

CATALOG OF ELECTIVE DISCIPLINES

6B02 - Arts and Humanities

(Code and classification of the field of education)

6B021 - Arts

(Code and classification of the direction of training)

0210

(Code in the International Standard Classification of Education)

B031 - Fashion, design

(Code and classification of the educational program group)

6B02101 - Design

(Code and name of the educational program)

bachelor

(Level of preparation)

set of 2024

Developed

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Reviewed

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Approved

at a meeting of the University Academic Council by protocol No. 3 of January 16, 2024.
at a meeting of the University Academic Council by protocol No. 6 of June 18, 2024.

Decorative painting

Discipline cycle	Basic disciplines
Course	3
Credits count	5
Knowledge control form	Examination

Short description of discipline

Acquaintance and mastering of the main methods, techniques and materials of decorative painting. Features of composition creation in decorative painting, practical mastering of decorative painting techniques, stylization methods. Competently conduct work in the genre of still life, competent execution of a one-figure composition, the ability to use various painting techniques. Development of artistic and creative abilities of students possession of various materials and tools of decorative painting. Creative approach in modern teaching of fine arts.

Purpose of studying of the discipline

Mastering theoretical and practical knowledge in the field of the basics of decorative painting, the ability to acquire them in practice, as well as the formation of general cultural and professional competencies in the process of mastering the educational program.

Learning Outcomes

Learning outcomes by discipline

- 1. grounds for ensuring the social significance of their future profession, grounds for ensuring high motivation to perform professional activities ;*
- 2. formation and implementation of humanistic values for the preservation and development of modern civilization; acceptance of moral duties in relation to the surrounding nature, society, other people and oneself ;*
- 3. development of design ideas based on a conceptual, creative approach to solving a design problem; the use of possible methods for combining forms, structures, complexes and systems; a complex of functional, compositional solutions*

Prerequisites

Painting III

Postrequisites

Designing and modeling of clothing

Coloring in painting

Discipline cycle	Basic disciplines
Course	3
Credits count	5
Knowledge control form	Examination

Short description of discipline

During the course of studying the discipline, the student will study the laws and rules of constructing color harmonies, get acquainted with terminology and learn color as an element of painting. During the tasks, knowledge is given in the following areas of color science: science in color, achromatic compositions, color and harmonious combinations of colors, color functions in plastic arts, color and space, color perception, questions of the figurative and emotional meaning of color.

Purpose of studying of the discipline

To study the general patterns in the theory of color combinations and master them in practice, the basic laws and rules for the construction of color-textured compositions and creative works, the development of artistic taste, creative thinking and imagination necessary for an artist and designer.

Learning Outcomes

ON3 Possess the skills of realistic depiction from nature: still life, landscape, portrait, human figure, modern painting techniques; professional skills of a sculptor; font culture, critically comprehend the knowledge of the ESCD standards.

Learning outcomes by discipline

- 1. the skills of harmonizing color relations are applied in various fields of human activity (teaching fine arts, drawing, graphic design, clothing design, interior design, design of objects of decorative and applied art, etc.).*
- 2. know the basic laws and rules for creating colorful and textured compositions and creative works.*
- 3. The use of various artistic materials in creative activity.*

Prerequisites

Painting I Painting III Painting II

Postrequisites

Designing and modeling of clothing

Materials and drawing techniques

Discipline cycle	Basic disciplines
Course	3
Credits count	5
Knowledge control form	Examination

Short description of discipline

In the process of studying the discipline, various materials and techniques are used, both simple and more complex. Correctly selected material allows you to better carry out a particular drawing task. So practice has shown that when performing long-term educational drawings, it is useful to use graphite pencils. Working in pencil facilitates the transition to other dry, but more technically difficult drawing materials – charcoal, sanguine, sauge.

Purpose of studying of the discipline

Formation of students ` artistic worldview, development of creative imagination and imaginative thinking, artistic observation, visual memory and eye sight, ability to freely navigate in traditional crafts and folk crafts.

Learning Outcomes

ON2 Master the technique of layout, the correct construction of objects in perspective and space, the transfer of form and proportions, the ability to abstract thinking, analysis, synthesis, defining the features of style in the art of each epoch.

Learning outcomes by discipline

1. To study the basic techniques of work and materials of art education.
2. Compare techniques and reproductive processes.
3. Apply the skills of the basics of drawing and painting in relation to the airbrush.

Prerequisites

Drawing I Drawing II Drawing III

Postrequisites

Font Constructive drawing

The designing objects of motion design

Discipline cycle	Basic disciplines
Course	3
Credits count	10
Knowledge control form	Examination

Short description of discipline

This discipline examines the role and place of motion design in the professional activity of graphic design, the purpose of motion design objects, modern technologies for designing three-dimensional animated motion design objects, principles of motion design, animation and dynamic objects, principles of designing interactive multimedia projects and motion animation, multimedia equipment as an environment for animation design, principles of placement, the socio-cultural role of motion design in the Internet environment.

Purpose of studying of the discipline

Development of animated videos.

Learning Outcomes

ON4 Design printing products with skills in solving creative problems in the style and design of advertising, methods for creating projects with the novelty of their own conceptual solutions.

Learning outcomes by discipline

1. demonstrates the ability to combine theoretical knowledge with practical skills in developing animated images.
2. classification and systematization of existing directions of movement design;
3. application of knowledge in the field of modern motion design in professional design activities;

Prerequisites

Design basics

Postrequisites

Elements and processes of advertising design 2

The designing objects of the profile design

Discipline cycle	Basic disciplines
Course	3
Credits count	10
Knowledge control form	Examination

Short description of discipline

In the course of studying the discipline, the student learns modern trends in the field of profile design. To use in their projects the achievements of scientific and technological progress and the use of new materials in specialized production. In the labor market, designers who have received higher education are in demand, allowing them to respond to the needs of the market. The program provides for familiarization of students with technologies and materials in the creation of single profile products and modern examples of world practice of profile design.

