

Graphics Technology – AS Degree in GRAPHIC DESIGN

Suggested Course Sequencing & Course Overview Chart

- HOW TO READ THIS CHART:**
- ★ Course required for Technical Certificate in Graphic Design Production
 - Course required for Technical Certificate in Graphic Design Support

Courses with a heavy border are a requirement of both the AS Degree in Graphic Design as well as the AS Degree in Interactive Design.

Courses with a light border are only a requirement for students pursuing the AS Degree in Interactive Design.

E, W, O = Campus availability for course (East, West & Overall).

NOTE: Many advanced-level courses in Graphics are only offered on East Campus. All Graphics Technology AS Degree seekers should be prepared to take several Graphics courses available only on other campuses to finish their degree or to create their desired schedule.



GRA1142C - Graphic Design Essentials ★ ●
 (5 credit/4 contact) An introduction to visual communication principles, techniques, and processes are covered in the graphics design process. Students will learn the fundamentals of design and an introduction to industry standard computer and software for production of graphics are all covered. Software exploration involves learning the fundamentals of most recent versions of Photoshop, Illustrator, and InDesign.

critique basics
 pre-press basics
 page layout
 vector paths
 raster images
 drawing elements
 preflight
 network basics
 file nomenclature
 production basics
 text formatting/typo
 creative processes

computer exam
 resolution/dpi
 raster images
 drawing elements
 preflight
 network basics
 file nomenclature
 production basics
 text formatting/typo
 creative processes

E, W, O

GRA1143 - Professional Development for Designers ★ ●
 (1 credit) Students will learn basic job related skills that are necessary to succeed in the graphics industry. Students will interview, learn to write a cover letter and learn how to develop and present a portfolio.

job application letters
 resumes
 cover letters
 portfolio development
 industry expectations
 AS program overview
 portfolio development
 work environments
 basic graphics

E, W, O

GRA193B - Fundamentals of Creative Thinking
 (2 credit) Encourage creative thinking and problem solving through group problem solving. Students will learn to think outside the box, mind, the creative process, problem solving, self assessment, and increasing growth of creative potential.

Observation
 Self knowledge
 Storytelling
 Teamwork
 Experimentation
 Analytical Thinking
 Creativity
 Creativity as a game as a team

E, W, O

ART1300C - Drawing I ★
 (6 credit/6 contact) Introductory drawing class with emphasis on basic skills and concepts.

E, W, O

General Education Courses:
 Freshman Comp I (ENC 101)
E, W, O

GRA2201C - Electronic Imaging ★
 Minimum of C in GRA1142C or depart. approval (3 credit/4 contact) This course covers the fundamentals of Adobe Photoshop and Adobe Illustrator. Students will learn the fundamentals of design and an introduction to industry standard computer and software for production of graphics are all covered. Software exploration involves learning the fundamentals of most recent versions of Photoshop, Illustrator, and InDesign.

scanning
 making & compositing
 apply basic design principles
 color correction
 digital printing project
 creative processes
 Photoshop
 Illustrator
 web layout project
 various projects focused on technique and concept

E, W, O

GRA2806C - Fundamentals of Typography ★ ●
 Minimum of C in GRA1142C or depart. approval (3 credit/4 contact) This course covers the fundamentals of typography. Students will learn the history and classification of type. Contemporary type usage will be explored. Projects in type design and production include the use of a computer and industry standard vector and layout software.

typographic terminology and classification
 typographic editing
 layout design
 use of basic design concepts applied to typographic principles
 book design, poster design, type research and web layout

E, W, O

ART1201C - Design I ★ ●
 (6 credit/6 contact) Introduction to studio art through analytical use of elements and principles of two-dimensional design and color.

E, W, O

General Education Courses:
 The Visual Arts Today (ARH 000)
 Introduction to Art History (ARH 020)
E, W, O

GRA2141C - Web Page Design
 Minimum of C in GRA2201C or depart. approval (3 credit/4 contact) This course covers the fundamentals of web page design. Students will learn the fundamentals of design and an introduction to industry standard computer and software for production of graphics are all covered. Software exploration involves learning the fundamentals of most recent versions of Dreamweaver and Adobe Photoshop will be utilized. Emphasis will be placed on design and functionality of students' web pages.

basic web page design
 optimizing web imagery
 HTML, CSS syntax
 evaluating web site design

Dreamweaver
 Photoshop
 history of web

E

GRA2102C - Layout Design and Copy Preparation ★ ●
 Minimum grade of C in ART1201C or depart. approval (3 credit/4 contact) This course covers the fundamentals of layout design. Students will learn the history and classification of type. Contemporary type usage will be explored. Projects in type design and production include the use of a computer and industry standard vector and layout software.

typographic terminology and classification
 typographic editing
 layout design
 use of basic design concepts applied to typographic principles
 book design, poster design, type research and web layout

