

Graphics

GRPH 108 Design 1 on the Computer

3.0 units

Acceptable for credit: Transfer CSU

A basic study of visual design elements and principles, using the computer. This course is not open to students who are enrolled in or have received credit for Art 108. (Letter Grade or Pass/No Pass)

GRPH 110 Introduction to Graphic Design

3.0 units

Acceptable for credit: Transfer CSU

Advisories: ART 110 - Design 1 ; or GRPH 108 - Design 1 on the Computer ; or ART 108 - Design 1 on the Computer ; or PHTO 110 - Basic Photography

This course is an introduction to the theories, principles and processes of Graphic Design. Students develop visual communication skills and create digital artwork for printing, publishing and manufacturing industries. Topics include graphic design history; developing strong conceptual and production skills. Students work in a digital studio environment using Apple computers, current Adobe Creative Suite software and digital printing equipment. (Fall, Spring) (Letter Grade or Pass/No Pass)

GRPH 111 Digital Imagery Lab

1.0 unit

Acceptable for credit: Transfer CSU

Prerequisite: Completion of or concurrent enrollment in; GRPH 112 - Digital Imagery

This course teaches students how to construct, edit and process digital images using Adobe Photoshop software and Apple Macintosh computers, color scanners, and digital color printers for a variety of black/white and color projects. Students will explore creative solutions to assignments and utilize current technology to develop and process digital images for various industries including printing, digital publishing, photography, animation and video editing. (Letter Grade or Pass/No Pass)

GRPH 112 Digital Imagery

3.0 units

Acceptable for credit: Transfer CSU

Corequisite: Completion of or concurrent enrollment in Graphics 111

Introduces students to the use of Apple computers and Adobe Photoshop for developing and editing digital images for use in graphic design, photography, web, video and motion graphics production. Students will learn raster image resolutions, file formats, color systems and professional creative practices for acquisition, creation, editing and processing for various industries including printing, digital publishing, animation, and video editing. (Fall, Spring, Summer) (Letter Grade or Pass/No Pass)

GRPH 113 Digital Illustration

3.0 units

Acceptable for credit: Transfer CSU

Advisories: GRPH 108 - Design 1 on the Computer ; GRPH 110 - Introduction to Graphic Design ; or GRPH 112 - Digital Imagery

Corequisite: GRPH 114 - Digital Illustration Lab

This course is an introduction to the field of illustration and vector-based drawing using Adobe Illustrator software and Apple computers. Emphasis will be placed on developing skills for producing graphics and illustrations for various commercial art marketplaces. Critical thinking and visual problem solving skills will be integrated with current digital illustration practices, tools and publishing technologies. (Spring) (Letter Grade or Pass/No Pass)

GRPH 114 Digital Illustration Lab

1.0 unit

Acceptable for credit: Transfer CSU

Advisories: CBIS 381 - Introduction to Mac OS

Corequisite: completion of, or concurrent enrollment in GRPH 113

This lab provides opportunities to create and develop digital illustrations and graphic designs utilizing current Adobe Illustrator software and Apple computers in a studio/lab environment. Students will explore the tools, techniques and processes used in developing artwork for graphic design and illustration projects for single and multi-color printing, publishing, and manufacturing processes. (Letter Grade or Pass/No Pass)

GRPH 115 Digital Design and Publishing

3.0 units

Acceptable for credit: Transfer CSU

Advisories: GRPH 110 - Introduction to Graphic Design ; or GRPH 112 - Digital Imagery ; or GRPH 113 - Digital Illustration
This course examines layout and design for printing and digital publishing. Students develop artwork and production skills for printing and publishing projects such as business stationery systems, brochures, booklets, and ebooks. Topics include current production strategies for single and multi-color layouts, variable data and emerging publishing technologies using current version of Adobe InDesign and other Adobe Creative Suite software on Apple Macintosh computers and digital printers. (Spring) (Letter Grade or Pass/No Pass)