Purpose of studying of the discipline

Development of a branded set

Learning Outcomes

ON4 Design printing products with skills in solving creative problems in the style and design of advertising, methods for creating projects with the novelty of their own conceptual solutions.

ON5 To develop professionally important qualities of the personality of the future graphic designer in the design, in the illustration and design of books, methods of visualization of advertising images.

Learning outcomes by discipline

1. methods and forms of modern means of artistic design used for printed advertising purposes;
2. independently come up with and implement the idea of a design solution for an advertising campaign;
3. Strategies and tactics;
4. mastering the sequence of solving an artistic problem;

Prerequisites

Design basics

Postrequisites

Creative thinking Project Management Business Communications

Special drawing

Discipline cycle	Basic disciplines
Course	3
Credits count	5
Knowledge control form	Examination

Short description of discipline

The discipline considers the features of a special drawing in the professional activity of a designer, the visual means of a special drawing, the execution of sketches and sketches of elements of advertising design logos, brand name, corporate font, emblem, etc. using various graphic means. Improving professional skills in the process of independent work, the student use drawing techniques: hatching, coloring, shading, their identification and implementation.

Purpose of studying of the discipline

Improving professional skills in the process of independent work. in the drawing technique: shading, shading; their definition and methods of implementation.

Learning Outcomes

ON2 Master the technique of layout, the correct construction of objects in perspective and space, the transfer of form and proportions, the ability to abstract thinking, analysis, synthesis, defining the features of style in the art of each epoch.

Learning outcomes by discipline

- 1) To explain the basic concepts of drawing techniques. The composition of the drawing. Application of the basic laws of composition.
- 2) understand the categories of composition. Geometric compositions in the drawing.
- 3) Describe the lines of the drawing and drawing their difference, definition and techniques of execution.

Prerequisites

Drawing I Drawing II Drawing III

Postrequisites

Constructive drawing

Technique and technology of pictorial materials

Discipline cycle	Basic disciplines
Course	3
Credits count	5
Knowledge control form	Examination

Short description of discipline

In this discipline, the theoretical basis of the technology (composition) of various paints is studied. Get acquainted with the necessary materials and equipment, mastering the techniques and methods of writing pictorial materials in the process of special exercises and creating creative works. The study of the composition of paints, equipment, necessary materials, techniques and methods of writing in various painting techniques. Mastering the methods and ways of writing in watercolor, gouache, acrylic and oil.

Purpose of studying of the discipline

Study of technologies and techniques of writing with various pictorial materials.

Learning Outcomes

ON3 Possess the skills of realistic depiction from nature: still life, landscape, portrait, human figure, modern painting techniques; professional skills of a sculptor; font culture, critically comprehend the knowledge of the ESCD standards.

Learning outcomes by discipline

Creative application of knowledge and skills in the field of technique and technology of pictorial materials in the classes of painting, composition, in the creation of creative and thesis work, as well as in methodological work.

Prerequisites

Painting I Painting III Painting II

Postrequisites

Designing and modeling of clothing

Technology of graphic materials

Discipline cycle	Basic disciplines
Course	3
Credits count	5
Knowledge control form	Examination

Short description of discipline

In this discipline, plaster rosettes and shapes of geometric bodies are analyzed. In his academic work, he carefully and thoroughly studies nature, its structure, proportions, forms of individual parts and their relationship. Students, revealing the specifics of drawing, independently gain knowledge of the truthful image of simple- shaped objects. Solves the problems of artistic creativity in methodological aspects and practical levels.

Purpose of studying of the discipline

When working on an educational drawing, students often have technical difficulties that prevent them from successfully solving problems of studying nature. The purpose of the discipline is to help you use common drawing materials, to teach you how to use them correctly.

Learning Outcomes

ON2 Master the technique of layout, the correct construction of objects in perspective and space, the transfer of form and proportions, the ability to abstract thinking, analysis, synthesis, defining the features of style in the art of each epoch.

Learning outcomes by discipline

1. knowledge of the laws of academic drawing,
2. Apply their knowledge in other academic disciplines.
3. application of skills and abilities in life, professional and creative activities.

Prerequisites

Drawing I Drawing II Drawing III

Postrequisites

Font Constructive drawing

Elements and processes of advertising design 1

Discipline cycle	Basic disciplines
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Course	3
Credits count	10
Knowledge control form	Examination

Short description of discipline

This discipline considers the following content and concepts: advertising appeal: form, content, structure; rules for the development and design of the advertising text; rules for the development of the visual part of the advertising appeal; techniques for increasing the effectiveness of advertising appeal; features of the development of an advertising product for the main media channels and Internet messengers. In practical classes, sketches of advertising products are performed using CorelDRAW, Photoshop graphic programs.

Purpose of studying of the discipline

The study of the role and meaning of elements and processes in graphic design..

Learning Outcomes

ON4 Design printing products with skills in solving creative problems in the style and design of advertising, methods for creating projects with the novelty of their own conceptual solutions.

Learning outcomes by discipline

1.demonstrates the ability to combine theoretical knowledge with skills in working with elements and processes in practical and graphic design.

2.knowledge of the basics of advertising design, image theory and design and advertising modeling methods, to have an idea of the elements and processes of image creation in advertising design, to have skills in project execution.

3.development of compositional methods and processes for transforming plot images in advertising design.

Prerequisites

Design basics

Postrequisites

Creative thinking Project Management Business Communications

Decorative drawing

Discipline cycle	Basic disciplines
Course	4
Credits count	5
Knowledge control form	Examination

Short description of discipline

The subject consists of a practical lesson on the topic of finding and solving decorative forms of still life, the use of the "grisaille" technique in solving a complex still life, soft materials in decorative drawing of the interior, a decorative portrait of a sitter with attributes, an image of a person in the interior with a decorative solution. Training of qualified specialists of decorative and applied arts and crafts, who possess the skills of decorative drawing. The use of ergonomic support for design designing.