E, W, O

GRA2156C - Adobe Illustrator ★
 Minimum grades of C in ART1300C and DIG2006C or GRA1142C or department approval (3 credit/4 contact) Concentrates on most recent version of Illustrator with both the student and professional in mind. The focus is on the more advanced capabilities of the software and design with other programs including Photoshop.

vector design of art
 design of graphics
 direct mailer
 menu design
 billboard design
 various projects listed here are subject to change

objective quizzes
 various design packages
 Illustrator
 hand bags
 various projects listed here are subject to change

E, W, O

General Education Courses:
 Science or Math (See AS General Education Requirement)
E, W, O

GRA2121C - Publication Design
 Minimum of C in GRA1203C and GRA1208C or depart. approval (3 credit/4 contact) Designed to provide students with the skills necessary to create professional quality publications. A focus on good graphic design skills will include composition, layout, typography, pagination, style, balance, format and project planning.

advertisement industry
 collection of samples
 form generation
 brochure design
 QuarkXPress & InDesign
 publication research
 illustrate & Photoshop basics
 written and objective exams
 working with clients
 typography
 typographic principles

E, W

GRA2130C - Advanced Graphic Design I
 Minimum of C in GRA183, GRA1208C, and GRA1208C or depart. approval (3 credit/4 contact) Emphasizes layout and composition. Students will learn the history and classification of type. Contemporary type usage will be explored. Projects in type design and production include the use of a computer and industry standard vector and layout software.

copy writing
 package design
 corporate identity package
 various projects listed here are subject to change

E

GRA2151C - Illustration
 Minimum grade of C in ART1300C and GRA1142C or depart. approval (3 credit/4 contact) Introduces the students to a wide variety of design solutions for a wide variety of design solutions are covered.

illustration techniques
 digital illustration
 color psychology
 illustrators

E, O

General Education Courses:
 Psychology in Business & Industry (MGT 301)
 General Psychology (PSY 101)
E, W, O

GRA2310C - Graphic Reproduction Processes
 Minimum of C in GRA 2121C or depart. approval (3 credit/4 contact) A comprehensive course that includes the study of paper production, the printing process, color printing, and the use of digital printing. Students will learn the fundamentals of design and an introduction to industry standard computer and software for production of graphics are all covered. Software exploration involves learning the fundamentals of most recent versions of QuarkXPress, advanced press checks and preflight.

printing processes
 press checks
 preflight
 QuarkXPress - advanced
 objective exams
 paper
 output considerations

E

GRA2320C - Advanced Graphic Design II
 Minimum of C in GRA2130C or depart. approval (3 credit/4 contact) Comprehensive course involving and in-depth study of advanced design visual problem solving. Includes target market strategies, exploring design materials and techniques, concept development, development and competition participation.

design competitors
 copywriting
 design materials
 advertising fundamentals
 application of advanced typographic concepts
 application of advanced design principles
 process book development

E

COURSE TRANSFERS TO UCF
 Minimum of C in GRA 2302C and DIG 2202C or DIG 2108C or GRA2156C or depart. approval (3 credit/4 contact) This course covers the fundamentals of interactive design. Students will learn the history and classification of type. Contemporary type usage will be explored. Projects in type design and production include the use of a computer and industry standard vector and layout software.

interactive design
 design concepts, principles and communication methods
 project planning and production
 various interactive design project and human interaction cross platforms
 the management and optimization
 authoring languages

E

General Education Courses:
 U.S. Government (POL 2041)
E, W, O

GRA193C - Portfolio Review
 Review a minimum of C in GRA2102C or GRA2140C or depart. approval (1 credit) This course is designed to help students prepare their portfolios, refine and design their resumes, prepare a self-promo piece and gain valuable interviewing skills. Students participate in an interview conducted by a panel of professionals as a portion of their grade.

design returned
 design business card
 interview discussion
 design self-promo piece
 design letterhead
 industry expectations
 comprehensive portfolio final

E

GRA2492 - Graphics Internship
 Successful completion of required college prep. course. (3 credit/6 contact) This course is designed to provide students with a supervised training assignment directly related to college major. One credit hour required, however, may be repeated for credit up to 4.

opportunities for printed work in portfolio

E

NOTE: STUDENTS MUST APPLY FOR AN INTERNSHIP (ART) THE WEEK BEFORE THE SEMESTER BEGINS. AS SO, THERE IS A MANDATORY ORIENTATION MEETING TO ATTEND - WITHOUT DOING SO YOU WILL NOT BE ABLE TO REGISTER. MANDATORY MEETING DATES ARE POSTED ON THE WEBSITE. STUDENTS MUST REGISTER FOR THIS COURSE PRIOR TO MEETING.

E

General Education Courses:
 U.S. Government (POL 2041)
E, W, O

Semester 1 (14 CREDITS)

Semester 2 (12 CREDITS)

Semester 3 (12 CREDITS)

Semester 4 (12 CREDITS)

Semester 5 (12 CREDITS)

Semester 6 (2 CREDITS)



UPDATED 10/2009

