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## Graphic Design Technology

### GRAP 102 Digital Photography

Prerequisite: None

Credit Hours: 3

This course introduces students to the fundamental technical and creative skills of digital photography. Students will learn how to operate adjustable digital cameras, control exposure settings, and apply fundamental composition techniques to create engaging images. Students practice achieving proper exposure in diverse lighting conditions and gain hands-on experience working with studio lighting to produce a range of lighting styles. Adobe Photoshop will be used for essential post-production photo editing.

### GRAP 103 Intro to Graphic Communications

Prerequisite: None

Credit Hours: 3

An introduction to fundamental design principles and theories of graphic communication. Emphasis will be placed on the graphic design process and the development of skills to solve graphic design problems. Graphic design careers, trends, and technology will be explored.

### GRAP 107 (1099) Graphic Design Fundamentals

Prerequisite: None

Credit Hours: 3

Introduces students to industry standard page layout, illustration, and image editing software. Fundamental principles of graphic design including composition, layout, color theory, and typography will be applied to print and digital media.

### GRAP 118 (1117) Typography

Prerequisite: None

Co-requisite: GRAP 107 Graphic Design Fundamentals

Credit Hours: 3

An in-depth exploration the theory and practice of typographic design. Students will study the history and evolution of type, as well as the technical principles of typography used in modern design. Through hands-on print and digital projects, students will develop a comprehensive understanding of typefaces, letterforms, spacing, hierarchy, layout, and alignment, learning how to use typography to communicate messages effectively and creatively.

### GRAP 121 (1143) Page Layout Software

Prerequisite: None

Credit Hours: 3

Fundamental principles and techniques of page layout using Adobe InDesign, covering topics such as typography, grid systems, visual hierarchy, color theory, and image placement. Students will learn to create layouts, integrating design theory with technical skills, for a wide range of print and digital media.

### GRAP 125 (1137) Illustration Software

Prerequisite: None

Credit Hours: 3

Fundamental principles and techniques of digital illustration using Adobe Illustrator. Students will learn to create vector-based illustrations, from simple shapes and lines to complex, multi-layered artwork, for print and digital output.

### GRAP 126 (1140) Photo Editing Software

Prerequisite: None

Credit Hours: 3

Fundamental principles and techniques of photo editing using Adobe Photoshop to enhance and manipulate digital images. Students will learn a wide range of tools and techniques including color correction, retouching, compositing, creative manipulation, and optimizing images for print and digital output.

\*Refer to the Placement Testing Procedure 3.22, page 22 \*\*Refer to Course Transfer, page 17

**GRAP 200 (1116) Portfolio Development**

Prerequisite: GRAP 103 Intro to Graphic Communications, GRAP 107 Graphic Design Fundamentals, GRAP 118 Typography, GRAP 121 Page Layout Software, GRAP 125 Illustration Software, and GRAP 126 Photo Editing Software  
Credit Hours: 3

Students will develop and maintain a portfolio of work demonstrating the conceptual abilities and technical skills necessary for employment in the field of graphic design. Creative marketing and self-promotion techniques will be discussed to assist the student in developing and designing an identity package including a personal logo, style guide, resume, and business card. Interviewing techniques, business practices, professional associations, and job seeking skills will be discussed.

**GRAP 205 (1097) Digital Animation**

Prerequisite: GRAP 107 Graphic Design Fundamentals or GRAP 125 Illustration Software  
Credit Hours: 3

Introduces students to the foundational principles and techniques of 2D animation. Through hands-on projects, students will learn the basics of animation theory, including keyframes, timing, and motion using animation software.

**GRAP 207 (1114) Advanced Graphic Design**

Prerequisite: GRAP 118 Typography, GRAP 121 Page Layout Software, GRAP 125 Illustration Software, and GRAP 126 Photo Editing Software  
Credit Hours: 3

An advanced course focusing on execution of the design process from concept to production. Students will work on complex design projects, where they will apply design theory, creative problem-solving, and technical proficiency to deliver solutions that align with client expectations and industry standards. Emphasis will be placed on research, defining project goals, understanding target audience, project management, and producing final designs that meet technical specifications across a range of media.

**GRAP 208 (1139) Web Design**

Prerequisite: GRAP 103 Intro to Graphic Communications and GRAP 107 Graphic Design Fundamentals  
Credit Hours: 3

Principles and practices of web design and development with a focus on creating user-friendly responsive websites using HTML & CSS. Students will learn how to apply the basics of web design theory to develop functional and accessible websites.

**GRAP 213 (1136) Intro to Packaging Graphics**

Prerequisite: GRAP 103 Intro to Graphic Communications, GRAP 107 Graphic Design Fundamentals or GRAP 125 Illustration Software  
Credit Hours: 3

Introduces the principles and techniques of designing packaging design for a wide range of products, from food and beverage to cosmetics and consumer goods. Students will explore the role of branding, marketing, and consumer experience in packaging design, while gaining hands-on experience with industry-standard software in creating effective, appealing, and functional packaging designs.

**GRAP 216 (1138) Graphic Design Print Media**

Prerequisite: GRAP 118 Typography, GRAP 121 Page Layout Software, GRAP 125 Illustration Software, and GRAP 126 Photo Editing Software  
Credit Hours: 3

This advanced technical course will focus on the prepress workflow with emphasis placed on preflighting and file preparation for commercial printing.