Purpose of studying of the discipline

Training of qualified specialists of decorative and applied arts and crafts, who possess the skills of decorative drawing

Learning Outcomes

ON2 Master the technique of layout, the correct construction of objects in perspective and space, the transfer of form and proportions, the ability to abstract thinking, analysis, synthesis, defining the features of style in the art of each epoch.

Learning outcomes by discipline

1. Basic Laws of drawing execution on a plane; laws of drawing a decorative pattern on a sheet plane;

2. giving the texture of the object; creating sketches of artistic and industrial products;

3.with the technique of creating sketches of objects of art production; methods of solving Composite problems; methods of modeling finished products.

Prerequisites

Materials and drawing techniques Technology of graphic materials Special drawing

Postrequisites

The designing objects of interior design 2 Special elements of model projects Three-dimensional graphics in the design.

Constructive drawing

Discipline cycle	Basic disciplines
Course	4
Credits count	5
Knowledge control form	Examination

Short description of discipline

The discipline considers the features of the structural representation of geometric bodies in accordance with the laws of spatial perspective, the methodical sequence of drawing objects of complex shape, the technique of performing a three-dimensional still life from groups of objects of varying complexity, techniques for performing constructive sketches of objects in the interior. Familiarization with compositional techniques and the application of the method of linear-constructive drawing in the image of the interior, the position of the object in space.

Purpose of studying of the discipline

To give an idea of compositional techniques and the application of the method of linear-constructive drawing when depicting the interior of a room, the position of each object in space. The development of an eye, a sense of depth and scale of space, the development and consolidation of skills of working with various artistic materials.

Learning Outcomes

ON2 Master the technique of layout, the correct construction of objects in perspective and space, the transfer of form and proportions, the ability to abstract thinking, analysis, synthesis, defining the features of style in the art of each epoch.

Learning outcomes by discipline

1. the basics of visual literacy, the basics of perspective construction, the theory of Shadows and reflections, the interpretation of the

purpose of the room in the artist's painting, the room for interior decoration;

2. implementation of the image of the interior of the room using the laws of linear perspective; analysis and determination of the initial structural forms in the surrounding objects;

3. create an image of the interior of the room with Graphic Means; use different shadows to give the volume, shape of the objects depicted by chiaroscuro.

Prerequisites

Materials and drawing techniques Technology of graphic materials Special drawing

Postrequisites

The designing objects of interior design 2 Special elements of model projects Three-dimensional graphics in the design.

Technical drawing

Discipline cycle	Basic disciplines
Course	4
Credits count	5
Knowledge control form	Examination

Short description of discipline

The content of the discipline consists of practical exercises aimed at identifying the basic principles and methods of technical drawing, compositional organization of image perception and interior placement in accordance with the rules of axonometric and perspective projections, shadow construction depending on the light source. Development and creation of a sketch, spatial thinking of a student, teaching the theoretical foundations of building graphic images. The creation of any new product begins with the execution of a technical drawing.

Purpose of studying of the discipline

The development of spatial thinking of students, teaching the theoretical foundations of the construction of graphic images.

Learning Outcomes

ON2 Master the technique of layout, the correct construction of objects in perspective and space, the transfer of form and proportions, the ability to abstract thinking, analysis, synthesis, defining the features of style in the art of each epoch.

Learning outcomes by discipline

1. basic methods of working on drawing to solve educational problems and the basics of layout and Assembly from paper;
2. Compare and take into account the proportional ratio of objects in the picture, create different options for ideological search in the process of creating a layout of paper products;
3. skills in the competent representation of objects / volumetric geometric shapes on the plane of the sheet; skills in the implementation of the ideological idea in the design of paper layouts and structures, the ability to give their assessment of the results of the work done and the ability to implement the ideological idea in the design of paper layouts and structures

Prerequisites

Materials and drawing techniques Technology of graphic materials Special drawing

Postrequisites

The designing objects of interior design 2 Special elements of model projects Three-dimensional graphics in the design.

Decor in the interior

Discipline cycle	Profiling discipline
Course	4
Credits count	5
Knowledge control form	Examination

Short description of discipline

The discipline contributes to mastering the basic knowledge of history and practical techniques of interior design development in order to master the specified professional competencies. To facilitate the acquisition of the necessary knowledge in the field of interior design in order to understand one of the fields of application of artistic materials and artistic and industrial objects. Mastering the basic practical techniques of developing design projects, the ability to use modern technical technologies, artistic materials and artistic and industrial objects.

Purpose of studying of the discipline

formation of students' understanding of the factors determining the harmonization of elements in interior decoration, a holistic and systematic view of various artistic techniques that can emphasize the chosen design style;

Learning Outcomes

- ON6 To design objects of various purposes, carrying out the authors supervision of the implementation of projects in the interior.
- ON7 To know the specifics of the designers work, methods of computer modeling and development of design solutions for their implementation, practical skills in furniture production.

Learning outcomes by discipline

1. basic concepts of the discipline; basic decorative techniques; traditional technologies for decorating art objects of the interior; modern materials for interior decoration; decorative methods of decoration in various styles and directions;
2. perform modern interior decoration based on the use of decorative methods of decoration in different styles and directions; simulate space using decor tools; selection of decorative materials; selection of decorative elements in accordance with the style of the interior.
3. the conceptual apparatus that determines the specifics of art in different eras of World Culture; skills of analyzing the relationship between various artistic traditions and trends in art; methods of obtaining, storing and processing information about pedagogical activity in the field of decorative and applied art and design.

