Design Basics (BA)

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Sommersemester 2026

Teil 1. / seminaristischer Unterricht

Teil 2. / Praktikum

1. Recap

- 10 Grafikdesign-Regeln

2. Logos

- Logo-Typen
- Schutzraum
- im Wandel der Zeit
- Unterschied: Symbol, Piktogramm, Icon
- Unterschied: Pixel-, Vektorgrafik

3. Einführung in Illustrator/Affinity

- Vektor-Software-Programme: Adobe Illustrator, Affinity, Inkscape, CorelDRAW

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