

AR-116 COMPUTER APPLICATIONS - 1 :: C-16

Subject Title	:Computer Applications - 1
Subject Code	:AR-116
Digital Lab Periods/Week	:2
Digital Lab Periods/Semester	:36
Credits	:2
Internal Assignments & Mids	:50 Marks
External Examinations	:50 Marks
Total Marks	:100 Marks
Duration of Exam	:3Hrs (Lab & Viva)

TIME SCHEDULE

Sl. No	Major Topics	No. of periods
1	Introduction to Graphic Design	2
2	MS- Office – Word, Excel, Powerpoint	8
3	Digital Illustration – Corel Draw <ul style="list-style-type: none">• Introduction to Vector Graphics• Logo Design• Stationary Design• Poster Design• Brochure Design	8
4	Image Editing – Adobe Photoshop <ul style="list-style-type: none">• Introduction to Raster Graphics• Architectural Plan Rendering• Architectural Elevation Rendering• Making of Web page• Usage of Actions, Filters and Etc.,	10
5	Print and Interactive Publishing – Adobe InDesign <ul style="list-style-type: none">• Create basic page elements• Learn about styles and how they impact productivity• Use Master pages to create design consistency• Understand PDF options	8
	Total	36

Course Overview:

The course imparts basic knowledge on Graphic design and general understanding to improve the digital skills in the realm of architecture.

Objectives of the Course:

To enable the student to make audio-visual presentations, word processing, and other basic computing in the area of Graphic design according to industry standards.

Expected Skills / Knowledge Transferred: Knowledge on softwares required for architectural presentations, Ms-Office, photo Editing techniques and publishing techniques.

Course Contents:

Units	Major Topics
1	Introduction to Graphic Design <ul style="list-style-type: none"> • Principles of Graphic Design • RGB vs CMYK • Raster Graphics and Vector Graphics • Typography • Understanding graphic / image formats (TIFF, JPEG, EPS. Etc.) • Multimedia Devices like scanners, printers, Cameras etc., • Page layout and Composition grids • Illustration techniques • Portfolio design and formats
2	MS- Office <ul style="list-style-type: none"> • Word - Creation of Text Documents for various purposes • Excel - Creation of spread sheets, usage of formula, filters and etc., • PowerPoint – Making of Multimedia presentations
3	Digital Illustration – Corel Draw <ul style="list-style-type: none"> • Introduction to Vector Graphics • Logo Design • Stationary Design (visiting card, letter head etc.,) • Poster Design • Brochure Design
4	Image Editing – Adobe Photoshop <ul style="list-style-type: none"> • Introduction to Raster Graphics • Architectural Plan Rendering • Architectural Elevation Rendering • Making of Web page • Usage of Actions, Filters and Etc.,
5	Print and Interactive Publishing – Adobe InDesign <ul style="list-style-type: none"> • Create basic page elements • Learn about styles and how they impact productivity • Use Master pages to create design consistency • Understand PDF options

Reference books:

- Adobe Creative Team. Adobe Photoshop CS (Class Workbook).
- **Droblas, Adele.** Fundamental Photoshop: A Complete Introduction, Greenberg.

Examination Procedure:

- Lab – Practical Examination
 - 3 hrs duration
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- The question paper to be set by external examiner in coordination with internal examiner (Paper setting remuneration shared equally by both)
 - Student's examination answers outcome from the system to be taken into hard copies mentioning only Hall Ticket Numbers and submit for valuation to the in-charge concerned for valuation.
 - Outcome of hard copies will be valued as follows

Procedure followed	– 10Marks
Final outcome	– 30Marks
Viva	– 10Marks
Total	– 50Marks

Required Lab equipment:

- Total number of Systems allotted for students per session – 40 + 2 high end systems
- A3 - MFD Printer
- Projector with Screen
- Black board
- Internet and networking
- Head phones

Sample Question Paper for external exam:

B.Arch – I year
AR-116 – COMPUTER APPLICATIONS-1
Practical – Lab – Examination

1 semester

Time : 3hrs

Max Marks : 50

Answer **three** from the following questions.

1. Design a logo for *Srushti Architects*
2. Design a Outdoor Poster for *Anti Ragging*
3. Prepare a home page of *College of Architecture & Planning*
4. Show the difference between CMYK and RGB
5. Create *North* arrow symbol

Please note that the following activities are not allowed.

- **ATTEMPT TO OPEN** other programs or browsers .
- Asking for help from other students or consulting books, materials, notes, etc.
- Bringin the Cell phones and other electronic devices.
- There are no breaks allowed during the exam.