

GRAPHIC DESIGN (GD)

GD 100. Digital Design Fundamentals. (3 Credits)

Students develop and implement strategies for graphic design through perceptual and conceptual problems. This course is intended to be an introduction to the Mac interface and processing systems and industry software such as Adobe Photoshop, Illustrator, and InDesign. The students will also have exposure to online publishing software, such as Blurb. This is an entry level course.

Prerequisite: None

Pathway: CRAR

GD 110. Graphic Design I. (3 Credits)

Graphic Design I explores the general structure of the Macintosh computing platform. Graphic Design I presents students with an intensive function-based experience using Illustrator Creative Cloud and InDesign Creative Cloud. The student will develop a beginning understanding of the manipulation of this software and its uses for the communication designer. Digital pre-press concepts will also be introduced.

Prerequisite: None

Pathway: CRAR

GD 111. Graphic Design II. (3 Credits)

Graphic Design II revisits the general structure of the Apple computing platform. Graphic Design II presents students with an intensive function-based experience using Photoshop Creative Cloud. The student will develop an understanding of the architecture and the manipulation of this software and its uses for the communication designer. Instruction will include digital pre-press concepts, animation and motion graphics.

Prerequisite: None

Pathway: CRAR

GD 299. Independent Study. (1-6 Credits)

GD 360. Web Design I. (3 Credits)

introduces students to the practical aspects of web design techniques and technology. Provides basic understanding of the major applications used in commercial website design (including but not limited to Adobe Photoshop/Image Ready, Dreamweaver and Flash) and the integration of these applications into the workflow of site design, from the initial concept to final execution. Studio Fee. 3 credits.

Prerequisite: None

GD 361. Web Design II. (3 Credits)

building on basic skills developed in Web Design 1, students gain increased familiarity with the standard applications of web design (Photoshop/Image Ready, Dreamweaver and Flash), interweaving them to create a more advanced web experience. Overall focus centers on design, but students will also learn more intricate coding. Key topics include Cascading Style Sheets (CSS), JavaScript (JS), Extensible Hypertext Markup Language (XHTML), Application Development (with PHP scripting and MySQL databases) and ActionScripting in Flash.

Prerequisite: Web Design I. Studio Fee. 3 credits.

Prerequisite: None

GD 375. Motion Graphics I. (3 Credits)

GD 380. Motion Graphics II. (3 Credits)

GD 460. Graphic Outlook-Practicum I. (3 Credits)

Graphic Outlook is an advanced Senior Seminar styled course that concentrates on layout and digital design. Students must have an advanced skill level in the following software - including, but not limited to, advanced Adobe design programs such as, Photoshop, Illustrator, Aftereffects, Video Editing Software and In-Design to solve design problems.

Prerequisite: None

GD 461. Graphic Outlook-Practicum II. (3 Credits)

provides continued instruction in advanced layout and design for electronic and print media. Students utilize advanced software such as, Adobe Creative Suites, Macromedia, iLife, iWork and Microsoft Office work to create a professional portfolio and begin to develop a client base. Studio Fee. 3 credits.

Prerequisite: Graphic Outlook I.

GD 462. Graphic Outlook-Practicum III. (3 Credits)

Prerequisite: None

GD 463. Graphic Outlook-Practicum IV. (3 Credits)

GD 465. Communication Design Internship. (1-6 Credits)