The "Design" Specialty

The curriculum for retraining of servicemen in the "Design" specialty is practically oriented and divided into three blocks.

The first block involves the study of professional software products for working with graphic objects – professional graphic editors Corel Draw and Adobe Photoshop. The study of these software products requires the organization of a full-time system of training and constant control of the teacher over the work of students. This is a key block of disciplines of the retraining course in the "Design" specialty.

The second block involves learning the basics of computer technology, working in the Windows operating system, as well as the main programs of the Microsoft office suite - Microsoft Word and Microsoft Excel. The study of these software products, due to their wide distribution and use, requires much less control of the teacher over the students' work, that is why it is possible to organize their study using distant remote technologies.

Curriculum

№	Name sections and disciplines	Total	Including				Form of control
			Lectures	Name and surname of a teacher	Practical lessons		
Compulsory part							
1	Basics of composition	30	10		18		Exam-2
2	Color science	12	4		6		Exam - 2
3	Design	120	40		78		Exam - 2
4	Economics of production	12	4		6		Exam - 2
5	Computer Graphics	48	16		30		Exam - 2
Elective part							
8	Computer Aided Design	48	16		30		credit-2
9	Graphic design in the environment	34	10		22		credit-2
10	Fundamentals of Computer Engineering	12	4		6		credit-2
11	Fundamentals of Marketing	12	4		6		credit-2
12	Employment technology	12	4		8		
13	Comprehensive exam	10					Exam - 10
	Total hours	350	112		210		28

The Graduate's Area of Activity

Design institutions, enterprises, model houses, firms, agencies, author's workshops engaged in artistic and technical design of interiors, light industry products, development of advertising and printing products, freelance.