

# GRAPHICS/PRINTING TECHNOLOGY (GRP)

---

## **GRP 110 Graphic Design I (4)**

The purpose of this course is to summarize the role served by graphic communications in a technological society and to identify the basic functions of the industry. This course also covers the fundamental principles and elements of design and general layout principles used by graphic designers in the production of visual images. This course introduces students to design software such as Adobe InDesign.

## **GRP 121 Color Composition (4)**

This course will introduce the use of color and composition as they relate to imaging rules of creative element placement and design of an image. Students will learn the psychology of color and how color can affect the message of the design. Prerequisite: GRP110.

## **GRP 133 Page Layout (4)**

This course will teach composition techniques and procedures utilizing page layout software such as Adobe Indesign. The student will explore formatting, alignment, spacing, breaks, tabs, tables, lists, drop caps, margins, columns, and become familiar with typographic details. They will also apply page layout techniques to create balanced and professionally designed materials.

## **GRP 141 Graphic Design II (4)**

This course covers the intermediate principles and elements of design and general layout principles used by graphic designers in the production of visual images. This course will give students the opportunity to work within groups and begin development of skills used when working with clients. This course continues with intermediate skills in design software such as Adobe InDesign, Adobe Illustrator and Adobe Photoshop.

## **GRP 143 Typography (2)**

This course will introduce the use of different styles of typography and how to use them more creatively. Students will learn how different styles of typography can affect the message of the design as well as add impact to their designs.

## **GRP 148 Vector Based Graphics (3)**

A study and use of vector graphics for production. Skill development in the use of the tools and transformation options of Adobe Illustrator to create complex vector illustrations for print and web-based media. Mastery in manipulation of both text and graphics with emphasis on the use of the pen tool as well as the correct use and management of different color modes. Focus on software tools and techniques to capture, correct, create and combine images for print and web. Topics include input devices, resolution, tone and color correction, retouching, painting, drawing, image manipulation, compositing, automation, graphic formats, design and reproduction considerations, interview skills with clients to obtain information. This course continues to master skills in design software such as Adobe Indesign, Adobe Illustrator and Adobe Photoshop.

## **GRP 163 Digital Printing (3)**

Principles of digital imaging technology and the different types of equipment and methods involved in electronic image capture are learned in this course. Students also learn how to prepare digital design and imaging files for successful output. This course will teach proper workflow techniques from file generation to print production. Emphasis is placed on troubleshooting and managing files as well as determining proper file structure based on the required output.

## **GRP 233 Graphic Design III (5)**

This course covers the advanced principles and elements of design and layout principles used by graphic designers in the production of visual images. The projects will become directed more toward working with clients and workplace skills. Students learn to evaluate the project and determine appropriate timeline and tools needed to accomplish the task. Students also learn how to manage multiple projects and deadlines successfully. The students will be given the opportunity to begin working with clients either in person or online. This course continues with advanced skills in design software such as Adobe Indesign, Adobe Illustrator and Adobe Photoshop.

## **GRP 241 Paper & Bindery (3)**

This course covers the different types of paper and other substrates used for printing in the graphics industry. The course also covers various finishing methods and binding techniques.

## **GRP 244 Raster Based Graphics (4)**

This course will teach image composition techniques and procedures utilizing raster graphics software such as Adobe Photoshop. Focus on software tools and techniques to capture, correct, create and combine images for print and web. Topics include input devices, resolution, tone and color correction, retouching, painting, drawing, image manipulation, compositing, automation, graphic formats, design and reproduction considerations. Prerequisite: GRP121

## **GRP 248 Graphic Design IV (5)**

Students who have met grade and attendance requirements will work directly with clients. Students will advance the skills learned in Graphic Design III by further mastering the use of a tracer system and interview skills with clients to obtain information. This course continues to master skills in design software such as Adobe Indesign, Adobe Illustrator and Adobe Photoshop.

## **GRP 254 Production Graphics (4)**

This course will provide students with an on-the-job experience in a graphics setting. May include on-campus virtual internship, job shadowing or off-campus internship.

## **GRP 258 Portfolio Preparation (3)**

This course will cover business operations and job management techniques. Students will learn interview techniques, developing and preparing a resume, digital and physical portfolio, completing job applications, ethics, and teamwork. Students will also participate in mock interviews.