



## General art composition, colour studies and vector graphic (AD-030) (KOMPOSITSIOON, VÄRVUSÕPETUS JA VEKTORGRAAFIKA)

### SUBJECT DESCRIPTION

<b>Credits (ECTS)</b>	6.00 ECTS
<b>Assessment</b>	grading
<b>Aim of the subject and short description</b>	
<p>The course provides a basic knowledge of general art composition and colour theory and the nature of vector graphics. The main emphasis is on the use of vector graphics software and the acquisition of the basic skills required for working based on the specifics of the specialty. The course provides an overview of several vector graphics programs, the students learn to configure them and work with the most common programs. Understanding and skills for creating detailed vector graphic objects will be acquired. Basic knowledge of colour theory and composition is applied. Fonts are used and processed, sign graphics and user-friendly complete solutions are created. Completing the course enables the development and use of respective skills in subsequent courses and developments of game projects.</p>	
<b>Learning outcomes:</b>	
<p>Student:</p> <ol style="list-style-type: none"><li>1. uses at least two of the most common vector graphics programs for designing games;</li><li>2. knows the main principles of art composition and colour theory and uses specific vocabulary;</li><li>3. creates detailed vector graphic objects;</li><li>4. saves and uses the created graphics purposefully.</li></ol>	