

GRAPHIC DESIGN (GRA)

GRA 1101 Introduction to Computer Graphics (3 Credits)

This foundation course is an introduction to creating digital art using industry standard software and hardware tools. Students are introduced to image manipulation, vector design, and 3D visualization. An introduction to the computer as a graphic design and artist's tool. Using Adobe Cloud, students learn basic use and application of vector illustration (Adobe Illustrator), raster image (Adobe Photoshop), and scanning software programs to the art and design process. Emphasis is on "hands on" use of the computer, and how the computer can aid the artist's and designer's problem-solving process through interactive visual alternatives.

General Education: Arts and Humanities (ARHX), Creativity (CRTY)

Additional fees may apply

Previous: Legacy Equivalent(s): DGA* 111, GRA* 149, GRA* 110, DGA 1101

GRA 1501 Graphic Design I (3 Credits)

This course is designed to introduce students to visual communication through graphic design. Students practice basic studio skills with an emphasis on developing the ability to convert creative concepts into a visual medium. Topics include: proper file management, computer navigation basics, fundamental techniques of the design process, and digital plagiarism. Students will learn to create a graphic identify through proper typography, image editing, page layout, portfolio development and mechanical preparation.

General Education: Arts and Humanities (ARHX), Creativity (CRTY)

Additional fees may apply

Previous: Legacy Equivalent(s): GRA*150, GRA*151

GRA 1700 AI Foundations for Creatives I (3 Credits)

In this course, students explore AI tools for creating images and designs and are introduced to creating video shorts using generative artificial intelligence. Students will monitor changes to the AI landscape, explore new graphic design models, and complete projects to amass a portfolio. Prerequisites: GRA 1101 - Introduction to Computer Graphics with C- or better OR approval of Program Coordinator in Graphic Design
Additional fees may apply

GRA 2001 Typography (3 Credits)

This course focuses on the exploration and application of typography in graphic design. Lectures and assignments will cover typographic history, fundamentals, principles, as well as demonstrate the creative and pragmatic application of typography using traditional and contemporary tools.

Prerequisites: C- or higher in GRA 1501

Elective Code(s): Liberal Arts Elective (LART)

Additional fees may apply

Previous: Legacy Equivalent(s): GRA* 201

GRA 2090 Graphic Design Capstone (3 Credits)

This course is designed to train students to produce various on-campus and off-campus professional publications. This involves researching, interviewing, writing, editing, photography, and proofreading. It also includes all the design work primarily using Adobe CC. Advertising (sales and design) is also part of this course. Students are expected to complete portfolio worthy design pieces.

Prerequisites: GRA 2502 or permission of the graphic design program coordinator

Elective Code(s): Liberal Arts Elective (LART)

Additional fees may apply

Previous: Legacy Equivalent(s): GRA* 295

GRA 2095 Graphic Design Internship (3 Credits)

This course provides students with practical, on the job experience in preparation for a successful career in the graphic design field. It is meant to add a new dimension and relevance to the student's education experience. The objective is for the student to secure a position within the business community that can and will provide them with an opportunity to experience the business world. This experience will validate and extend their classroom learning and prepare them even more for their future career. The program coordinator is available to aid in securing such positions, but the responsibility is on the student. An exit portfolio review is scheduled at the completion of the course. In the case of an operational Career Placement and Coop Office on campus, the Director of Coop Education does internship placement: This course provides students with the opportunity to apply classroom theory in an actual work setting, in paid and unpaid supervised positions, related to their majors. Completion of approximately 15-20 hours per week of work (150 hours for unpaid placements, depending on major; 300 hours for paid placements) and participation in Cooperative Education Online are required. In addition to the work placement, students are required to attend and complete classroom work (online) to enhance their cooperative education work experiences.

Prerequisites: Student must have a minimum of 15 program credits and permission of coordinator/chair

Elective Code(s): Liberal Arts Elective (LART)

Additional fees may apply

Previous: Legacy Equivalent(s): GRA* 296

GRA 2098 Special Topics in Graphic Design (3 Credits)

A faculty-developed studio or digital computer graphic course that focuses on exploring a media or creative process that is outside the current courses that are offered in the Graphic Design program. This course is designed to provide our students with an opportunity to pursue an area of study that is of interest to a large group. The program coordinator and department chairperson will approve the area of study. Prerequisites: GRA 1501 or GRA 1101 or permission of the Coordinator
Additional fees may apply

Previous: Legacy Equivalent(s): DGA* 298, DGA 2098

GRA 2101 Advanced Computer Graphics (3 Credits)

Advanced Computer Graphics builds upon GRA 1101 but places a greater emphasis on professional design presentation through the development of more complex digital graphics projects. This class will focus on digital layout using Adobe CC. Students will learn basic design thinking skills, presentation techniques, and digital layout through the use of several software programs. The skillful combining of images and text becomes the core of this course. It is a working studio class using demonstrations and hands-on work that will teach students to solve visual problems using industry standard graphics creation, page layout software and presentation techniques.

