
	Program Objectives (PO)
	PLO-PO Matrix

P.O

PO Matrix at the end of each learning stage (Sub-PO)

P.O	Week															
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

Short Course Description	Courses to explain the theory of bitmap and vector based software as well as to master operational skills for designing various Visual Communication Design works using monitor/screen (on screen) and paper (on surface) media. The study material presented is light and pigment color modes, characteristics of vector and bitmap software, as well as techniques for using tools (how to). Lectures are delivered using the direct instruction method, with theoretical strategies and practical tutorials.

References	**Main :**	

1. Bouton, Gary David. 2008. CorelDRAW X4: The Official Guide . McGraw-Hill Companies
2. Bouton, Gary David. 1999. Inside Adobe Photoshop. New Reader Publish.USA
3. Rustan, Surianto. 2008. Layout Dasar dan Penerapannya. Gramedia Pustaka Utama.Jakarta.
4. Levkowits, Haim. 1997. Color Theory and Modeling For Computer Graphic. Kluwer Academic Publisher. Massachusetts.

Supporters:

Supporting lecturer	Muh Ariffudin Islam, S.Sn., M.Sn.

Week-	**Final abilities of each learning stage (Sub-PO)**	**Evaluation**		**Help Learning, Learning methods, Student Assignments, [Estimated time]**		**Learning materials [References]**	**Assessment Weight (%)**
		Indicator	**Criteria & Form**	**Offline (offline)**	**Online (online)**		
(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)

1	Understand the requirements needed to be able to design a good design composition using a computer program.	1. Identify elements and principles in design. 2. Understand RGB and CMYK color modes and the differences between the two. 3. Know which color combinations are harmonious and which are not.		Concept teaching, discussion 3 X 50			0%
2	Apply design elements and principles in designing simple design compositions using CorelDRAW.	1. Identify CorelDRAW tools that are commonly used for designing. 2. Identify the steps in designing symmetrical shapes. 3. Operate CorelDRAW to design simple design compositions.		Direct instructions 3 X 50			0%
3	Design illustrations with CorelDRAW.	1. Identify CorelDRAW tools that are commonly used for designing. 2. Identify the steps in designing an illustration of a wayang orang mask. 3. Operate CorelDRAW to design wayang orang masks.		Direct instructions 3 X 50			0%
4	Designing the layout (lay out) with CorelDRAW.	1. Identify the elements that make up the layout of the article. 2. Explain examples of good and bad layouts. 3. Identify the steps in designing a layout. 4. Using CorelDRAW to design the layout.		Direct instructions 3 X 50			0%
5	Design simple design compositions using AdobeIllustrator.	1. Identify AdobeIllustrator tools that are commonly used for designing. 2. Identify the steps in designing symmetrical shapes. 3. Operate AdobeIllustrator to design simple design compositions.		Direct instructions 3 X 50			0%
6	Design illustrations with AdobeIllustrator.	1. Identify AdobeIllustrator tools that are commonly used for designing. 2. Identify the steps in designing decorations. 3. Operate Adobe Illustrator to design decorations.		Direct instructions 3 X 50			0%

7	Designing the layout (lay out) with Adobe Illustrator.	1. Identify the steps in designing a layout. 2. Use AdobeIllustrator to design the layout.		Direct instructions 3 X 50			0%
8	Designing the layout (lay out) with vector software	Students design activity posters (event announcements) using vector software		3 X 50			0%
9	Get to know the characteristics of Adobe Photoshop as image processing software.	1. Understand the logic of pixels and resolution in images. 2. Explain the working principle of histograms. 3. Identify the color tones of photos based on the histogram. 4. Correct the color tonal of the photo. 5. Identify tools for selection and transformation. 6. Use tools to carry out selection and transformation.		Discussion, Direct instruction 3 X 50			0%
10	Get to know the characteristics of Adobe Photoshop as image processing software.	1. Understand the logic of pixels and resolution in images. 2. Explain the working principle of histograms. 3. Identify the color tones of photos based on the histogram. 4. Correct the color tonal of the photo. 5. Identify tools for selection and transformation. 6. Use tools to carry out selection and transformation.		Discussion, Direct instruction 3 X 50			0%
11	Designing a collage with Adobe Photoshop (layer masking).	1. Identify the process and tools for changing photo backgrounds. 2. Explain the definition of collage and examples of his work. 3. Identify the stages in using layer masking. 4. Use layer masking to change the background of the image/photo.		Direct instructions 3 X 50			0%
12	Digital Coloring with Adobe Photoshop.	1. Identify processes and tools for scanning. 2. Identify the process and tools for coloring illustrations digitally. 3. Use Adobe Photoshop to color the illustration images.		Direct instructions 3 X 50			0%

13	Digital Coloring with Adobe Photoshop.	1. Identify processes and tools for scanning. 2. Identify the process and tools for coloring illustrations digitally. 3. Use Adobe Photoshop to color the illustration images.		Direct instructions 3 X 50			0%
14	Software Combining	1. Able to file formatting (.eps, .png, .psd, ai). 2. Able to combine multiple data sources. 3. Able to prepare files to print.		Direct instructions 3 X 50			0%
15	Software Combining	1. Able to file formatting (.eps, .png, .psd, ai). 2. Able to combine multiple data sources. 3. Able to prepare files to print.		Direct instructions 3 X 50			0%
16	Design a thematic poster using a combination of vector and bitmap software	UAS - Evaluation		3 X 50			0%

Evaluation Percentage Recap: Case Study

No	Evaluation	Percentage
		0%

Notes
1. **Learning Outcomes of Study Program Graduates (PLO - Study Program)** are the abilities possessed by each Study Program graduate which are the internalization of attitudes, mastery of knowledge and skills according to the level of their study program obtained through the learning process.
2. **The PLO imposed on courses** are several learning outcomes of study program graduates (CPL-Study Program) which are used for the formation/development of a course consisting of aspects of attitude, general skills, special skills and knowledge.
3. **Program Objectives (PO)** are abilities that are specifically described from the PLO assigned to a course, and are specific to the study material or learning materials for that course.
4. **Subject Sub-PO (Sub-PO)** is a capability that is specifically described from the PO that can be measured or observed and is the final ability that is planned at each learning stage, and is specific to the learning material of the course.
5. **Indicators for assessing** ability in the process and student learning outcomes are specific and measurable statements that identify the ability or performance of student learning outcomes accompanied by evidence.
6. **Assessment Criteria** are benchmarks used as a measure or measure of learning achievement in assessments based on predetermined indicators. Assessment criteria are guidelines for assessors so that assessments are consistent and unbiased. Criteria can be quantitative or qualitative.
7. **Forms of assessment:** test and non-test.
8. **Forms of learning:** Lecture, Response, Tutorial, Seminar or equivalent, Practicum, Studio Practice, Workshop Practice, Field Practice, Research, Community Service and/or other equivalent forms of learning.
9. **Learning Methods:** Small Group Discussion, Role-Play & Simulation, Discovery Learning, Self-Directed Learning, Cooperative Learning, Collaborative Learning, Contextual Learning, Project Based Learning, and other equivalent methods.
10. **Learning materials** are details or descriptions of study materials which can be presented in the form of several main points and sub-topics.
11. **The assessment weight** is the percentage of assessment of each sub-PO achievement whose size is proportional to the level of difficulty of achieving that sub-PO, and the total is 100%.
12. TM=Face to face, PT=Structured assignments, BM=Independent study.