Graphic Design Technology

GRAP 103 Introduction to Graphic Design
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 two-dimensional graphic design problems. Graphic design careers, trends, and technology will also be explored.

GRAP 107 (1099) Introduction to Desktop Publishing
Prerequisite: None
Credit Hours: 3
This introductory course into the Macintosh computer explores basic computer skills, with emphasis given to page layout for desktop publishing. Students will learn basic skills using design and illustration, photo-imaging, and page layout software.

GRAP 113 (1136) Packaging Design
Prerequisite: GRAP 107 Introduction to Desktop Publising or GRAP 204 Digital Illustration
Credit Hours: 3
This course will emphasize the application of graphic design elements to various three-dimensional forms. Creative solutions to the design and assembly of product packaging and displays using traditional materials and digital design tools will be explored. Students will conceptualize visually and verbally, sketch ideas in a rough form, and develop final concepts into three-dimensional mockups with computer-generated graphics.

GRAP 118 (1117) Typography
Prerequisite: None
Credit Hours: 3
An introduction to the theory and practice of typographic design. The principles of type are studied focusing on letterforms, point size, kerning, leading, and appropriate type selection. The study and identification of type families and categories will be emphasized. Students will learn the typographic elements and techniques by which they can effectively communicate to a mass audience. Instruction will consist of lecture, class discussion, and projects.

GRAP 120 (1028) Color Theory
Prerequisite: None
Credit Hours: 3
This course explains the basic principles of color as applied to pigment, light, and print. Color psychology, symbolism, manipulation, sensation, temperature, and harmonies, stimulate further inquiry into graphic design and client/sales persuasion. The course uses lecture, discussion, and color exercises to explore color theory and application.

GRAP 128 (1097) Digital Animation
Prerequisite: GRAP 107 Introduction to Desktop Publising or GRAP 204 Digital Illustration
Credit Hours: 3
An introductory level course in computer graphics animation. Creating moving images for Internet and multi-media applications will be featured.

GRAP 130 (1114) Advertising Design
Prerequisite: GRAP 107 Introduction to Desktop Publising or GRAP 210 Digital Page Layout
Credit Hours: 3
An advanced course dealing with the relationship of the designer to different audiences. The potential of graphics as a vehicle for communication in signage, editorials, print, posters, television, radio, and displays. Traditional and electronic media will be utilized to develop concepts specific to a client's needs and/or constraints. Design trends will be explored as pertaining to different graphic materials will be discussed.

GRAP 200 (1116) Portfolio Development
Prerequisite: GRAP 107 Introduction to Desktop Publising
Credit Hours: 3
In this course, the student will develop a portfolio of work that demonstrates the conceptual abilities and technical skills necessary to gain employment in the field of graphic design. Creative marketing and self-promotion techniques will be discussed to assist the student in developing and designing a personal identity package that includes a creative resume, business card, letterhead and personal logo in preparation for seeking employment. Interviewing techniques, business practices, professional associations, re- sources, and job-seeking skills, specific to the field of graphic design, will be discussed.

GRAP 202 Digital Photography
Prerequisite: None
Credit Hours: 3
Digital Photography is a study of current electronic imaging processes related to photography. Digital cameras will be used to capture images. Adobe Photoshop software and computers will serve as the digital darkroom.

GRAP 204 (1137) Digital Illustration
Prerequisite: None
Credit Hours: 3
This course will focus on using the Macintosh computer as an Illustrative/Graphic Design tool. Students will create graphics and illustrations using Adobe Illustrator. The use of design and illustration is emphasized.

GRAP 206 (1140) Photo Editing Software
Prerequisite: None
Credit Hours: 3
This is an introductory course in photo-imaging using the computer, a scanner, a digital camera, and Adobe Photoshop software. Students will learn to create and manipulate photo images and incorporate those images into graphic design. Image quality and the use of photography in the design process will be emphasized.

GRAP 208 (1139) Website Design Software
Prerequisite: GRAP 107 Introduction to Desktop Publising or GRAP 206 Photo Editing Software
Credit Hours: 3
This course will feature Adobe Dreamweaver software. Students will learn about creating web pages and then create one for their online portfolios. These pages will be linked to the Labette Community College Graphic Design page for use by the students as a web presence as they seek employment.

GRAP 210 (1143) Digital Page Layout
Prerequisite: None
Credit Hours: 3
Using Adobe InDesign as the page layout program, students will incorporate graphics, scanned images, digital photography and text into various design projects. Concept development, design quality and effectiveness of communication will be emphasized.

GRAP 216 (1138) Graphic Design Print Media
Prerequisite: GRAP 107 Introduction to Desktop Publising or GRAP 210 Digital Page Layout
Credit Hours: 3
This course will focus on pre-press file preparation. Emphasis will be on digital preparation of print files for commercial printing and for online applications.