	Universitas Negeri Surabaya **Faculty of Vocational Studies** **D4 Fashion Design Study Program**	**Document Code**

SEMESTER LEARNING PLAN

Courses		CODE	Course Family	Credit Weight				SEMESTER	Compilation Date
Computer Graphics		99999440502051		T=0	P=2	ECTS=3.18		1	July 17, 2024

AUTHORIZATION	SP Developer	Course Cluster Coordinator	Study Program Coordinator
	....	....	Dr. Irma Russanti, S.Pd., M.Ds.

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	Conduct studies and provide an understanding of image editing techniques using scanners and creating fashion photography projects using digital cameras. Design magazine covers and fashion moodboards with Adobe Photoshop. Upload all assignments to TELEGRAM media. Application of CorelDRAW in the fashion sector such as creating logo branding concepts, business cards/receipts and stamps, brochure design, packaging design, technical drawing, kebaya/bridal fashion design, textile design with kawung and parang batik motifs. The learning activity ends with printing it into a portfolio

References	**Main :**
	1. Wibawa, Setya Chendra. 2016. *Hand Out, CorelDRAW, dan Photoshop* Ronald. 2004. *CorelDRAW Graphics Suite 11.* Jakarta: Elex Media Komputindo. Team. Version:3.0. *User Manual: Textile & Fashion Design System* . Germany: Richpeace Technology Limited. Yunardi, Eppy. 2003. *Trik Membuat Berbagai Efek dengan Photoshop 7.0.* Surabaya: Indah.
	Supporters:

Supporting lecturer	Setya Chendra Wibawa, S.Pd., M.T. Imami Arum Tri Rahayu, S.Pd., M.Pd.

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	Describe GBRP and the meaning of vector bitmaps	1. Describe GBRP 2. Explain the meaning of bitmap and vector		Lecture method Direct teaching 2 X 50				0%

2	Basics of taking bitmap images with a digital camera	Basics of operating a digital camera to obtain digital images		Direct teaching 3 X 50			0%
3	Taking bitmap images with a digital camera	1. Operate a scanner to obtain a digital image. 2. Operate a digital photo to obtain a digital image.		Direct Teaching Lectures 3 X 50			0%
4	Get to know and get started with Adobe Photoshop	1. Open Adobe Photoshop 2. Get to know the Adobe Photoshop menus 3. Get to know the Adobe Photoshop toolbox 4. Open the image file 5. Manipulate the image 6. Save the manipulated file 7. Exit Adobe Photoshop	**Criteria:** Full marks are obtained if you do all the questions correctly	Lecture Direct teaching discussion 3 X 50			0%
5	Applying the use of selection and history layers as well as layer effects for image editing	1. Copy the layer 2. Delete the layer 3. Create a new layer 4. Set the layer image on the work area 5. Apply marquee lasso and path selection 6. Apply layer effects (bevel and emboss outer glow and inner glow)	**Criteria:** Full marks are obtained if you do all the questions correctly	Lecture Direct teaching discussion 3 X 50			0%
6	Get to know CorelDRAW	1. Open CorelDRAW 2. Get to know the CorelDRAW menus 3. Get to know the CorelDRAW toolbar 4. Process the printed page 5. Save the worksheet 6. Open the worksheet 7. Create a new worksheet 8. Exit CorelDRAW	**Criteria:** Completeness of the report prepared and the neatness and smoothness of the presentation and providing answers/responses	Lecture Direct teaching discussion 3 X 50			0%
7	USS I (doing practical photoshop questions)			2 X 50			0%

8	Draw and process basic objects with CorelDRAW	1. Start drawing the object 2. Set the size of the object 3. Select the object 4. Transform the object 5. Manipulate the object 7. Apply the Shape Tool to the object		Lecture Direct teaching discussion 3 X 50			0%
9	Draw and process graphic objects with CorelDRAW	1. Work with the Outline Tool 2. Work with the Fill Tool 3. Give special effects to objects		Lecture Direct teaching discussion 3 X 50			0%
10	Combining graphic objects with text with CorelDRAW	1. Create paragraph text 2. Create artistic text 3. Combine text with graphic objects 4. Create an example of packaging design		Lecture Direct teaching discussion 3 X 50			0%
11	Combines bitmap and vector objects	1. Modify the shape tool 2. Make an example of a technical drawing		Lecture Direct teaching discussion 3 X 50			0%
12	Application of fashion design 1	Modifying bezier into a textile design form		Lecture Direct teaching discussion 3 X 50			0%
13	Application of fashion design 2	Modifying the bezier into a parang and kawung batik motif design		Lecture Direct teaching discussion 3 X 50			0%
14	Application of fashion design 3	Modifying bezier into a form of bridal and futuristic kebaya fashion design		Lecture Direct teaching discussion 3 X 50			0%
15	Make modifications to the Website	1. Create an email 2. Create a blog 3. Edit the blog		Lecture Direct teaching discussion 3 X 50			0%
16	Final assignment evaluation	Portfolio Creation		lecture Direct teaching discussion 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.