

GRAPHICS TECHNOLOGY

Please note that this program is not being offered in 2024-2025.

The Graphics Technology program is designed to prepare students for the graphics industry. Students will study the basics of imaging software through tutorials, projects and internship opportunities. Printing basics will be learned through study of basic print components and how they apply to graphics technology. Students are instructed on how graphics and print work together to provide entry-level skills for employment in the graphics industry. This program will offer students preparation to test for the industry-recognized credentials listed below.

Program Information

- Program Start (semesters): August; January
- Financial Aid available (for post-secondary students only): Yes
- Veteran Benefits Eligible (for post-secondary students only): Yes
- Industry-recognized credentials: Adobe Certified Associate – Illustrator; Adobe Certified Associate - InDesign; Adobe Certified Associate - Photoshop

Certificate Requirements

Code	Title	Hours
GRP 110	Graphic Design I	4
GRP 121	Color Composition	4
GRP 133	Page Layout	4
GRP 141	Graphic Design II	4
GRP 143	Typography	2
GRP 148	Vector Based Graphics	3
GRP 163	Digital Printing	3
GRP 233	Graphic Design III	5
GRP 241	Paper & Bindery	3
GRP 244	Raster Based Graphics	4
GRP 248	Graphic Design IV	5
GRP 254	Production Graphics	4
GRP 258	Portfolio Preparation	3
Total Hours		48