GRPH 116 Web Portfolio & Social Media

3.0 units

Acceptable for credit: Transfer CSU

Introduces fundamental concepts, terminology and techniques to design and manage digital portfolios and develop brand identity for web and social media. Topics include designing for web and social media; presentation techniques for digital portfolios and using social media applications such as Facebook, Instagram, YouTube, Tumblr, and emerging social media platforms. (Spring) (Letter Grade or Pass/No Pass)

GRPH 117 Typography

3.0 units

Acceptable for credit: Transfer CSU

Advisories: GRPH 108 - Design 1 on the Computer ; GRPH 110 - Introduction to Graphic Design

This class is an investigation of the expressive potential of typography as a critical element of visual communication and digital media. Students will be introduced to the history of letterforms, elements of basic typography, typographic styles and production techniques. Projects focus on the mechanics of type design, visual appropriateness, and type legibility. Students explore the creative

use of typography as a fundamental communication tool using both traditional and digital media. This 3 unit course is a lecture/lab combination and lab work is on Apple computers using current Adobe Creative Suite Software. (Fall) (Letter Grade Only)

GRPH 118 User Interface Design

3.0 units

Acceptable for credit: Transfer CSU

Advisories: GRPH 112 - Digital Imagery ; or GRPH 113 - Digital Illustration

Introduction to digital interface design with an emphasis on usability and design aesthetics for developing web sites. Graphic design principles and human-centered design concepts are integrated to help develop and build successful interfaces that are meaningful to users and easy to navigate. Topics include designing for interactivity and efficiency; branding; visual content file formats and resolution; visual flow and composition; color, and typography. Software used: current versions of Adobe Creative Suite. Languages taught include HTML and CSS. (Fall) (Letter Grade or Pass/No Pass)

GRPH 120 Advanced Design for Publishing

3.0 units

Acceptable for credit: Transfer CSU

Prerequisite: GRPH 115 - Digital Design and Publishing

This course is designed to advance the skills learned in GRPH 115 to design for print and digital publishing systems. Production, management, and creative skills for printing and publishing processes are further explored using current versions of Adobe InDesign, Adobe Photoshop, Adobe Illustrator and other Adobe Creative Suite software. The lab experience allows for the development of complex projects in a professional publishing environment equipped with Apple Macintosh computers and high quality digital printers. (Spring) (Letter Grade or Pass/No Pass)

GRPH 127 History of Graphic Design

3.0 units

Acceptable for credit: Transfer CSU

A study of the development of visual communication in art, graphic design, illustration and popular culture. Emphasis is on the role of graphic designers and illustrators, the impact and interpretation of graphic images, symbols, and typography used in informative and persuasive media. The course is designed for graphics majors who want to transfer and is a Humanities elective for general education requirements. (Fall) (Letter Grade or Pass/No Pass)

GRPH 129 Digital Tools for Visual Media

3.0 units

Acceptable for credit: Transfer CSU

A hands-on overview of computer operations, industry standard software and equipment common to digital visual communication. Students will apply art and design theory in the exploration of tools used in vector graphics, digital imaging, motion graphics and animation, and digital media interface design. Topics include media development, interactivity, file formats, storage and file management, industry trends and career options. Familiarity with current design software, hardware, input, and output devices will be established. Assignments integrate digital tools, techniques, and creative design using text and image, digital video and audio, and

interactivity. The course is not open to students who are enrolled or have completed MMAC 129. (Fall) (Letter Grade or Pass/No Pass)

GRPH 130 3D Modeling For Production

3.0 units

Acceptable for credit: Transfer CSU

Advisories: GRPH 112 - Digital Imagery ; or GRPH 113 - Digital Illustration

A study of 3D modeling as it applies to industrial design, packaging and animation. Topics include render theory and practices; and surface manipulation of objects. Polygonal and subdivision operations for 3D modeling will be stressed. 3D computer graphics will utilize programs such as Maya and Mudbox. Prior experience will raster and vector elements is desirable. This course is an elective for Applied Design/Media. (Spring) (Letter Grade or Pass/No Pass)

