

GRAPHIC DESIGN (GD)

Repeat Limitation

Unless specifically required by a transfer institution for preparation for a specific major, students are limited to four enrollments in "Digital Art Foundations" courses related in content in the Grossmont-Cuyamaca Community College District. These courses include ART 171, 172, 175, GD 105, 126. Students intending to major in Art, Graphic Design, or a related major at a California State University or University of California campus that requires more than the limit should take documentation to the Admissions & Records Office for clearance.

105 FUNDAMENTALS OF DIGITAL MEDIA 3 UNITS

Recommended Preparation: Basic computer and file management skills

2 hours lecture, 3 hours laboratory

This course explores the digital software used for graphic design, multimedia, and web design, specifically the use of vector (Adobe Illustrator) and raster images (Adobe Photoshop). Using the design process, students will create projects that require the use and comprehension of various file formats and color modes used in print and web design. Input devices such as digital cameras and scanners will be used to enhance projects. The elements of art and principles of design will be introduced as students develop aesthetic compositional skills.

CSU, UC

110 GRAPHIC DESIGN PRINCIPLES 3 UNITS C-ID ARTS 250

Prerequisite: "C" grade or higher or "Pass" in GD 105 or equivalent or two years verifiable industry experience

Recommended Preparation: "C" grade or higher or "Pass" in ART 124 or equivalent

2 hours lecture, 3 hours laboratory

Explores the fundamental concepts of graphic design and visual communication. Basic concepts, principles and elements of design are reinforced through creative problem solving. Text and visual elements such as photos and illustrations are integrated to create appropriate and aesthetic solutions to print graphics problems. Students will investigate career options and begin portfolio development.

CSU

125 TYPOGRAPHY 3 UNITS

Recommended Preparation: "C" grade or higher or "Pass" in GD 110 or equivalent

2 hours lecture, 3 hours laboratory

This course explores the fundamental nature of typography as a reflection of society. Characters are examined as art forms and as carriers of language and ideas. Technical aspects of typography will be considered including function and production. Letterforms will be designed using both traditional and digital processes with an emphasis on developing a professional portfolio.

CSU

126 ADOBE PHOTOSHOP DIGITAL IMAGING 3 UNITS

Recommended Preparation: "C" grade or higher or "Pass" in GD 105 or equivalent

2 hours lecture, 3 hours laboratory

Explores capturing, digitizing and editing images. Students will learn to digitize images and use industry standard software (Adobe Photoshop) to edit, manipulate, retouch, enhance and composite digital images. Explores digital workflows, color management, digital effects, and output methods used to

achieve the best possible output from digital image files. Emphasis is on meeting aesthetic and technical requirements of the commercial arts and graphic design industry.

CSU

129 PAGE LAYOUT 3 UNITS

Prerequisite: Understanding and experience with digital image types and composition.

Recommended Preparation: "C" grade or higher or "Pass" in GD 110 or equivalent

2 hours lecture, 3 hours laboratory

This course emphasizes the aesthetic and functional organization of text, charts, graphs, line art, illustrations and photos in multiple page documents for print and electronic applications. Uses traditional and digital processes to develop creative thumbnails, roughs, and comprehensive layouts. Emphasis is on preparing text and images for electronic pre-press and for selecting printing options as well as for ebook and electronic publishing. Students will develop work for a professional portfolio.

CSU

130 PROFESSIONAL BUSINESS PRACTICES 3 UNITS

Recommended Preparation: Student should have a substantial body of completed design or web projects prior to enrollment in this class.

3 hours lecture

This course emphasizes professional business practices used in the graphic design industry including design studios, agencies and self-employment. Learn how to create a resume, market a portfolio, acquire clients, and set fees. Students will refine their design capabilities using text and images while learning how to perform as business professionals.

CSU

210 PROFESSIONAL DIGITAL PHOTOGRAPHY I 3 UNITS

Recommended Preparation: "C" grade or higher or "Pass" in GD126 or equivalent, or experience using industry standard image editing software

2 hours lecture, 3 hours laboratory

Practical course intended for anyone interested in traditional photographic methods as they apply to digital photography. Students will learn to properly light, compose, expose, adjust, manipulate and print digital photographs. Explores advanced camera settings and file editing with Adobe Photoshop. Assignments will emphasize skills needed to produce high quality images for print and web display.

CSU

211 PROFESSIONAL DIGITAL PHOTOGRAPHY II 3 UNITS

Recommended Preparation: "C" grade or higher or "Pass" in GD 210 or equivalent

2 hours lecture, 3 hours laboratory

Focuses on advanced photographic and digital imaging techniques, expanding on knowledge and skills acquired in GD 126 and 210. Covers various applications of commercial photography including portraiture, tabletop, still life and photo-illustration. Unlike most fine art oriented photography classes, this course will present aesthetic and technical aspects of photography as they pertain to graphic communication and commercial art.

CSU

212 PROFESSIONAL DIGITAL PHOTOGRAPHY III 3 UNITS

Recommended Preparation: "C" grade or higher or "Pass" in GD 211 or equivalent

2 hours lecture, 3 hours laboratory

Project based course concentrates on advanced photographic shooting and post processing techniques, with an introduction to photoillustration. Students will learn to refine

compositional and substantive aspects of photography as a means of communication. Course will cover a variety of tools and techniques for image enhancement including high dynamic range imagery (HDR), exposure compositing, and color management in a digital workflow.

CSU

217 WEB GRAPHICS 3 UNITS

Recommended Preparation: "C" grade or higher or "Pass" in CIS 211 or equivalent or basic computer and Internet skills and ability to create and upload a simple website, GD 126 or equivalent or ability to use Adobe Photoshop to create digital images

2 hours lecture, 3 hours laboratory

Focuses on the creation of attractive, usable web interfaces and graphic elements. Students will use Photoshop to design and develop common web design elements as they explore information design, screen design and navigation design.

CSU, UC

222 WEB ANIMATION 3 UNITS

Recommended Preparation: "C" grade or higher or "Pass" in CIS 211 or equivalent or basic computer and Internet skills and ability to create and upload a simple website

2 hours lecture, 3 hours laboratory

Covers design, development and implementation of web-based animation using animation software. Students will create common web animation projects such as advertisements and web interfaces.

CSU

223 ADVANCED WEB ANIMATION 3 UNITS

Prerequisite: "C" grade or higher or "Pass" in GD 222 or equivalent

Recommended Preparation: "C" grade or higher or "Pass" in CIS 211 or equivalent or ability to create and upload a simple website

2 hours lecture, 3 hours laboratory

Develop interactive, rich media web animation applications. Includes principles of interaction and content design, ActionScript programming, and techniques to effectively incorporate animation, sound and graphics.

CSU

225 DIGITAL ILLUSTRATION 3 UNITS

Recommended Preparation: "C" grade or higher or "Pass" in GD 110 or equivalent

2 hours lecture, 3 hours laboratory

Uses vector and raster image software to create digital illustrations. Applies design principles and computer technology to create graphic images in an aesthetic composition. Students will produce artwork based on contemporary illustration styles. Applicable for fine art, graphic design, and interactive design.

CSU, UC

230 GRAPHIC DESIGN WORK EXPERIENCE 1-4 UNITS

Prerequisite: 12 units in Graphic Design courses related to field in which work experience is sought and current resume highlighting graphic design experience and course-related study

5 hours paid or 4 hours unpaid work experience per week per unit

Work experience at a designated industry site in a graphic design occupational category for students seeking job experience in graphic design. *May be taken for a maximum of 12 units.*

CSU