



UNIVERSIDADE LUSÍADA
LISBOA

Course Unit Program
Materials and Technologies

Academic Year 2026/2027

1. Organic Unit

Faculty of Architecture and Arts

2. Course

DESIGN

3. Cycle

1st

4. Course Unit

Materials and Technologies (L5013)

5. Scientific Area

6. Curricular Year

2nd

7. Type of Curricular Unit / Semester

1st Semester



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8. Class type and workload (work time)

Theoretical classes:
Practical classes:
Theoretical-Practical Classes 30,00
Tutorial Guidance:

9. ECTS Credits

3,00

10. Scientific Area Coordinator

11. Regent

Prof. Doutora CAROLINA MARIANNA BOZZI FAYA

12. Assistants

13. Teaching Language

Portuguese

14. General Objectives

In this course unit, students will acquire theoretical and practical knowledge of graphic production that supports and complements their creative and practical design processes. The aim is to develop technical vocabulary and apply fundamental technical knowledge of materials and technologies that directly contribute to good practices of graphic design and improve the ability to anticipate problems and/or achieve good results.

15. Specific Objectives

To acquire theoretical and practical knowledge of graphic production that responds to questions posed by creative processes and design practices.
Learn and investigate (and whenever possible experiment) craft and industrial processes related to the areas of pre-press, printing and finishing on various scales and media.
Learn how to prepare files for graphic (re)production, namely printing files and wireframes within the scope of graphic designing.

16. Skills to be acquired

Theoretically addressing and practically applying technical aspects of the four structuring elements of communication design: typography, image, colour and layout.
Develop knowledge and skills that enable them to anticipate problems and/or achieve better graphic production results.
Analysis capacity and critical sense in the use of technologies of graphic production.



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17. Teaching Methodology

The knowledge to be acquired has theoretical and practical dimensions, thus, learning is sustained in the exposition of contents and in the experimentation and analysis of procedures and technologies through the realization of group and individual exercises of short duration. Includes the use of digital tools in class, namely software for image production, vector drawing and text composition.

18. Course Unit Program

- Typesetting, text composition rules.
- Visual hierarchy and layout principles.
- Colour theory and colour systems.
- Image production and reproduction techniques.
- Technologies applied to Communication Design
- Pre-Press, Final Artwork and Post-Production
- Outside of Format

19. Assessment Methods

Continuous assessment comprises a set of short, individual exercises, each with its own specific briefing, in which the assessment criteria are: i) understanding of the assignment, ii) quality of response to the problem posed, iii) application of the learning content, iv) meeting deadlines. The following are also critical factors in the global assessment: i) attendance and participation in classes; ii) rigour of presentation and quality of the overall work carried out throughout the semester.

20. Didactic Resources

Visual, textual or multimedia materials brought by the teacher, and by the students, for discussion compulsory and/or optional.

UL Media Library and other libraries.

World Wide Web.

21. Sustainability Objectives

Although the aim of teaching this course and of the degree is to fulfil goal n.4 - quality education - the foundational basis of the UL-Lisbon Design courses is the belief that Design is a tool for the sustainable promotion of society in its ethical, social and ecological aspects. Therefore, one of the global objectives of Design teaching at UL-Lisbon is to alert students to the importance of their future as Designers so that it fulfils ALL the 17 SDG defined by the UN.

22. Keywords

Graphic Production
Communication Design Technologies
Typography
Colour Management
Final Art



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23. Main Bibliography

Author(s): AMBROSE, Gavin e HARRIS, Paul
Title: The Production Manual: A Graphic Design Handbook
Edition: Year: 2008
Local:
Publisher: Ava Publishing
ISBN Code:

Author(s): BARBOSA, Conceição
Title: Manual de Produção Gráfica
Edition: 4 Year: 2019
Local: Lisboa
Publisher: Principia
ISBN Code:

Author(s): Ellen Lupton
Title: Pensar com Tipos Guia para designers, escritores, editores e estudantes
Edition: Year: 2020
Local:
Publisher: Editorial Gustavo Gili
ISBN Code:

24. Complementary Bibliography

Author(s): CAMPBELL, Alastair
Title: The Designers Lexicon
Edition: Year: 2000
Local: Londres
Publisher: Cassell & Co
ISBN Code:

Author(s): Lupton, Ellen, e Phillips, Jennifer C.
Title: Graphic Design: the new basics
Edition: Year: 2015
Local:
Publisher: Princeton Architectural Press
ISBN Code:



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