Prerequisites

Drafting Design basics

Postrequisites

The designing objects of interior design 2 Special elements of model projects Three-dimensional graphics in the design.

Laws of composition in the interior design

Discipline cycle	Profiling discipline
Course	4
Credits count	5
Knowledge control form	Examination

Short description of discipline

During the course of the discipline, students will get acquainted with the basic principles of compositional construction: symmetry, asymmetry, rhythm, statics, dynamics, dominant. About the basic laws of composition (integrity, balance and interdependence (subordination, interrelation). Know the basic rules for creating a harmonious composition, the rules for building a composition in the interior. The construction of interiors according to the laws of artistic composition. Scientific and technical progress of the house (apartment). The main components of the interior.

Purpose of studying of the discipline

- * Understanding the objective nature of compositional processes;
- * Mastering techniques, means and patterns of constructing a three-dimensional composition.

Learning Outcomes

ON6 To design objects of various purposes, carrying out the authors supervision of the implementation of projects in the interior.
ON7 To know the specifics of the designers work, methods of computer modeling and development of design solutions for their implementation, practical skills in furniture production.

Learning outcomes by discipline

1. laws of linear perspective; basic methods for constructing spatial composition; features of spatial composition in the interior;
2. application of color laws in spatial composition; creation of a layout/ volumetric model of the interior; use of various materials to create a harmonious interior;
3. the skill of modeling three-dimensional space; the skill of creating a harmonious interior space.

Prerequisites

Design basics Composition

Postrequisites

The designing objects of interior design 2 Special elements of model projects Three-dimensional graphics in the design.

Methods of compositional solutions

Discipline cycle	Profiling discipline
Course	4
Credits count	5
Knowledge control form	Examination

Short description of discipline

This discipline is a course aimed at studying the expressive means of the language of fine arts. The course includes practical classes in such sections as still life, landscape, interior, portrait, one and two-figure compositions. The tasks provide for the use of various pictorial and graphic materials: watercolors, gouache, tempera, oil paints, ink, etc. In the course of training, the student masters compositional skills in creating a creative work of fine art.

Purpose of studying of the discipline

mastering the basics of composition by the student, developing artistic thinking, developing their own artistic manner of performing the idea of composition, obtaining a sufficient level of knowledge, skills and abilities for further professional activity as an artist-designer.

Learning Outcomes

ON6 To design objects of various purposes, carrying out the authors supervision of the implementation of projects in the interior.
ON7 To know the specifics of the designers work, methods of computer modeling and development of design solutions for their implementation, practical skills in furniture production.

Learning outcomes by discipline

1. formation of a holistic idea of the compositional and creative work of the artist, introduces the student to the laboratory of creative searches and develops the student's artistic and visual thinking.
2. in the course of training, the student gets acquainted with the artistic language, acquires practical knowledge and ideas about the laws of artistic expression, the emotional and substantive aspects of the expressive means of composition.
3. the creative characteristics of the personality of the general student are being improved.

Prerequisites

Special elements of model projects Three-dimensional graphics in the design. Design basics

Postrequisites

The designing objects of design interior 1

Discipline cycle	Profiling discipline
Course	4
Credits count	5
Knowledge control form	Examination

Short description of discipline

The discipline will cover the following areas as an introduction and fundamentals in design, the study of design objects, perspective in the interior, stylistic decision. How to correctly compose categories from which to add a design solution, while taking into account: style, design, functionality, convenience, ergonomics, etc. In practical work, master the visualization of your ideas in a sketch and design it in work. Learn how to competently carry architectural supervision.

Purpose of studying of the discipline

formation of skills in the use of technical and software tools of a computer system for the preparation and processing of graphic images, as well as the creation of animated images.

Learning Outcomes

ON6 To design objects of various purposes, carrying out the authors supervision of the implementation of projects in the interior.

ON7 To know the specifics of the designers work, methods of computer modeling and development of design solutions for their implementation, practical skills in furniture production.

Learning outcomes by discipline

1. types of computer graphics and areas of its application; basic objects (primitives) and understanding (reading) of the technical and construction drawing on a computer; ways to create images of spatial forms on a plane (in 2D) and model (in 3D); ways to create images of spatial forms on a plane (in 2D) and model (in 3D); methods;

2. Create, Edit and store image files using graphic editors; use hardware to obtain images, create styles, blocks, External links, as well as output images to external devices; use the methods of constructing three-dimensional objects (buildings) and build flat drawings based on models; create materials, shadows (visualization), animations economically evaluate three-dimensional models created for three-dimensional models; formulate conclusions and discuss with highly qualified specialists; Independent work with reference literature in the field of Information Technology; economic assessment of the created three-dimensional models; formulation of conclusions and discussion with highly qualified specialists;

3. independently create and edit graphic images; work with reference literature in the field of Information Technology; perform semester, term paper and diploma works using the latest AutoCAD packages.

Prerequisites

Basic and profile disciplines of the EP

Postrequisites

The designing objects of interior design 2

Project graphics

Discipline cycle	Profiling discipline
Course	4
Credits count	5
Knowledge control form	Examination

Short description of discipline

The discipline allows you to get acquainted with the basics of project graphics, visual means of project graphics, to study classical materials, techniques, technologies and methods of use; to acquire professional skills of graphic modeling. It provides practical classes: performing graphic exercises, drawing from nature and imagination, forming students' knowledge of the features of the stages and specifics of the sketch search for the formal embodiment of the project solution, professional skills of presenting design and graphic material.

Purpose of studying of the discipline

Formation of students' knowledge of the features of the stages and specifics of the sketch search for the formal embodiment of the project solution, professional skills in the presentation of design and graphic material.

Learning Outcomes

ON5 To develop professionally important qualities of the personality of the future graphic designer in the design, in the illustration and design of books, methods of visualization of advertising images.

