

## GRAPHIC DESIGN

### 1. PREAMBLE

This syllabus is designed to provide theoretical and practical skills in Graphic Design as a vocation. It is also designed to provide adequate foundation for students who would pursue further education in tertiary institutions and also to enable them acquire skills for self employment.

### 2. AIMS AND OBJECTIVES

The examination seeks to test the candidates' perceptual, analytical and manipulative skills in Graphic Design.

It also seeks to assess the candidates' capabilities in the following:

- (1) manipulation and maintenance of tools,
- (2) uses of materials,
- (3) planning and production processes.

### 3. SCHEME OF EXAMINATION

There will be three papers: Papers 1, 2 and 3. Papers 1 and 2 must be taken at a sitting within 2 hours 50 minutes.

**Paper 1:** Forty objective questions to be answered within 50 minutes for 40 marks.

**Paper 2:** Four essay type questions to be answered out of six questions within 2 hours for 60 marks.

**Paper 3:** will be the project work paper for 100 marks

- (i) **One** practical question out of **two** practical questions is to be executed within six hours a day for 5 days.
- (ii) The question paper will be given to candidates two weeks prior to start paper .Preliminary designs/sketches are to be executed in the examination room under the supervision an external examiner within the first day. The designs/sketches must be presented together with the finished work and sent to WAEC.

### 4. DETAILED SYLLABUS

The course in Graphic Design includes the study of the perceptual, analytical, manipulation and the uses of materials.

For the examination, candidates will be expected to have covered all aspects of the teaching syllabus both in theory and practical based on the following:

#### 1. Importance of Graphic Design

The importancev of Graphic Design as a profession.  
The role of grahic design in the society.

2. Graphic Design tools, materials and equipment
3. Lettering  
The historical development of the alphabet, Basic forms: Block lettering, serif, calligraphy, freestyle lettering.  
Principles and practice of lettering.
4. Drawing And Illustration  
Basic drawing: forms and shapes.  
Composition and proportion.  
Perspective drawing.  
Shading techniques: hatching and crosshatching, (smudging) blending, Stippling (pointillism)  
Illustration techniques: pen and ink, pen and wash, flat colour, realistic painting, silhouette, photography, abstract painting, engraving.  
Importance of illustration, cartooning; the types, importance and functions.
5. Colour  
Colour relationships: i.e tints and shades, colour harmonies, analogous and complementary, cool and warm colours, primary and secondary colours, tertiary colour etc.  
Colour symbolism:
6. Communication Design  
Visual communication.  
Meaning and Importance.  
Design process: stages and layout  
Types of communication design media: eg. poster, banner, package, label, signboard, signpost, bookcover, billboard, handbill
7. Reproduction Processes In Graphic Design  
  
Historical development, tools, materials and equipment, processes.  
Processes ie relief printing, stencil printing.  
Other printing processes – lithography, gravure, photography.  
Electronic printing devices: Ink jet printing, laser, electrostatic printing.
8. Book Design  
Book typography, type styles and their uses, type indication methods and Page layout.
9. Paper Craft  
The development of paper, types of paper and their uses, paper sizes, method of making decorative paper: marbling, comb pattern, doodling, wax resist, roller and twine pattern.
10. Book Binding  
Parts of a book, tools, materials, equipment and their uses.  
Binding methods and styles, book repair binding process, care and maintenance of books.
11. Computer For Graphic Design

Uses of appropriate computer software to design visual communication items.

12. Entrepreneurial Skills In Graphic Design

Graphic Design careers: Illustration, cartooning

publishing. Graphic Design employment avenues:

Advertising houses, Printing houses, Ministries, Self employment.

Setting up graphic design enterprise, factors to consider: pricing, costing and marketing.

Building a portfolio of works.

13. Exhibition

Importance of exhibition.

Types of exhibition

Factors to consider when exhibiting

Organizing and Mounting exhibition.