

» STUDIEPROGRAMMA 2026-2027



KIES JOUW FAVORIETE STUDIEPROGRAMMA!

ONLINE & OFFLINE GRAPHIC DESIGN + FOTO & VIDEO SKILLS
OF 3D MODELING SKILLS!

Online & Offline Graphic Design + Foto & Video Skills

	SEMESTER 1 (30 SP)	SEMESTER 2 (30 SP)	SEMESTER 3 (30 SP)	SEMESTER 4 (30 SP)
	BASIC & INTERMEDIATE SKILLS		ADVANCED SKILLS	PROFESSIONAL SKILLS
DESIGN THINKING	Klant & Doelgroep (3 SP) - <i>Customer Journey</i> Design Principles Essentials (4 SP) - <i>Design Principles Basics</i> (2 SP) - <i>Design Principles Intermediate</i> (2 SP)	Online Marketing (3 SP) User Experience & User Interface Design Essentials (3 SP) Photography & Photo Editing Essentials • Basisfotografie & Lightroom (3 SP)	Storytelling (3 SP) User Experience & User Interface Design Advanced (3 SP) Design Principles Advanced (4 SP)	Stage (24 SP)
DESIGN SKILLS	Vector Skills & Photomanipulation Essentials (4 SP) • Illustrator - <i>Vector Skills</i> (2 SP) • Photoshop - <i>Photomanipulation</i> (2 SP) Print & Digital Media Design Essentials • InDesign (4 SP)	Vector Skills & Photomanipulation Advanced (4 SP) • Illustrator - <i>Vector Skills</i> (2 SP) • Photoshop - <i>Photomanipulation</i> (2 SP) Motion Graphics • After Effects (3 SP)	Print & Digital Media Design Advanced • InDesign (3 SP) Photography & Photo Editing Advanced • Lightroom, Capture One Photoshop (4 SP) Filmmaking & Video Editing • Premiere Pro (4 SP)	
DEVELOPMENT SKILLS	Web Development • HTML + CSS (6 SP)	Dynamic Web Development • JavaScript (5 SP)		
INTEGRATION	Atelier 1 (9 SP) - <i>Design & Team Skills</i> (6 SP) - <i>Skills Project</i> (3 SP)	Atelier 2 (9 SP) - <i>Design & Team Competences</i> (3 SP) - <i>Competence Project</i> (6 SP)	Atelier 3 (9 SP) - <i>Professional Project</i> (9 SP)	

= Werkplekieren: het aanleren en inoefenen van algemene en/of beroepsgerichte competenties waarbij de arbeidssituatie de leeromgeving is.

= Verschil tussen de studieprogramma's: 'Online & Offline Graphic Design + Foto & Video Skills' en 'Online & Offline Graphic Design + 3D Modeling Skills'.

Meer weten over **studiepunten (SP)**? Surf naar www.howest.be/studiepunten

Kies het studieprogramma dat het best bij jouw interesses aanleunt. Naast grafisch ontwerpen bieden we jou **de keuze om je skills uit te breiden met Foto & Video of 3D Modeling**.

Vanaf semester 2 start je dan met coole video's te monteren, grafische animaties te maken en krachtige foto's te nemen. Of je maakt de keuze om knappe illustraties, aantrekkelijke displays en uitnodigende beursstanden in 3D te ontwerpen.

Online & Offline Graphic Design + 3D Modeling Skills

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	BASIC & INTERMEDIATE SKILLS		ADVANCED SKILLS	PROFESSIONAL SKILLS
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DESIGN SKILLS	Vector Skills & Photomanipulation Essentials (4 SP) • Illustrator - <i>Vector Skills</i> (2 SP) • Photoshop - <i>Photomanipulation</i> (2 SP) Print & Digital Media Design Essentials • InDesign (4 SP)	Vector Skills & Photomanipulation Advanced (4 SP) • Illustrator - <i>Vector Skills</i> (2 SP) • Photoshop - <i>Photomanipulation</i> (2 SP) 3D Modeling Basics (3 SP)	Print & Digital Media Design Advanced • InDesign (3 SP) 3D Design Stands & Displays • SketchUp (4 SP) 3D Modeling (4 SP)	
DEVELOPMENT SKILLS	Web Development • HTML + CSS (6 SP)	Dynamic Web Development • JavaScript (5 SP)		
INTEGRATION	Atelier 1 (9 SP) - <i>Design & Team Skills</i> (6 SP) - <i>Skills Project</i> (3 SP)	Atelier 2 (9 SP) - <i>Design & Team Competences</i> (3 SP) - <i>Competence Project</i> (6 SP)	Atelier 3 (9 SP) - <i>Professional Project</i> (9 SP)	

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