Course Unit Descriptor

Study Programme: Graphic Engineering and Design			
Course Unit Title: Reproduction Technology			
Course Unit Code: F301			
Name of Lecturer(s): Sandra Dedijer			
Type and Level of Studies: Bachelor Level			
Course Status (compulsory/elective): compulsory			
Semester (winter/summer): Winter			
Language of instruction: English			
Mode of course unit delivery (face-to-face/distance learning): Face-to-face			
Number of ECTS Allocated: 8			
Prerequisites: None			
Course Aims: Acquiring basic knowledge in the field of reproduction technologies.			
Learning Outcomes: Acquired knowledge is used in further educational development, and in the application in practice.			
Syllabus: Photographic optics. Lenses and objectives. Reproduction devices. Camera. Increasing device. Contact-photocopier. Repeat photocopier. Sensitometry and densitometry. Photographic materials. Content of photographic materials. Production of photographic materials. Colour-sensitivity. Special photo-materials. Light sources in repro-photography. Lightening and processing photographic materials. Types of developers. Fixing. Developing machines. Standardization of developing conditions and lightening device calibration. Halftone photography. Theory of a halftone dot. Glass halftone. Contact halftone. Electronic halftone. Colour. Colour systems. Principles of multi colour reproduction. Electronic reproduction technique. Scanners. Digital video cameras and cameras. Photo CD. Electronic montage of a page. Personal computers. Post Script. Raster Image Processor (RIP). Portable Document Format (PDF). Print proof. Sheet assembly. Electronic sheet assembly. Electronic publications and the Internet.			
Required Reading: Relevant literature in English TBD			
Weekly Contact Hours: 8	**Lectures:** 4	**Practical work:** 0	
Teaching Methods: Teaching is held using contemporary didactic means and methods, interactively in the form of lectures, computer and laboratory practice. Theory is presented in lectures, followed by the examples and solution simulation for better understanding of the course content. Computer practice are organized in a manner as to supplement the graphic technology skills, and laboratory practice are used to practically apply the acquired knowledge using the available laboratory equipment. Apart from lectures and practice, tutorials are regularly held.			
Knowledge Assessment (maximum of 100 points):			
Pre-exam obligations	points	**Final exam**	points
Laboratory exercise attendance	3	written exam	40
Lecture attendance	5	oral exam	30
Laboratory exercise defence	10	…….	
Computer exercise	2		

attendance			
Computer exercise defence	10		
The methods of knowledge assessment may differ; the table presents only some of the options: written exam, oral exam, project presentation, seminars, etc.			