GRAPHIC DESIGN

GRDSN 1100
Drawing for Design
3 Credit Hours
Foundation of drawing illustrative matter for commercial applications using various materials and techniques appropriate to the field of graphic design and illustration. Emphasis on visualization and sketching of concepts. (6 lab hours)

GRDSN 1101
Digital Graphic Applications
3 Credit Hours
Explores graphics software package Adobe Creative Suite, focusing on core concepts and techniques that apply to any workflow in Photoshop, Illustrator, and InDesign. Emphasizes technical and print production skills necessary to develop effective designs for print, web, and other applications. (1 lecture hour, 5 lab hours)

GRDSN 1102
Graphic Design 1
3 Credit Hours
Introduces the basic principles and elements of graphic design, the history of graphic design, form/symbol development, typography, and color theory. Provides practical experience in essential studio processes and procedures, critiques, and group discussions. (6 lab hours)

GRDSN 1104
Typography
3 Credit Hours
Introduction to typographic history, study of letterforms, terms, classifications, and typeface selection. Exploration of type mechanics and aesthetics, using type in a variety of design applications. Examines structure, layout, and information hierarchy, as well as the relationship of type to image and cultural context. (6 lab hours)

GRDSN 1105
Graphic Design 2
3 Credit Hours
An exploration of graphic design through the integration of typography and imagery from planning, conceptualization, and creation, through management of content for a variety of projects. Major themes include: contrast and fusion of graphic form, text/image collage, hierarchy, grid systems, and extended layouts. Critiques and discussions of professional work including traditional structures of books, catalogs, magazines, and brochures. Emphasizes the use of Adobe InDesign in creating projects. Prerequisite: Graphic Design 1102 with a grade of C or better, or equivalent or consent of instructor. (6 lab hours)

GRDSN 1106
Three-Dimensional Design
3 Credit Hours
Design and construction of three-dimensional forms such as packaging, exhibits, and displays. Students will conceptualize and develop preliminary construction plans, and build mock-ups of three-dimensional communication design projects using a variety of materials and techniques. Prerequisite: Graphic Design 1102 with a grade of C or better, or equivalent or consent of instructor. (6 lab hours)

GRDSN 1107
Digital Illustration 1
3 Credit Hours
An introduction to creating digital images for use in graphic design. Use of computers and current software to develop illustrative projects. Focus on originality of imagery and image creation techniques including collage, montage, and mixed media to create professional quality images. Emphasis on the use of Adobe Photoshop and/or other raster-oriented software in creating projects. Prerequisite: Graphic Design 1102 with a grade of C or better, or equivalent or consent of instructor. (6 lab hours)

GRDSN 1108
Digital Illustration Design 2
3 Credit Hours
Focuses on the originality of imagery and image creation techniques, including collage, montage, and mixed media, to create professional quality images. Emphasis on the use of Adobe Illustrator and/or other vector-based software in creating illustration projects. Prerequisite: Graphic Design 1102 with a grade of C or better, or equivalent or consent of instructor. (6 lab hours)

GRDSN 1109
Project Planning for Graphic Design
3 Credit Hours
Explores the intersection of business and graphic design, introducing fundamentals of planning, research, analysis, presentation techniques, and production coordination. Addresses the entrepreneurial and strategic aspects of the business of design, as well as design concerns within a client's business environment. Course content may include case studies, group projects, guest speakers, and corporate events to prepare students to apply creative vision to the fulfillment of business objectives. Prerequisite: Graphic Design 1102 with a grade of C or better, or equivalent. (1 lecture hour, 5 lab hours)

GRDSN 1820
Selected Topics
2 Credit Hours
Critical discussion, review and analysis of a selected topic in advertising, design or illustration. Completion of projects appropriate to the selected topic. Topic is specified in the subtitle of the course listed in the class schedule. This course may be taken four times for credit as long as a different topic is selected each time. Prerequisite: Any 1100-level Graphic Design course or consent of instructor. (1 lecture hour, 2 lab hours)

GRDSN 1821
Selected Topics
3 Credit Hours
Introductory exploration and analysis of selected topics with a specific theme indicated by course title listed in college class schedule. This course may be taken four times for credit as long as different topics are selected. Prerequisite: Any 1100-level Graphic Design course or consent of instructor. (2 lecture hours, 2 lab hours)

GRDSN 1840
Independent Study
1 to 4 Credit Hours
Exploration and analysis of topics within the discipline to meet individual student-defined course description, goals, objectives, topical outline and methods of evaluation in coordination with and approved by the instructor. This course may be taken four times for credit as long as different topics are selected. Prerequisite: Consent of instructor is required. (8 lab hours)
GRDSN 2200
User Experience Design
3 Credit Hours
Study of user experience design for interactive environments through the exploration of user interface, user personas, sitemaps, wireframing, prototypes, and current trends and practices in the field. Emphasis is placed on visual hierarchy and understanding the logical placement and flow of content to achieve a client's goals and create a navigable environment for the user. Prerequisite: Graphic Design 1102 with a grade of C or better, or equivalent or consent of instructor. (6 lab hours)

