GRAPHIC ARTS

GRA 1100, Principles Of Graphic Design Principles Of Graphic Design
3 hrs., 3 crs.,
(Offered fall). Students attending this course will be exposed to a hands-on introduction to the principles and techniques of graphic design for print and digital media covering print and digital production; resolution and size considerations; vector vs. raster formats; color theory and layout principles; typography; file formats, output, and management. Upon completion, students should be able to creatively produce graphic designs.

GRA 2151, Drawing Techniques for Digital Illustrators Drawing Techniques for Digital Illustrators
3 hrs., 3 crs.,
This course provides students with experiences in illustration and digital art techniques and the application of vector graphics in the field of graphic design. The content includes, but is not be limited to: identification and investigation of Adobe Illustrator and/or Corel Draw consisting of lines and curves defined by mathematical objects called vectors. Identification and application of general methods for critical, aesthetic, and technical judgments relating to the uses of computer-generated illustrations for print, web, and multimedia designs. Also included is the history of graphic design and the application of computers to the graphic world.

GRA 2156, Computer Graphics for Digital Designers I Computer Graphics for Digital Designers I
3 hrs., 3 crs.,
(Offered fall and spring). Participants in this course will have an opportunity to explore the basic functions of Adobe Photoshop to create dynamic digital art in the field of Graphic Design. The course begins with the identification and investigation of the Principles and Elements of Design, moves to exploration of the role Photoshop and photo-editing plays in the graphic industry, and concludes with student design and completion of a comprehensive project.

GRA 2157, Computer Graphics for Digital Designers II Computer Graphics for Digital Designers II
3 hrs., 3 crs.,
(Offered spring). Prerequisite: GRA2156. This course further develops the skills developed in GRA2156 in design, grid systems, advertising techniques, and electronic publication by providing students with in-depth proficiency in design principles and vocabulary. With the Adobe Creative Suite, students learn advanced techniques in traditional graphic design and desktop publishing. The course emphasizes practical assignments that examine applied problem solving and professional solutions for graphic designers. Specific themes/topics for the course include visual perception, visual grouping and hierarchy and visual identity development.