COURSE OUTLINE

(1) GENERAL

SCHOOL	SCHOOL OF APPLIED ARTS & CULTURE				
ACADEMIC UNIT	DEPARTMENT OF GRAPHIC AND VISUAL				
	COMMUNICATION DESIGN				
LEVEL OF STUDIES	Undergraduate				
COURSE CODE	N1-3080		SEMESTER	3	
COURSE TITLE COLOR IN GRAPHIC ARTS AND PRINTING					
INDEPENDENT TEACHING ACTIVITIES if credits are awarded for separate components of the course, e.g. lectures, laboratory exercises, etc. If the credits are awarded for the whole of the course, give the weekly teaching hours and the total credits			WEEKLY TEACHING HOURS		CREDITS
	Lectures				
Laboratory Exercises					
Add rows if necessary. The organisation of teaching and the teaching methods used are described in detail at (d).			4		6
COURSE TYPE general background, special background, specialised general knowledge, skills development PREREQUISITE COURSES:	Special back	ground course			
LANGUAGE OF INSTRUCTION and EXAMINATIONS:	Greek				
IS THE COURSE OFFERED TO ERASMUS STUDENTS	Yes				
COURSE WEBSITE (URL)					

(2) LEARNING OUTCOMES

Learning outcomes

The course learning outcomes, specific knowledge, skills and competences of an appropriate level, which the students will acquire with the successful completion of the course are described.

Consult Appendix A

- Description of the level of learning outcomes for each qualifications cycle, according to the Qualifications Framework of the European Higher Education Area
- Descriptors for Levels 6, 7 & 8 of the European Qualifications Framework for Lifelong Learning and Appendix B
- Guidelines for writing Learning Outcomes

At the completion of this course students will be able to:

- Understand the basic terms relating to color and it's processing in the various applications of graphic arts.
- Understand the basic terms related to color and the processes of color processing in the various applications of graphic arts.
- Realize that problems and difficulties are involved in the digital management of color at all the stages of processing of graphic arts.
- To acquire the skills necessary for color management at all stages of the graphic arts process.

General Competences

Taking into consideration the general competences that the degree-holder must acquire (as these appear in the Diploma Supplement and appear below), at which of the following does the course aim?

Search for, analysis and synthesis of data and information, with the use of the necessary technology Adapting to new situations Decision-making Working independently Team work Working in an international environment Working in an interdisciplinary environment Production of new research ideas Project planning and management Respect for difference and multiculturalism Respect for the natural environment Showing social, professional and ethical responsibility and sensitivity to gender issues Criticism and self-criticism Production of free, creative and inductive thinking

Others...

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• Search, analysis and synthesis of data and information, using the necessary technologies

- Project design and management
- Adaptation to new situations
- Decision making
- Teamwork
- Work in an international environment
- Production of new research ideas
- Promoting free, creative and inductive thinking

(3) SYLLABUS

COURSE DESCRIPTION

Theoretical part

Introductory terms from Optics.

- The concepts of color.
- Subjective and objective features of color
- Visual perception of color.
- Color categories, filters, methods of mixing colors.
- Color temperature of a light source.
- Standardised sources of light
- Color cube, Colour maps, RGB, CMY and CMYK, Pantone.
- Color systems: CIE-xy, CIE-xyY, CIE-LAB, Munsell, GATF. Digital color processing.
- Technical color systems.
- Introduction to color management.
- The term of color profile.

Laboratory exercises:

- Creating color maps
- Methods of mixing colors.
- Use of spectrophotometer Reflection spectra.
- Solve printing problems through Colorimetry
- Color Conversion Color difference of samples DE.
- Color Management.
- ICC profiles.
- Calibration and Characterization of color reproducers.

(4) TEACHING AND LEARNING METHODS - EVALUATION

DELIVERY Face-to-face, Distance learning, etc.	In the classroom (auditorium and laboratory)			
USE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY Use of ICT in teaching, laboratory education, communication with students	Presentation software (PowerPoint) Special Image Editing Software Learning process support through the electronic platform E-Class Job evaluation and notification of progress control			
TEACHING METHODS The manner and methods of teaching are described in detail. Lectures, seminars, laboratory practice, fieldwork, study and analysis of bibliography, tutorials, placements, clinical practice, art workshop, interactive teaching, educational visits, project, essay writing, artistic creativity, etc. The student's study hours for each learning activity are given as well as the hours of non- directed study according to the principles of the	Activity	Semester workload		
ECTS	Course total	150		
STUDENT PERFORMANCE EVALUATION Description of the evaluation procedure Language of evaluation, methods of evaluation, summative or conclusive, multiple choice questionnaires, short-answer questions, open- ended questions, problem solving, written work, essay/report, oral examination, public presentation, laboratory work, clinical examination of patient, art interpretation, other Specifically-defined evaluation criteria are given, and if and where they are accessible to students.	 Greek, I. Written final exam (50%) including: Comparative evaluation of theory data Problem solving II. Presentation of group or individual work (20%) Submission of workbook, Reports on the subject of laboratory exercises, Oral examination on the content of the workbook (laboratory part), Evaluation criteria on the electronic platform of the course. III. Laboratory exercises (30%) Report, Oral Examination The total grade is the sum of the above three individual assessments. 			

(5) ATTACHED BIBLIOGRAPHY

- Suggested bibliography:
- 1. Αντωνιάδης Κ., Ελευθεριάδης Ι., Σταθάκης Κ., (2002). Χρώμα, ΕΑΠ, Πάτρα
- 2. Wyszecki G., Styles W.S., (1982). Color Science: Concepts and Methods, Quantitative Data and Formulae, (2nd Edit.) John Wiley & Sons, N.York
- 3. Billmeyer F.(Jr.), Saltzman M., (1981). Principles of Color Technology, (2nd Ed), John Wiley & Sons, N.York
- 4. Berger Schunn A., (1994). Practical Color Measurement, John Wiley & Sons Inc. ,N.York
- 5. Kueppers, H., (1980). Das Grundgesetz der Farbenlehre, DuMont, Koeln.
- 6. Weber, H., (2006). DigitaleFarbe in der Medienproduktion und Druckvorstufe. Mitp, Heidelberg
- 7. Kipphan Helmut (2001). Handbook of Print Media (Technologies and Production Methods), Heidelberger Druckmaschinen AGHeidelberg, Germany.
- 8. Gernot Hoffmann: CIE Color Space, haralick.org
- 9. Hunt, R.W.G. (2004). The Reproduction of Colour, John Willey & Sons, Ltd.
- 10. Jan-Peter Homan (2009). Digital Colour Managementn -Principles and Strategies for the Standardized Print Production, Springer.
- 11. Heidelberger Druckmaschinen AG (2008). Colour and quality -Expert Guide.