ON6 To design objects of various purposes, carrying out the authors supervision of the implementation of projects in the interior.

ON7 To know the specifics of the designers work, methods of computer modeling and development of design solutions for their implementation, practical skills in furniture production.

Learning outcomes by discipline

1. Fundamentals of composition; visual tools of project graphics.

2. Use visual tools of design graphics, master techniques and technologies; find a bright figurative artistic and graphic solution.

3. demonstrate skills, abilities and training in professional graphic modeling: use visual tools of design graphics master techniques and technologies; find a bright figurative artistic and graphic solution.

Prerequisites

Drafting Design basics History of material culture and design

Postrequisites

The designing objects of interior design 2 Special elements of model projects Three-dimensional graphics in the design.

Professional computer programs

Discipline cycle	Profiling discipline
Course	4
Credits count	5
Knowledge control form	Examination

Short description of discipline

The general course of the discipline provides for the study of graphic editors CorelDRAW, Photoshop and 3ds MAX, as well as a brief overview of the programs of the Corel package: Corel PHOTO-PAINT CorelTRACE and Corel R.A.V.E. Lectures on this discipline are not provided, only practical classes are conducted. It is recommended to conduct training with the involvement of demo graphics on CD, which are usually attached to the literature on any of these packages.

Purpose of studying of the discipline

Teaching students to use graphic methods to achieve clarity, integrity, perception of displayed data processing, data communication between objects.

Learning Outcomes

ON5 To develop professionally important qualities of the personality of the future graphic designer in the design, in the illustration and design of books, methods of visualization of advertising images.

ON6 To design objects of various purposes, carrying out the authors supervision of the implementation of projects in the interior.

ON7 To know the specifics of the designers work, methods of computer modeling and development of design solutions for their implementation, practical skills in furniture production.

Learning outcomes by discipline

1. create images of different complexity with the help of specialized software, modify and model three-dimensional scene objects, visualize three-dimensional models,
2. organization and conduct of the search for ideas for solving design problems in the field of computer graphics, the use of interactive graphic systems for the execution and processing of images and drawings.
3. use the methods of creating, storing, transmitting and processing graphic information, create graphic images for web pages and master the methods of creating and optimizing graphic elements of the site.

Prerequisites

Design basics

Postrequisites

The designing objects of interior design 2 Special elements of model projects Three-dimensional graphics in the design.

Typology of the architectural environment

Discipline cycle	Profiling discipline
Course	4
Credits count	5
Knowledge control form	Examination

Short description of discipline

The discipline provides an opportunity to get acquainted with the main topological structures of design objects, objects of the architectural environment, taking into account architectural planning, social, climatic, geographical factors and ideological and artistic features. To provide structured knowledge about the typological essence of environmental design and to become a reference point in its own way when drawing up an analytical picture of the projected object, as well as when creating a pre-project analysis.

Purpose of studying of the discipline

- to give a general idea of the types and forms of the architectural environment and the main trends of its development;
- to form a knowledge system necessary for practical work

Learning Outcomes

ON6 To design objects of various purposes, carrying out the authors supervision of the implementation of projects in the interior.

ON7 To know the specifics of the designers work, methods of computer modeling and development of design solutions for their implementation, practical skills in furniture production.

Learning outcomes by discipline

1. theoretical foundations of architectural and design design, the ability to implement them in the design and graphic model, mastering the skills of widespread use of compositional graphic capabilities in interaction with regulatory and reference literature.
2. in-kind study of the object and analysis of the situation; independent compilation of the work program for design;
3. formation of a creative concept and its presentation in preliminary sketches; compositional solution of the overall exposition of the project.

Prerequisites

Drafting Design basics

Postrequisites

The designing objects of interior design 2 Special elements of model projects Three-dimensional graphics in the design.

Typology of interior spaces

Discipline cycle	Profiling discipline
Course	4
Credits count	5
Knowledge control form	Examination

Short description of discipline

The discipline considers the typology of interior spaces; the specifics of their spatial organization; the principles of planning the organization of buildings for trade, public catering and consumer services enterprises; buildings for education: general education schools, kindergartens and kindergartens; buildings and structures for health and Recreation; hotels; typology of the residential environment. She will help in the design work and purposefully use her knowledge in the interior design.

Purpose of studying of the discipline

mastering by students the methods of forming a subject-spatial environment with a high degree of comfort and aesthetic orderliness for various life processes.

Learning Outcomes

ON6 To design objects of various purposes, carrying out the authors supervision of the implementation of projects in the interior.

ON7 To know the specifics of the designers work, methods of computer modeling and development of design solutions for their implementation, practical skills in furniture production.

Learning outcomes by discipline

1. typology of spaces as a reflection of the functional process taking place in them.
2. design and design of design objects.
3. design modeling of an object, methods of Organizing Project material for the transfer of a creative idea.

Prerequisites

Design basics Composition

Postrequisites

The designing objects of interior design 2 Special elements of model projects Three-dimensional graphics in the design.

Ergonomics

Discipline cycle	Profiling discipline
Course	4
Credits count	5

Short description of discipline

The discipline forms a type of project thinking aimed at creating a humane living environment. The course examines ergonomic methods and anthropometric approaches to the design of the environment, and focuses on a comprehensive interdisciplinary approach that solves the problems of creating a comfortable living environment in all spheres of human activity. Ergonomic design support: household appliances, furniture, equipment, workplaces, visual communication tools, ergonomic habitat design programs.

Purpose of studying of the discipline

to acquaint students with the main provisions of this discipline, methods of ergonomic analysis of the initial project situation and ways of solving ergonomic problems in the process of architectural design

Learning Outcomes

ON6 To design objects of various purposes, carrying out the authors supervision of the implementation of projects in the interior.

