

# TransMed/FTN Teaching Program 2023



<b>name of the event</b>		Graphic Design for Scientists			
<b>Leading lecturer (PI)</b>	<b>academic title name</b>	Shimpei Ishiyama, Dr. rer. nat.			
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<b>additional lecturer(s) from the lab (academic title, name)</b>		N/A			
<b>name of Institution, Clinics</b>		Institute of Pathophysiology			
<b>type of event (lecture, seminar, practical workshop, online-seminar, etc)</b>		Practical workshop			
<b>location of event</b>		Online			
<b>teaching language</b>		English			
<b>start and end of event</b>	<b>date</b>	<b>from</b>	17.04.2023	<b>to</b>	20.04.2023
<b>dates</b>	Monday	from	09:00	to	11:00
	Tuesday	from	09:00	to	11:00
	Wednesday	from	09:00	to	11:00
	Thursday	from	09:00	to	12:00
	Friday	from		to	
<b>maximum number of participants</b>		20			
<b>minimum number of participants</b>		1			
<b>maximum missed appointments</b>		0			
<b>special criteria for obtaining credit points</b>		Participation with necessary software installed			
<b>content/aim of event, other remarks</b>		<p>This course is intended for scientists who are interested in learning practical skills for creating effective and aesthetically pleasing visualizations of scientific data and ideas. The focus will be on using graphic design techniques to make scientific presentations more engaging and impactful. Through a combination of lectures, demonstrations, and hands-on activities, participants will learn how to use software tools to beautify charts and diagrams, and to create schematic illustrations that can be used for presentations, publications and outreaches. The workshop will cover design principles including colors and fonts, choice of charts, vector graphics, presentation design, and an introduction to 3D computer graphics. The workshop will be taught by a scientist / part-time scientific graphic designer. No prior experience with graphic design is necessary. Scientists at any career level are welcome to attend. Participants are required to install a vector graphic software (preferably CorelDraw, which is available from ZDV, otherwise Illustrator or Inkscape, which is free on <a href="http://inkscape.org">inkscape.org</a>), PowerPoint and Blender (<a href="http://blender.org">blender.org</a>).</p> <p>Day 1: Design principles in brief, chart selection, slide master in PowerPoint                  Day 2: Vector graphics: beautifying figures in CorelDraw                  Day 3: Vector graphics: making an illustration in CorelDraw                  Day 4: Introduction to 3D computer graphics in Blender</p> <p>Since the participants will work on software tools while watching my demonstration, it is recommended to use dual screens if available. For Blender, it is recommended to use a mouse with middle button, and a keyboard with number pad.</p>			
<b>location and date</b>		Mainz, 15.12.2022			
<b>signature (digital):</b>					