Prerequisites: GRA 1101 or GRA 2300

Additional fees may apply

Previous: Legacy Equivalent(s): DGA* 212, DGA 2101

GRA 2190 Portfolio Preparation (1-3 Credits)

Under the supervision of a graphic design faculty advisor, students will prepare a portfolio demonstrating skills in a variety of media. While the emphasis of this portfolio will vary according to individual needs, it will include representative samples of work from core graphic design courses. This portfolio can be used for transfer purposes and/or for employment applications. The portfolio may be used for transfer, career, or personal purposes.

GRA 2201 Illustration I (3 Credits)

A studio course designed to develop fundamental graphic rendering and hand-building skills by utilizing the design and development process for professional output and presentation. The course explores a variety of materials and media through the creation of images. The emphasis is on the translation of concepts into visuals.

General Education: Creativity (CRTY)

Elective Code(s): Liberal Arts Elective (LART)

Additional fees may apply

Previous: Legacy Equivalent(s): ART* 215, GRA* 221

GRA 2202 Illustration II (3 Credits)

This studio course expands the skills and techniques of translating concepts into visual form that were learned in GRA 2201, with a greater emphasis on project development and professional presentation. Through a series of lectures, demonstrations and projects, the students will and apply the concepts and techniques for creating illustrations as a form of communication and art.

Prerequisites: GRA 2201

Elective Code(s): Liberal Arts Elective (LART)

Additional fees may apply

Previous: Legacy Equivalent(s): GRA* 222

GRA 2207 Interactive Media (3 Credits)

This course will introduce the principles and processes used in interactive media specifically for web-based media. It will build on the principles and techniques learned in Graphic Design I and II. Aspects of interactive media to be learned include: HTML and CSS, wireframing, interface design and using CSS and jQuery to create basic animations. Project planning, proper file organization and working with clients will also be discussed.

Prerequisites: GRA 2502 or by permission of the instructor

General Education: Creativity (CRTY)

Elective Code(s): Liberal Arts Elective (LART)

Additional fees may apply

Previous: Legacy Equivalent(s): GRA* 227

GRA 2300 Digital Imaging I (3 Credits)

This foundation course in graphic design introduces students to creating various pieces using industry standard software (Adobe CC). Students use the software and computer for image manipulation, vector design and illustration, and page layout. Students will learn and experience the basic design process. Emphasis is on hands on use of the computer and software programs and how they aid the designer in real world design situations by teaching them to communicate through visual design.

Prerequisites: Eligible for ENG 1010 or permission of the Graphic Design program coordinator

General Education: Creativity (CRTY)

Elective Code(s): Liberal Arts Elective (LART)

Additional fees may apply

Previous: Legacy Equivalent(s): GRA* 230

GRA 2301 Digital Imaging II (3 Credits)

This course focuses on the continued use of digital imagery in art and design, by furthering a student's skill in the use of Adobe CC software. The course exploring more advanced electronic image creation, photo retouching and manipulation techniques. Students will study advanced design principles and addresses some technical issues facing a computer artist and graphic designer.

Prerequisites: GRA 1501 or GRA 2300 or GRA 1101 or permission of the Graphic Design program coordinator or department chair

Elective Code(s): Liberal Arts Elective (LART)

Additional fees may apply

Previous: Legacy Equivalent(s): GRA* 231

GRA 2306 Digital Illustration (3 Credits)

Students expand upon their skills and knowledge of procedures learned in prerequisite courses. Through lectures, demonstrations, exercises and real-world projects, the focus will be on Adobe Illustrator. Students will learn how to create digital illustrations, develop skills for easy execution of special imaging and typographic effects, and apply these skills to solve design problems in print and web environments. Students are required to have basic graphic design and computer layout and typography skills before registering for this course.

Prerequisites: GRA 1101 or GRA 1501, or ART 1110, ART 1210 or permission of graphic design coordinator.

Elective Code(s): Liberal Arts Elective (LART)

Additional fees may apply

Previous: Legacy Equivalent(s): GRA* 236, GRA* 1237

GRA 2401 Digital Page Design (3 Credits)

An exploration of desktop publishing and page-layout programs that enable designers to execute fine control over type and graphic placement. InDesign has become the industry standard among design professionals for desktop publishing. In this course students will acquire the knowledge and practical experience necessary to use this program effectively in a production environment. Projects may include brochures, business cards, letterheads, and the layout and design of the school newspaper.

Prerequisites: GRA 1101 or ART 1210 or permission of instructor

Elective Code(s): Liberal Arts Elective (LART)

Additional fees may apply

Previous: Legacy Equivalent(s): GRA* 241

GRA 2502 Graphic Design II (3 Credits)

The second level of graphic design builds upon fundamentals covered in GRA 1501 and DGA 1101 but place a greater emphasis on professional design presentation through the development of more complex projects. This class will focus on digital layout using Adobe CC. Students will learn basic design thinking skills, presentation techniques, and digital layout through the use of several software programs. The skillful combining of images and text become the core of this course. It is a working studio class using demonstrations and hands-on work that will teach students to solve visual problems using industry standard page layout software and presentation techniques for print or the web. Topics include are design, page layout, typography, web communication and portfolio development.

