

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 importance of Graphic Design as a profession.
The role of graphic 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.

