DKV

Kurikulum
Desain Komunikasi Visual

SEMESTER GANJIL X DKV

- Dasar Seni Rupa
  - Nirmana 2D
    - Unsur Unsur Nirmana
      - Titik
      - Garis
      - Bentuk
      - Tekstur
      - Warna
      - Value
    - Prinsip Nirmana
      - Keseimbangan
      - Kontras
      - Kedalaman
      - Penekanan
      - Ritme
      - Kesatuan
    - Nirmana Titik
  - Sketsa
    - Gambar Stick Figure
    - Gambar Siluet
    - Gambar 3D
    - Teknik Arsir
    - Gambar Tekstur
    - Gambar Still Life
    - Gambar Sketsa Figur
    - jika pemahaman oke sudah cukup
    - Practice dengan banyak style
  - Ilustrasi Digital
    - Aplikasi Digital Painting
    - Teknik Brush
    - Teknik Cel Shade
    - Teknik Soft Shade
    - Teknik Line Art
    - Teknik Inking
    - Gambar Environment
    - Elemen Micro Stock
    - Ilustrasi Karakter Digital (Gaya Komik)
  - Graphic Design
    - Prinsip Desain
    - Desain Vector
      - Mood Board
      - Color Pallete
      - Color Harmony
      - Mock Up
    - Geometric Pattern
    - Flat Design Style
    - Karakter Vector
    - Desain Icon
    - Desain Logo
    - Infografis
      - Alignment
      - Hierarki Teks
      - Elemen Visual
      - Text Effect
      - Tipografi
      - Layout
    - Membuat Clothing Design

SEMESTER GENAP X DKV

- Photography
  - Pengoperasian Kamera
    - Segitiga Eksposure
      - Shutter Speed
      - ISO
      - Aperture
    - Fokus
  - Teknik Pengambilan Gambar
    - Sudut
    - Typeshot
  - Teknik Photography
    - Bokeh
    - Freeze
    - Flash
    - Long Exposure
    - Panning
    - Silhouette
  - Komposisi Photography
    - Rule of Thirds
    - Leading Lines
    - Negative Space
    - Framing
  - Jenis Photography
    - Directing Pose
    - Human Interest
    - Shotlist
    - Fotografi Indoor & Outdoor (Photo Narrative)
  - Lighting
    - Tata Cahaya
    - Three Point Lighting
    - Portrait Photography
    - Photo Product Project UMKM
- DESAIN RASTER
  - Aplikasi Desain Raster
    - Kolase Visual Journal
    - Digital Imaging
      - Selection
      - Removing
      - Replacement
      - Clipping Mask
      - Layer Mask
      - Shading
      - Panel Teks
      - Blending Option
      - Text Effect
    - Gambar Surealis
- Desain Poster
  - Struktur Poster
  - Key Visual
  - Copywriting
  - Poster Ads Produk
  - Gestalt
  - Metafora
  - Persepsi Visual
  - Poster Travel
  - Desain Carousel
    - Konten APSA (Attention, Problem, Solution, Action)
    - Slides Tips Desain
  - Visual Campaign
    - Poster Sales
    - Poster Awareness
  - Desain Flash Sales
- UI / UX
  - Fundamental UI/UX
  - Design Thinking
  - Userflow
  - FigJam
  - Analisa UI/UX Aplikasi
  - Figma Design
    - UI Element
    - Wireframing
    - Mockup
    - Prototyping
    - Web UI
    - App UI

SEMESTER GANJIL XI DKV

- 3D MODELLING
  - Fundamental 3D
    - Konsep & Logika Bangun 3D
    - Primitive Object
    - Tools dalam Object Mode
    - Lighting & Lighting Properties
    - Camera & Camera Properties
    - Render & Render Properties
    - Desk & Chair | Classroom
  - 3D Hard Surface Modeling
    - Konsep & Logika Hard Surface
    - Edit Mode
    - Modifiers
    - Node Shading
    - Particle
    - Sappling Tree Gen
    - Physics Properties
    - Basketball | Soccerball | Volleyball | Tennisball | Pots and Plants
  - 3D Organic Modeling
    - Konsep & Logika Organic Modeling
    - Proportional Editing
    - Apples in Basket | Steak Dish
  - 3D Advance Modeling
    - Indoor
    - Outdoor
    - Advance Lighting
    - 360 Panorama
    - Livingroom | Kitchen | Bedroom | Building & Environment
  - 3D Character Design
    - Low Poly Character
    - Original Character
      - Konsep Original Character
      - Sketsa
      - 3D Modeling
      - Texturing
      - Posing
    - 3D Original Character
  - SERTIKOM
- VIDEOGRAFI
  - Alur Proses Produksi
    - Pra Produksi
      - Scriptwriting
      - Shotslist
    - Produksi
      - Penggunaan Kamera
      - Teknik Pengambilan Gambar Bergerak
        - Sudut
        - Typeshot
        - Komposisi
        - Movement
    - Pasca Produksi
      - Editing
      - Basic Editing Video
        - Compos...
        - Trimming
        - Transition
        - Effect
        - Grading
      - TAMBAHAN EDITING ADVANCE VISUAL EFFECT
    - Cinematic Video & Video Product Ads

SEMESTER GENAP XI DKV

- Motion Graphic
  - Basic Animation
    - 12 Prinsip Animasi
    - Tweening
    - Rigging
    - Compositing
  - Product Flash Ads
  - Explainer Video
    - Pre Production
    - Production
    - Post Production
    - Education Explainer Video
  - SERTIKOM