Prerequisites: GRA 1501 or GRA 1101

General Education: Creativity (CRTY)

Elective Code(s): Liberal Arts Elective (LART)

Additional fees may apply

Previous: Legacy Equivalent(s): GRA* 252

GRA 2503 Graphic Design III (3 Credits)

This course applies the theory and range of skills learned in the program thus far to advanced projects. This course will emphasize the development of professional-quality portfolio pieces. Classes consist of lecture, demonstration, applied practice, critiques, and class discussions. Prerequisites: GRA 2502 - Graphic Design II (grade C or higher) and GRA 2401 - Digital Page Design or Permission from the Program Coordinator

GRA 2507 Motion Graphics & Effects (3 Credits)

This course provides an introduction to creating visual effects for video and animated graphics. Using several production methods students will design and develop 2D and 3D graphics for use in interactive and time-based media such as television, film, game animation, interactive design, and web design.

Prerequisites: GRA 1101 or COMM 1604

Elective Code(s): Liberal Arts Elective (LART)

Additional fees may apply

Previous: Legacy Equivalent(s): DGA* 257, DGA* 289, DGA 2507

GRA 2508 User Experience Design (3 Credits)

This course will explore user needs in relation to designed interfaces. Students will be introduced to the world of user-centered design. Various usability aspects of interaction will be examined to give a broad overview of critical topics within cultural requirements of interfaces and interface design and content management systems. Students will collaborate to develop an interaction model using the foundations of usability and interaction within the context of social media.

Prerequisites: GRA 1101 or permission of the instructor

Elective Code(s): Liberal Arts Elective (LART)

Additional fees may apply

Previous: Legacy Equivalent(s): DGA* 258, DGA 2508

GRA 2600 Web Design (3 Credits)

This course is an introduction to the concepts of professional web site design using Industry-standard website development software. Students will learn the basics of web design templates, Cascading Style Sheets (CSS), image creation and manipulation as well as preparing documents, illustrations, and images for the web. Emphasis will be on site design and management, aesthetics, page development and construction. User Experience Design process will be explored and user needs in relation to designed interfaces. Students will be introduced to the world of user-centered design. The four design principles of contrast, repetition, alignment, and proximity will be discussed and utilized to create a web site using authoring tools as well as the skills acquired in the prerequisite courses.

Prerequisites: GRA 1101 or CSC 1271 or permission of the graphic design program coordinator/chair

General Education: Creativity (CRTY)

Elective Code(s): Liberal Arts Elective (LART)

Additional fees may apply

Previous: Legacy Equivalent(s): GRA* 260

GRA 2601 Web Design II (3 Credits)

This computer graphics course is a continuation of Web Design I and professional web site development using Industry-standard website development software. Students will be moving on to responsive design techniques found in open-source software like Bootstrap. Students continue to use Cascading Style Sheets (CSS), HTML, and image creation and manipulation techniques of documents, illustrations, and images for the web. Site design and management, aesthetics, page development and construction are emphasized. Students will continue to focus on user-centered design, user experience design and user needs in relation to designed interfaces.

Prerequisites: GRA 2600 or permission of the graphic design program coordinator/chair

General Education: Creativity (CRTY)

Elective Code(s): Liberal Arts Elective (LART)

Additional fees may apply

Previous: Legacy Equivalent(s): GRA* 262

GRA 2705 3D Computer Modeling (3 Credits)

Students will use computer modeling to explore the principles of 3-dimensional design and techniques of three-dimensional image construction utilizing industry standard software. Projects involving object, character and architectural modeling will emphasize the concepts including spatial proportion, silhouette, negative space, light/shadow and texture through the creation and editing of 3D objects. Topics include environment building, complex object creation, lighting, texture mapping and rendering. The integration of character design, lighting effects, atmospheric conditions and controlling object placement in a three-dimensional context are examined.

Prerequisites: GRA 1101 or permission of the graphic design program coordinator

Elective Code(s): Liberal Arts Elective (LART)

Additional fees may apply

Previous: Legacy Equivalent(s): GRA* 275

GRA 2890 Portfolio Preparation (1-3 Credits)

Under the supervision of a graphic design faculty advisor, students will prepare a portfolio demonstrating skills in a variety of media. While the emphasis of this portfolio will vary according to individual needs, it will include representative samples of work from core graphic design courses. This portfolio can be used for transfer purposes and/or for employment applications. The portfolio may be used for transfer, career, or personal purposes.

Prerequisites: Second-year status, and/or permission from the Graphic Design Program Coordinator

Additional fees may apply