



**Universitas Negeri Surabaya  
Vocational Faculty,  
D4 Graphic Design Study Program**

Document Code

**SEMESTER LEARNING PLAN**

<b>Courses</b>	<b>CODE</b>	<b>Course Family</b>	<b>Credit Weight</b>	<b>SEMESTER</b>	<b>Compilation Date</b>																																	
Basic Computer Graphics	xx90442030576		T=3   P=0   ECTS=4.77	0	July 17, 2024																																	
<b>AUTHORIZATION</b>	<b>SP Developer</b>		<b>Course Cluster Coordinator</b>	<b>Study Program Coordinator</b>																																		
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<b>Learning model</b>	Case Studies																																					
<b>Program Learning Outcomes (PLO)</b>	PLO study program that is charged to the course																																					
	Program Objectives (PO)																																					
	PLO-PO Matrix																																					
		P.O																																				
<b>Short Course Description</b>	Understanding of computer operational processes using commonly used graphics software. Application of various software in processing letter and image data, vectors and bitmaps for the purposes of designing works of art and design.																																					
	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 5%;">P.O</td> <td colspan="16" style="text-align: center;">Week</td> </tr> <tr> <td></td> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td> </tr> </table>					P.O	Week																	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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<b>References</b>	<b>Main :</b>																																					
	1. Hendratman, Hendi. 2008. Tips n Trix Computer Graphic Design. Bandung: Informatika 2. McClelland, Deke. 2002. Look and Learn Photoshop , Jakarta: PT. Elex Media Komputindo.																																					
	<b>Supporters:</b>																																					
<b>Supporting lecturer</b>	Tri Cahyo Kusumandyoko, S.Sn., M.Ds.																																					
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	Students understand the requirements needed to be able to design good design compositions using computer programs.	1. Explain the definition of computer graphics and understand the learning objectives. 2. Know the elements and principles of graphic design needed for designing. 3. Identify examples of applications of graphic design elements and principles. 4. Choose the appropriate color mode when designing design work. Know which color combinations are harmonious and which are not.		direct instructions 3 X 50			0%
2	Students understand the requirements needed to be able to design good design compositions using computer programs.	1. Explain the definition of computer graphics and understand the learning objectives. 2. Know the elements and principles of graphic design needed for designing. 3. Identify examples of applications of graphic design elements and principles. 4. Choose the appropriate color mode when designing design work. 5. Know which color combinations are harmonious and which are not.		teaching the 3 X 50 concept			0%
3	Apply design elements and principles in designing simple design compositions using vector software.	1. Identify vector tools commonly used for designing. 2. Identify the steps in designing a design composition. 3. Operate vector tools to design simple graphic design compositions.		teaching the 3 X 50 concept			0%
4	Design illustrations with vector software	1. Identify CorelDRAW tools that are commonly used for designing. 2. Identify the steps in designing vector illustrations. 3. Operate CorelDRAW to design vector illustrations.		3 X 50			0%

5	Design illustrations with vector software	<ol style="list-style-type: none"> <li>1. Identify CorelDRAW tools that are commonly used for designing.</li> <li>2. Identify the steps in designing a vector illustration</li> <li>3. Operate CorelDRAW to design vector illustrations.</li> </ol>		direct instructions 3 X 50			0%
6	Applying (digital) decoration to several media using CorelDraw software	<ol style="list-style-type: none"> <li>1. Applying decorations to t-shirts.</li> <li>2. Apply decorations to the backdrop</li> <li>3. Applying decoration to the poster.</li> </ol>		direct instructions 3 X 50			0%
7	Applying (digital) decoration to several media using CorelDraw software	<ol style="list-style-type: none"> <li>1. Applying decorations to t-shirts.</li> <li>2. Apply decorations to the backdrop</li> <li>3. Applying decoration to the poster.</li> </ol>		direct instructions 3 X 50			0%
8	Midterm exam	Designing textbook covers using CorelDraw software		3 X 50			0%
9	Get to know the characteristics of Adobe Photoshop as image processing software.	<ol style="list-style-type: none"> <li>1. Understand pixel logic and resolution in images.</li> <li>2. Identify tools for selection and transformation</li> <li>3. Use tools to make selections.</li> </ol>		direct instructions 3 X 50			0%
10	Basic Photo Retouching with Adobe Photoshop.	<ol style="list-style-type: none"> <li>1. Identify processes and tools for changing photo colors.</li> <li>2. Identify processes and tools for changing the color of color photos.</li> <li>3. Using tools for basic photo retouching.</li> </ol>		3 X 50			0%
11	Basic Photo Retouching with Adobe Photoshop.	<ol style="list-style-type: none"> <li>1. Identify processes and tools for changing photo colors.</li> <li>2. Identify processes and tools for changing the color of color photos.</li> <li>3. Using tools for basic photo retouching.</li> </ol>		3 X 50			0%

12	Design a montage (a combination of photos that forms a new meaning) with the layer masking command.	1. Identify processes and tools for changing photo backgrounds. 2. Use layer masking to change the background of an image/photo.		direct instructions 3 X 50			0%
13	Design a montage (a combination of photos that forms a new meaning) with the layer masking command.	1. Identify processes and tools for changing photo backgrounds. 2. Use layer masking to change the background of an image/photo.		direct instructions 3 X 50			0%
14	Digital Coloring with Adobe Photoshop.	1. Identify processes and tools for coloring manual illustrations. 2. Using Adobe Photoshop to color manual illustration images.		direct instructions 3 X 50			0%
15	Digital Coloring with Adobe Photoshop.	1. Identify processes and tools for coloring manual illustrations. 2. Using Adobe Photoshop to color manual illustration images.		direct instructions 3 X 50			0%
16	Digital Coloring with Adobe Photoshop.	1. Identify processes and tools for coloring manual illustrations. 2. Using Adobe Photoshop to color manual illustration images.		direct instructions 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.