ON7 To know the specifics of the designers work, methods of computer modeling and development of design solutions for their implementation, practical skills in furniture production.

Learning outcomes by discipline

1.basic categories and concepts of the discipline. Providing ergonomic design

2.independently apply knowledge in practice, identify the project problem and suggest options for its solution.

3.theoretical analysis of scientific literature; work with special literature, electronic textbooks, tools and operations supporting graphic methods.

Prerequisites

Drafting Design basics

Postrequisites

The designing objects of interior design 2 Special elements of model projects Three-dimensional graphics in the design.

Business Communications

Discipline cycle	Basic disciplines
Course	4
Credits count	5
Knowledge control form	Examination

Short description of discipline

In the course of studying the discipline, the concept of communication, the communicative interaction of the subject and the object of management, the essence of the communicative process from the point of view of the effectiveness of the functioning of the business environment, the content of organizational communications and the main directions of improving organizational methods in business communications are considered. The student will be able to distinguish between the concept of business communication and business communication with the client, types and forms of usiness communication, since communication is part of the study of the business environment.

Purpose of studying of the discipline

the development of communicative competence that contributes to the establishment of effective business relationships in professional activities; the formation of knowledge and skills related to planning and implementation, management of integrated communications in organizations, the development and application of various communication technologies, taking into account the areas of activity of the organization.

Learning Outcomes

ON5 To develop professionally important qualities of the personality of the future graphic designer in the design, in the illustration and design of books, methods of visualization of advertising images.

Learning outcomes by discipline

1.Basic Laws of the development of Nature, Society and thinking for the application of this knowledge in professional activities; basic concepts of speech culture, normative, communicative, ethical aspects of oral and written speech.

2.use the modern conceptual apparatus to master simple professional skills; use knowledge about the communicative properties of speech in interpersonal communication and professional activity.

3.skills in applying language norms in communication.

Prerequisites

Design basics

Postrequisites

Creative thinking Project Management Business Communications

Creative thinking

Discipline cycle	Basic disciplines
Course	4
Credits count	5
Knowledge control form	Examination

Short description of discipline

The discipline covers the specifics of creative and stereotypical thinking, productive and reproductive thinking, conceptual idea, criteria for evaluating ideas, problems of creativity in design, the main tasks of managing creativity in design, basic conceptual approaches in design, conceptual blocks that hinder creativity, search for design ideas, methods of dominance, working with information, methods of creative thinking based on based on the use of metaphors and analogies, considers methods for solving creative problems.

Purpose of studying of the discipline

Formation of students` competencies in the field of theoretical knowledge and practical application of creative thinking for individual development of generating ideas in design.

Learning Outcomes

ON5 To develop professionally important qualities of the personality of the future graphic designer in the design, in the illustration and design of books, methods of visualization of advertising images.

ON6 To design objects of various purposes, carrying out the authors supervision of the implementation of projects in the interior.

Learning outcomes by discipline

1. apply the basics of creative thinking in professional activities; create a reflective environment for the harmonious development of the individual, build and maintain constructive relationships with other members of the team.

2. conceptual apparatus; skills of professional thinking necessary for the application of psychological knowledge; skills of self-regulation in the process of theoretical and practical activity;

tools for diagnosing the level of development of creative thinking; methods and techniques for the development of creative thinking in different age groups.

3. systematize and generalize information on the use and formation of resources to solve the problems of interpersonal and intercultural interaction for oral and written communication in Russian and foreign languages.

Prerequisites

Design basics

Postrequisites

Creative thinking Project Management Business Communications

Project Management

Discipline cycle Basic disciplines

Course 4

Credits count 5

Knowledge control form Examination

Short description of discipline

This discipline will help the student to manage, implement and perform the work, learn how to plan, monitor and complete the project correctly from the moment the project is created. Perform step-by-step actions, track the progress of work, follow an accurate plan and evaluate your deadlines. Deal with the main stages of the project and approach the work in an organized manner. Learn using your skills working in a team.

Purpose of studying of the discipline

Preparation of students for organizational and managerial, analytical and other activities required during the implementation of projects, both as executors and project managers.

Learning Outcomes

ON5 To develop professionally important qualities of the personality of the future graphic designer in the design, in the illustration and design of books, methods of visualization of advertising images.

ON6 To design objects of various purposes, carrying out the authors supervision of the implementation of projects in the interior.

Learning outcomes by discipline

1. theoretical and methodological foundations of project management of various types.

2. use project management tools at various stages of the project life cycle, conduct a qualitative and quantitative assessment of project risks, determine the effectiveness of the project, and develop a business plan for the project.

3. skills in working in a team, drawing up project documentation, working in the MS Project Program, working with national and international standards in the field of Project Management

Prerequisites

Design basics

Postrequisites

Creative thinking Project Management Business Communications

Special elements of model projects

Discipline cycle Profiling discipline

Course 4

Credits count 10

Knowledge control form Examination

Short description of discipline

The discipline studies modern marketing concepts in the development of projects, marketing research in the development of projects, the development of a marketing strategy of the project, the technology of project activity: the life cycle of the project, its main stages methodology and methodology of pre-project analysis, the formation of the marketing concept of the project. The course includes the program blocks of project marketing, project marketing and marketing management in the project management budget.

Purpose of studying of the discipline

- Formation of a system of knowledge in the field of project activities.

- Practical consolidation of knowledge and skills of project activities.

- Development of independent research skills.

- Acquisition of work experience as part of a team, project management.

Learning Outcomes

ON6 To design objects of various purposes, carrying out the authors supervision of the implementation of projects in the interior.

ON7 To know the specifics of the designers work, methods of computer modeling and development of design solutions for their implementation, practical skills in furniture production.

Learning outcomes by discipline

1. basic terms of project activity; areas of application of modern approaches to project activity and project management with examples from real practice.