GRDSN 2201
Graphic Design 3
3 Credit Hours
Development of visual identity systems for organizations and corporations applied to print, web, and broadcast media. Focuses on how organizations use identity design to express core values and impact consumer perceptions of brand. Processes include research, conceptualization, image, type generation, layout, presentation, and evaluation. Prerequisite: Graphic Design 1105 with a grade of C or better, or equivalent or consent of instructor. (6 lab hours)

GRDSN 2202
Web/Interactive Design 1
3 Credit Hours
Designing for interactivity in environments such as the web, portfolios, and apps with an emphasis on interactive design workflow. Designing HTML- and CSS-based web pages, prototypes, and web sites utilizing industry-standard hardware and software. Developing interactive concepts and organization and integration of content into web sites. Creating, preparing, and manipulating documents, illustrations, and images for the web. Prerequisite: Graphic Design 1102 with a grade of C or better and Graphic Design 2200 with a grade of C or better, or equivalent or consent of instructor. (6 lab hours)

GRDSN 2203
Advertising Design
3 Credit Hours
Introduction to creative brief writing, concept development, brand positioning, client/agency relationship, copywriting, and research methods. Study of cultural, social, and psychological aspects of advertising design, including consumer behavior and effects of globalization. Survey and development of advertising design for various media, including print, broadcast, direct mail, packaging, and point-of-purchase. Prerequisite: Graphic Design 1102 with a grade of C or better, or equivalent or consent of instructor. (6 lab hours)

GRDSN 2204
Digital Illustration 3
3 Credit Hours
Continues the development of skills necessary to create illustration projects. Uses a combination of traditional drawing skills and current industry standard vector/raster-based software, such as Adobe Illustrator and Photoshop. Prerequisite: Graphic Design 1108 with a grade of C or better, or equivalent or consent of instructor. (6 lab hours)

GRDSN 2205
Graphic Design 4
3 Credit Hours

GRDSN 2206
Web/Interactive Design 2
3 Credit Hours
Development of web and interactive design concepts and processes through advanced projects. Planning and development of web site design, mobile interface design, digital portfolio, and menus, and screens is explored using current authoring tools and techniques. Current trends and practices are studied and integrated into project designs. Prerequisite: Graphic Design 2202 with a grade of C or better or equivalent or concurrent enrollment in Graphic Design 2202 or consent of instructor. (6 lab hours)

GRDSN 2207
Portfolio Seminar
3 Credit Hours
Capstone course in the development of a personal portfolio of communication design projects. Emphasizes creative self-assessment, portfolio preparation, written communication, presentation, interview, and job search skills. Review of professional portfolio work and exploration of career opportunities in communication design. Students will demonstrate their understanding of design principles and creative problem-solving abilities through a portfolio of professional quality work. Prerequisite: Graphic Design 2201 with a grade of C or better, or equivalent or consent of instructor. (6 lab hours)

GRDSN 2210
Cartooning
3 Credit Hours
Creation of original written and illustrated cartoons with an emphasis on character development for animation. Historical overview of cartooning as visual storytelling. Exploration of drawing materials and techniques as related to cartooning. Examination of how to individualize cartoon characters, leading to clear and concise techniques for conveying character, stories, humor, and concepts. Prerequisite: Graphic Design 1100 or Art 1101 with a grade of C or better, or equivalent or consent of instructor. (6 lab hours)

GRDSN 2211
Storyboarding/Sequential Art
3 Credit Hours
Study of visual storytelling ideas and techniques with an emphasis on storyboarding for animation and film. Includes developing scripts, drawing techniques, working with various materials and media, creating character model sheets, and storyboarding for character animation. Students break down ideas and scenes sequentially to promote visual storytelling. Prerequisite: Graphic Design 2210 with a grade of C or better, or equivalent or consent of instructor. (6 lab hours)

GRDSN 2860
Internship (Career & Technical Ed)
1 to 4 Credit Hours
Course requires participation in Career and Technical Education work experience with onsite supervision. Internship learning
objectives are developed by student and faculty member, with approval of employer, to provide appropriate work-based learning experiences. Credit is earned by working a minimum of 75 clock hours per semester credit hour, up to a maximum of four credits. Prerequisite: Consent of instructor and 2.0 cumulative grade point average; 12 semester credits earned in a related field of study; students work with Career Services staff to obtain approval of the internship by the Dean from the academic discipline where the student is planning to earn credit.

GRDSN 2865
Internship Advanced (Career & Tech Ed)
1 to 4 Credit Hours
Continuation of Internship (Career and Technical Education). Course requires participation in Career & Technical Education work experience with onsite supervision. Internship learning objectives are developed by student and faculty member, with approval of employer, to provide appropriate work-based learning experiences. Credit is earned by working a minimum of 75 clock hours per semester credit hour, up to a maximum of four credits. Prerequisite: Consent of instructor and 2.0 cumulative grade point average; 12 semester credits earned in a related field of study; students work with Career Services staff to obtain approval of the internship by the Dean from the academic discipline where the student is planning to earn credit.