GRAPHIC DESIGN (GD)

GD-105
Fundamentals of Digital Media   **3 UNITS**
Recommended Preparation: Basic computer and file management skills
2.0 hours lecture, 3.0 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)

GD-110
Graphic Design Principles   **3 UNITS**
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
2.0 hours lecture, 3.0 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. (C-ID ARTS 250)(CSU)

GD-115
Introduction to Multimedia   **3 UNITS**
Prerequisite: "C" grade or higher or "Pass" in GD 105 or equivalent
Recommended Preparation: "C" grade or higher or "Pass" in GD 110 or equivalent
2.0 hours lecture, 3.0 hours laboratory
This intensive introductory course is designed to teach foundational skills for students who have minimal or no experience in creating multimedia news packages. A hands-on introduction on how to use video, photography, data and other elements to successfully create effective visual and multimedia stories. (CSU, UC)

GD-120
User Experience Design   **3 UNITS**
Prerequisite: "C" grade or higher or "Pass" in GD 105 or equivalent
Recommended Preparation: "C" grade or higher or "Pass" in GD 110 or equivalent
2.0 hours lecture, 3.0 hours laboratory
This introductory course is designed to equip you with a broad understanding of user experience (UX) and covers the foundations of User Experience Design and process including; user journeys, prototypes, information architecture, wireframes and prototypes. We will also be considering the critical role user experience plays in allowing businesses to access their target audience and how organizations can use user experience to increase customer engagement and revenue as well as reducing costs. (CSU)

GD-125
Typography   **3 UNITS**
Recommended Preparation: "C" grade or higher or "Pass" in GD 110 or equivalent
2.0 hours lecture, 3.0 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)

GD-126
Adobe Photoshop Digital Imaging   **3 UNITS**
Recommended Preparation: "C" grade or higher or "Pass" in GD 105 or equivalent
2.0 hours lecture, 3.0 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)

GD-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
2.0 hours lecture, 3.0 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)

GD-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
3.0 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)

GD-210
Professional Digital Photography I   **3 UNITS**
Recommended Preparation: "C" grade or higher or "Pass" in GD 126 or equivalent, or experience using industry standard image editing software.
2.0 hours lecture, 3.0 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)

GD-211
Professional Digital Photography II   **3 UNITS**
Recommended Preparation: "C" grade or higher or "Pass" in GD 210 or equivalent
2.0 hours lecture, 3.0 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)

GD-212
Professional Digital Photography III   **3 UNITS**
Recommended Preparation: "C" grade or higher or "Pass" in GD 211 or equivalent
2.0 hours lecture, 3.0 hours laboratory
Project based course concentrates on advanced photographic shooting and post processing techniques, with an introduction to photo-illustration. 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)

GD-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
2.0 hours lecture, 3.0 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)

GD-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
2.0 hours lecture, 3.0 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)

GD-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
2.0 hours lecture, 3.0 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)

GD-225
Digital Illustration   **3 UNITS**
Recommended Preparation: "C" grade or higher or "Pass" in GD 110 or equivalent
2.0 hours lecture, 3.0 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)

GD-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
Work experience at a designated industry site in a graphic design occupational category for students seeking job experience in graphic design. Occupational cooperative work experience credit may accrue at the rate of one to eight units per semester for a total of sixteen units, and students must work 75 paid hours or 60 non-paid hours per unit earned. May be taken for a maximum of 12 units. 75 hours paid or 60 hours non-paid work experience per unit, 1-4 units. (CSU)