2. use in practice a number of tools of project activity; project planning, determination of the purpose and objectives of the project; development of the project, analysis of its results and costs.

3. by the method of design activities; by design in the field of design

Prerequisites

Three-dimensional graphics in the design. Project graphics Professional computer programs

Postrequisites

Manufacturing Practice III

The designing objects of interior design 2

Discipline cycle	Profiling discipline
Course	4
Credits count	10
Knowledge control form	Examination

Short description of discipline

The content of the discipline includes the following topics: creation of a sketch of the interior design; arrangement schemes of furniture and equipment of sanitary systems of residential premises; development of drawings and 3D visualization of design projects of residential premises; calculation of the volume of construction and finishing materials; and development of author's furniture and equipment, parts and assemblies for residential premises; interior decoration, furniture selection and accessories.

Purpose of studying of the discipline

To form students' knowledge, skills and abilities on the device and design of the subject-spatial environment of residential and public interior

Learning Outcomes

ON6 To design objects of various purposes, carrying out the authors supervision of the implementation of projects in the interior.

Learning outcomes by discipline

- 1. design methods, the essence of ergonomics in design;*
- 2. Select the necessary materials for implementation in the amount of Creative Thinking found*
- 3. when creating an interior design, use the principles and means of composition*

Prerequisites

Project graphics The designing objects of design interior 1 Professional computer programs

Postrequisites

Manufacturing Practice III

Three-dimensional graphics in the design.

Discipline cycle	Profiling discipline
Course	4
Credits count	10
Knowledge control form	Examination

Short description of discipline

Discipline helps to present an object, an idea, a space in a visual form. Computer 3D graphics as one of the types of computer technology helps the future designer in mastering the methods of creative work, develops spatial and imaginative perception and creative thinking. Three-dimensional graphics allows you to create three-dimensional layouts of various objects (armchairs, sofas, chairs, etc.), repeating their geometric shape and imitating the material from which they are created.

Purpose of studying of the discipline

- to develop artistic thinking, creative imagination, visual memory, spatial representations, artistic abilities; to develop an aesthetic attitude to the products of creative activity, works of art, interest and love for the beautiful; to reveal the content, scientific and theoretical foundations and methods of teaching the subject; to familiarize students with the problems and areas of use of interactive animation in: education, coverage of theoretical and organizational and methodological issues of construction and educational resources, instilling programming skills

Learning Outcomes

ON6 To design objects of various purposes, carrying out the authors supervision of the implementation of projects in the interior.

ON7 To know the specifics of the designers work, methods of computer modeling and development of design solutions for their implementation, practical skills in furniture production.

Learning outcomes by discipline

- 1. existing software solutions for the production of computer graphics, their fundamental differences and scope; the basics of three-dimensional graphics, basic concepts and principles; the parameters necessary to work in Autodesk 3D Studio Max; the basics of visualization;*
- 2. use the basic toolkit of Autodesk 3D Studio Max; use the polygon modeling tools of Autodesk 3D Studio Max; use the spline modeling tools of Autodesk 3D Studio Max;*
- 3. polygon modeling and editing; modeling based on spline curves, work with vector curves; preparation of three-dimensional views for visualization using built-in visualization systems*

Prerequisites

Project graphics The designing objects of design interior 1 Professional computer programs

Postrequisites

Manufacturing Practice III

Accessories and clothing decor, the construction of the costume

Discipline cycle	Profiling discipline
Course	5
Credits count	8
Knowledge control form	Examination and term work/Project

Short description of discipline

Accessories and decor of clothing in fashion theory is an item used to complement the appearance or style most affected by fashion trends. Accessories are often chosen to complete the outfit and complete the look. During the training, students will study the types and classification of accessories, their purpose, as well as the manufacturing technology of the vast majority of them, independently develop

and create an individual accessory using various decor techniques.

Purpose of studying of the discipline

The study of the features of decor and clothing elements, the formation and development of the basics of clothing design in students through decorative and applied art.

Learning Outcomes

ON8 Apply knowledge of technical modeling with the application of knowledge about fashion trends, designing clothing collections and creating an authors collection.

Learning outcomes by discipline

- 1. Getting a full-fledged and high-quality professional education.*
- 2. The opportunity to be professionally savvy to solve artistic and creative tasks.*
- 2. A fashion designer should have a developed creative thinking, which is manifested in artistic and practical activities.*

Prerequisites

Postrequisites

Materials science and artistic processing of materials

Discipline cycle	Profiling discipline
Course	5
Credits count	8
Knowledge control form	Examination

Short description of discipline

Materials science and the creation of new materials, materials technology, the issuance of the necessary qualities, the training of capable specialists in the field of professional competitiveness. Obtaining new materials and their processing, acquire practical skills as a result of scientific research technological processes using modern technologies. Determination of dependency study of changes in the properties of materials, structure, as well as the study of the patterns of all factors affecting their properties, purpose.

Purpose of studying of the discipline

The acquisition of practical skills in a result of scientific research of technological processes with the use of modern technologies.

Learning Outcomes

ON8 Apply knowledge of technical modeling with the application of knowledge about fashion trends, designing clothing collections and creating an authors collection.

Learning outcomes by discipline

Knowledge of artistic techniques and technologies for processing various natural materials. The ability to choose materials and determine effective ways to process them. Knowledge of the skills of carrying out works of a creative nature using natural materials of various origins.

Prerequisites

Postrequisites

Basics of arts and crafts

Discipline cycle	Profiling discipline
Course	5
Credits count	8
Knowledge control form	Examination

Short description of discipline

In the course of studying the discipline, the student will receive information about the origin, development and distinctive features of handicrafts and arts and crafts, theoretical information about materials, techniques and technological methods for manufacturing handicrafts and arts and crafts. The practical part involves the implementation of art products of applied art in the material: the creation of souvenirs, toys and accessories from textiles, wood, metal, leather, felt and other decor.