GRPH 189 Independent Projects in Graphics

1.0 - 3.0 units

Acceptable for credit: Transfer CSU

Courses for students capable of independent work who demonstrate the need or desire for additional study beyond the regular curriculum. Enrollment allows students to pursue activities such as directed field experience, research, or development of skills and competencies under faculty advisement and supervision. Independent projects may be earned in most disciplines. Students wishing to enroll in Independent Projects should contact the appropriate instructor identified in the class schedule. If the project proposed is acceptable to that instructor, a contract will be developed. All contracts for these classes must be completed and submitted to the Records Office no later than the end of the second week of the semester. Students may enroll for any combination (unit value) of Independent Projects 189 and/or 389 for a total of four semesters in a specific discipline. Units are awarded depending upon satisfactory performance and the amount of time committed by the student to the course. Allowable units vary according to discipline, and are based on the following formula: 1 unit - 48 hours per semester 2 units - 96 hours per semester 3 units - 144 hours per semester (Letter Grade or Pass/No Pass)

GRPH 360 Applied Design Graphics Lab 1

0.5 - 1.0 units

Acceptable for credit: D - Credit - Degree Applicable

Corequisite: Completion of, or concurrent enrollment in; any of the following: ART 107 or ART 108 or GRPH 108 or GRPH 110 or GRPH 112 or GRPH 113 or GRPH 115 or GRPH 116 or GRPH 117 or GRPH 118 or GRPH 120 or GRPH 130

This lab is designed to provide beginning level students the opportunity to refine and expand artistic and technical skills learned in ART 108, ART 107, GRPH 108, 110, 112, 113, 115, 116, 117, 118, 120, and/or 130. Students work on diverse imaging software including Adobe Creative Suite, Maya, and Mudbox on Apple Macintosh computers and have access to digital printers. (Fall, Spring) (Pass/No Pass)

GRPH 361 Applied Design Graphics Lab 2

0.5 - 1.0 units

Acceptable for credit: D - Credit - Degree Applicable

Corequisite: ART 107 or ART 108 or GRPH 110 or GRPH 112 or GRPH 113 or GRPH 115 or GRPH 116 or GRPH 117 or GRPH 118 or GRPH 120 or GRPH 130

Prerequisite: GRPH 360 - Applied Design Graphics Lab 1

This lab is designed to provide intermediate design students opportunities to refine and expand intermediate level artistic and technical skills learned in ART 107, ART 108, GRPH 108, GRPH 110, GRPH 112, GRPH 113, GRPH 115, GRPH 116, GRPH 117, GRPH 118, GRPH 120, and/or GRPH 130. Students work on diverse imaging software including Adobe Creative Suite, Maya, and Mudbox on Apple computers and have access to digital printers. (Pass/No Pass)

GRPH 362 Applied Design Graphics Lab 3

0.5 - 1.0 units

Acceptable for credit: D - Credit - Degree Applicable

Corequisite: Completion of or concurrent enrollment in any one of the following: ART 107 or ART 108 or GRPH 110 or GRPH 112 or GRPH 113 or GRPH 115 or GRPH 116 OR GRPH 117 or GRPH 118 or GRPH 120 or GRPH 130.

Prerequisite: GRPH 361 - Applied Design Graphics Lab 2

This lab is designed to provide advanced design students opportunities to refine and expand advanced level artistic and technical skills learned in ART 107, ART 108, GRPH 108, GRPH 110, GRPH 112, GRPH 113, GRPH 115, GRPH 116, GRPH 117, GRPH 118, GRPH 120, and/or GRPH 130. Students work on diverse imaging software including Adobe Creative Suite, Maya, and Mudbox on Apple computers and have access to digital printers. (Pass/No Pass)