**GRAPHIC DESIGN**

**1. PREAMBLE**

This syllabus is designed to provide theoretical and practical skills in Graphic Design as a vocation. It is also designed to provide adequate foundation for students who would pursue further education in tertiary institutions and also to enable them acquire skills for self employment.

**2. AIMS AND OBJECTIVES**

The examination seeks to test the candidates’ perceptual, analytical and manipulative skills in Graphic Design.

It also seeks to assess the candidates’ capabilities in the following:

(1) manipulation and maintenance of tools,

(2) uses of materials,

(3) planning and production processes.

**3. SCHEME OF EXAMINATION**

There will be three papers, Paper 1, 2 and 3 all of which must be taken. Papers 1 and 2 will be a composite paper to be taken at one sitting.

**PAPER 1:** Will consist of forty multiple-choice objective questions all of which must be

 answered within 50 minutes for 40 marks.

**PAPER 2:** Will consist of six essay-type questions. Candidates will be required to

 answer four questions within 2 hours for 60 marks.

**PAPER 3:** Will be two practical projects out of which candidates will execute one

 within five days, working for six hours each of the days. The paper will

 carry 80 marks.

 The question paper will be sent to the candidates two weeks before the

execution period for candidates to study. Designing of sketches and preparatory

notes should also be done within the two weeks prior to the execution of the

project. These will carry 20 marks. The total mark for the paper is therefore

 100.

**4. DETAILED SYLLABUS**

The course in Graphic Design includes the study of the perceptual, analytical, manipulation and the uses of materials.

For the examination, candidates will be expected to have covered all aspects of the teaching syllabus both in theory and practical based on the following:

1. Importance of Graphic Design

The importancev of Graphic Design as a profession.

The role of grahic design in the society.

2. Graphic Design tools, materials and equipment

3. Lettering

The historical development of the alphabet, Basic forms: Block lettering, serif, calligraphy, freestyle lettering.

 Principles and practice of lettering.

4. Drawing And Illustration

 Basic drawing: forms and shapes.

 Composition and proportion.

Perspective drawing.

Shading techniques: hatching and crosshatching, (smudging) blending, Stippling (pointillism)

Illustration techniques: pen and ink, pen and wash, flat colour, realistic painting, silhouette, photography, abstract painting, engraving.

Importance of illustration, cartooning; the types, importance and functions.

5. Colour

Colour relationships: i.e tints and shades, colour harmonies, analogous and complementary, cool and warm colours, primary and secondary colours, tertiary colour etc.

Colour symbolism:

6. Communication Design

Visual communication.

Meaning and Importance.

Design process: stages and layout

Types of communication design media: eg. poster, banner, package, label,

signboard,signpost, bookcover,billboard, handbill

7. Reproduction Processes In Graphic Design

 Historical development, tools, materials and equipment, processes.

 Processes ie relief printing, stencil printing.

 Other printing processes – lithography, gravure, photography.

 Electronic printing devices: Ink jet printing, laser, electrostatic printing.

8. Book Design

 Book typography, type styles and their uses, type indication methods and Page layout.

9. Paper Craft

The development of paper, types of paper and their uses, paper sizes, method of making decorative paper: marbling, comb pattern, doodling, wax resist, roller and twine pattern.

10. Book Binding

 Parts of a book, tools, materials, equipment and their uses.

Binding methods and styles, book repair binding process, care and maintenance of books.

11. Computer For Graphic Design

 Uses of appropriate computer software to design visual communication items.

12. Enterpreneural Skills In Graphic Design

 Graphic Design careers: Illustration, cartooning

 publishing.Graphic Design employment avenues: Advertising houses, Printing houses, Ministries, Self employment.

Setting up graphic design enterprise, factors to consider: pricing, costing and marketing.

Building a portfolio of works.

13. Exhibition

 Importance of exhibition.

 Types of exhibition

 Factors to consider when exhibiting

 Organizing and Mounting exhibition.