Purpose of studying of the discipline

The main purpose of studying the discipline "Fundamentals of arts and crafts" is the formation of practical skills in wood processing technology. The ability to make technological maps of the production of the product, the analysis of the sequence of work on the product. The student must master the practical skills of processing various materials, make products according to the plan, use materials economically and efficiently.

Learning Outcomes

ON8 Apply knowledge of technical modeling with the application of knowledge about fashion trends, designing clothing collections and creating an authors collection.

Learning outcomes by discipline

- 1. The training demonstrates the possession of practical skills in processing various materials.*
- 2. Able to create custom products.*
- 3. Economically and efficiently use materials.*

Prerequisites

Postrequisites

Research theory and design methodology design

Discipline cycle	Profiling discipline
Course	5
Credits count	8
Knowledge control form	Examination and term work/Project

Short description of discipline

The theory of the research process of this discipline is the analysis, description and comparative evaluation of subjects in the field of art education. The opportunity is given for comparison, which will allow you to formulate questions and look for answers at the research

level. In the course of mastering the discipline, the student will receive information about the creative sources used in designing in design, knowledge about creating an artistic image, about the tasks of designing for research activities in scientific interpretation.

Purpose of studying of the discipline

The main purpose of studying the discipline "Theory of research and methodology of design in design" is the formation of research skills in design design. The ability to study methodology, analysis of the sequence of work on the study. The student must master practical, research skills in design engineering.

Learning Outcomes

ON9 Possess the skills of conducting an experiment on the research topic, studying the specifics of design activities.

Learning outcomes by discipline

1. Using modern design research in designing;
2. Analysis of the design process: participation in the preparation of technical specifications for design, maintenance of project documentation;
3. Preparation of the methodology of the research assignment for design.

Prerequisites

Postrequisites

Technology of textile materials processing

Discipline cycle	Profiling discipline
Course	5
Credits count	8
Knowledge control form	Examination

Short description of discipline

In the course of mastering the discipline, the student will study the types of manual and machine work in the manufacture of sewing products of assortment groups, methods and techniques of their implementation, types and properties of materials for clothing, the purpose of materials, types of universal and special sewing machines for sewing products, types of defects arising in sewing products and ways to eliminate them.

Purpose of studying of the discipline

Learning Outcomes

ON8 Apply knowledge of technical modeling with the application of knowledge about fashion trends, designing clothing collections and creating an authors collection.

Learning outcomes by discipline

Prerequisites

Postrequisites

Artistic processing of wood

Discipline cycle	Profiling discipline
Course	5
Credits count	8
Knowledge control form	Examination and term work/Project

Short description of discipline

In the course of studying the discipline, students will learn about the artistic processing of wood, the main types of processing, and will make art products according to their own design. Special terminologies, types and properties of a tree, ways of their processing. Creation of objects, works, arts and crafts, performance of artistic wood products. The acquired knowledge, skills and abilities will help in the professional activities and creative work of future teachers.

Purpose of studying of the discipline

Mastering the knowledge of folk crafts and crafts of decorative and applied arts. Familiarization with the works of masters, learning the secrets of mastery. Development of skills, abilities and creative abilities in the creation of artistic products of decorative and applied art.

Learning Outcomes

ON7 To know the specifics of the designers work, methods of computer modeling and development of design solutions for their implementation, practical skills in furniture production.

Learning outcomes by discipline

1. About the history of the emergence and development of the local folk craft of artistic woodcarving.
2. Characteristic features of local woodcarving.
3. Readiness for high-quality self-realization in the relevant professional field, taking into account the specifics of the variety of decorative and applied activities.

Prerequisites

Postrequisites

Pre-diploma practice

Discipline cycle	Profiling discipline
Course	5
Credits count	15
Knowledge control form	Total mark on practice

Short description of discipline

An important part of the educational process, which allows the student to prepare qualitatively for writing and defending their scientific research. In order to successfully pass this stage of educational activity, the student must know about the features of their profession, the stages of implementation and the structure of the diploma project.

Purpose of studying of the discipline

- use modern design equipment and materials,

- conduct research, collect data, summarize the material, form conclusions based on the results of the study

Learning Outcomes

ON9 Possess the skills of conducting an experiment on the research topic, studying the specifics of design activities.

Learning outcomes by discipline

1. using modern design equipment and materials;

2. education of the qualities of a designer as a creative person who is able to come up with a new idea and find tools for its implementation that allow innovative solutions to problems in the field of design

- analysis of the design process: receiving an order, working with the customer, participating in the development of a technical task for design, maintaining project documentation;

3. drawing up a technical task for design, maintenance of project documentation.

Prerequisites

Postrequisites

Manufacturing Practice III

Discipline cycle	Profiling discipline
Course	5
Credits count	15
Knowledge control form	Total mark on practice

Short description of discipline

Production practice involves the direct participation of the student in the work of a specific project organization, which provides for entering the circle of professional, social, organizational relations and solving specific production tasks of a practical nature. During the internship, students learn the principles, methods, technologies, standards of specific work, get acquainted with the personal experience of design designers, navigate the methodological approaches and techniques of professional activity, expand their own experience

Purpose of studying of the discipline

Teach students how to use modern design equipment and materials.

Learning Outcomes

ON9 Possess the skills of conducting an experiment on the research topic, studying the specifics of design activities.

Learning outcomes by discipline

1. Master Professional Computer Programs;

2. application of design skills in practical activities; methodology for setting and solving possible tasks for the implementation of a design project,

skills of working with scientific and methodological literature in the field of design, the legislative and regulatory framework of design design.

3. fundamentals of Design, Design and design of design objects, methods of preliminary calculation of technical and economic indicators of the project.

Prerequisites

Postrequisites