

Graphics Technology – AS Degree in GRAPHIC DESIGN

Suggested Course Sequencing & Course Overview Chart



HOW TO READ THIS CHART:

- * Course required for **Technical Certificate in Graphic Design Production**
- Course required for **Technical Certificate in Graphic Design Support**

Courses with a heavy border are a requirement of both the AS Degree in Graphic Design as well as the AS Degree in Interactive Design.

Courses with a light border are only a requirement for students pursuing the AS Degree in Interactive Design.

E, W, O = Campus availability for course (East, West & Osceola).

NOTE: Many advanced-level courses in Graphics are only offered on East Campus. All Graphics Technology AS Degree seekers should be prepared to take several Graphics courses available only on other campuses to finish their degree or to create their desired schedule.

Semester 1 (14 CREDITS)

GRA1142C - Graphic Design Essentials * •
(5 credit/7 contact) An introduction to visual communication principles, techniques, creative process and careers in the graphics industry. Typography, design, layout, color, production, resolution, and an introduction to industry standard computer and software for production of graphics are all explored. Software exploration involves learning the fundamentals of most recent versions of: Photoshop, Illustrator, InDesign.

critique basics	pre-press basics	computer exam
page layout	vector paths	resolution/dpi
file saving formats	raster images	newsletter proj.
printing basics	quizzes	photo retouching
macintosh basics	network basics	logo/identity proj.
lab regulations	production basics	
text formatting/typog.	creative processes	

E, W, O

ONLINE ONLY!

GRA1413 - Professional Development for Designers * •
(1 credit) Students will learn basic job related skills that are industry-specific, how to prepare a resume, prepare for a job interview, learn to write a cover letter and learn how to develop and present a portfolio.

draft personal resume	lecture/audiovisual
on-line class interactions	job search basics and networking
what is graphic design	potential employer list
industry expectations	scheduling advising
AS program overview	portfolio expectations
learning strategies	industry work environments
FAQs for Graphics courses and degrees	

E, W, O

GRA1933 - Fundamentals of Creative Thinking
(2 credit) Encourages creative thinking and problem solving through group and individual activities. Using a nontraditional approach to presentation, studies will include characteristics of a creative mind, the creative process, problem solving, self assessment and increasing growth of creative potential.

Time management	Observation
Self knowledge	Storytelling
Creative development	Teamwork
Experimentation	Analytical Thinking
Gestalt	Metaphor
Create a game as a team	Personality Assessment

E, W, O

ART1300C - Drawing I *
(3 credit/6 contact) Introductory drawing class with emphasis on basic skills and concepts.

E, W, O

General Education Course(s):
Freshman Comp I (ENC1101)

E, W, O

Semester 2 (12 CREDITS)

GRA2201C - Electronic Imaging *
Minimum of C in GRA1142C or depart. approval (3 credit/4 contact) Intermediate instruction in most recent version of Adobe Photoshop and considerations such as color models, memory requirements, resolution, scanning and output. Projects focus on utilization of good design principles for execution of ideas and concept development.

scanning	color correction
masking & compositing	digital painting project
apply basic design principles	creative processes
advanced layers	advertising composite project
brushes and styles	web layout project
prepping imagery for various output	

various projects focused on technique and concept

E, W, O

GRA1206C - Fundamentals of Typography * •
Minimum of C in GRA1142C or DIG2000C and GRA1413 or department approval. (3 credit/4 contact) Includes the history and classification of type. Contemporary type usage will be explored. Projects in type design and production include the use of a computer and industry-standard vector and layout software.

typographic terminology and classification
typographic editing
correct usage in various visual communication environments
use of basic design concepts applied to typographic principles
book design, poster design, type research and web layout

E, W, O

ART1201C - Design I * •
(3 credit/6 contact) Introduction to studio art through analytical use of elements and principles of two-dimensional design and color.

E, W, O

GRA2156C - Adobe Illustrator *
Minimum grades of C in ART1300C and DIG2000C or GRA1142C or department approval (3 credit/4 contact) Concentrates on most recent version of Illustrator with both the student and professional in mind. The focus is on the more advanced capabilities of this program including output, using process/spot color systems and usage with other programs including Photoshop.

Vector redraw of art	objective quizzes
label design	logo/letterhead package
poster	flyer/banner
direct mailer	hang tags
menu design	billboard design
(various projects listed here are subject to change)	

E, W, O

General Education Course(s):
The Visual Arts Today (ARH1000)
OR
Introduction to Art History (ARH2050)

E, W, O

Semester 3 (12 CREDITS)

GRA2141C - Web Page Design
Minimum of C in GRA2201C and GRA1206C or depart. approval (3 credit/4 contact) A course designed for students interested in web page design, maintaining a web site, XHTML and CSS. Various software including text editors and most recent versions of Dreamweaver and Adobe Photoshop will be utilized. Emphasis will be placed on design and functionality of student's web pages.

basic web page design	Dreamweaver
optimizing web imagery	Photoshop
(X)HTML & CSS syntax	history of web
planning & researching	
evaluating web site design	

E

GRA1203C - Layout, Design and Copy Preparation * •
Minimum grade of C in ART1201C and in GRA1142C or depart. approval (3 credit/4 contact) Covers the fundamentals of layout, design, traditional and digital pre-press and provides an introduction to usage of the computer to prepare art and photographs for printing.

paper, ink & production	color & reproduction
practical & objective exam	production-wise design
applying design fundamentals	
InDesign - intermediate	
various design and layout projects	

E, W, O

GRA2156C - Adobe Illustrator *
Minimum grades of C in ART1300C and DIG2000C or GRA1142C or department approval (3 credit/4 contact) Concentrates on most recent version of Illustrator with both the student and professional in mind. The focus is on the more advanced capabilities of this program including output, using process/spot color systems and usage with other programs including Photoshop.

Vector redraw of art	objective quizzes
label design	logo/letterhead package
poster	flyer/banner
direct mailer	hang tags
menu design	billboard design
(various projects listed here are subject to change)	

E, W, O

General Education Course(s):
Science or Math (See AS General Education Requirement)

E, W, O

Semester 4 (12 CREDITS)

GRA2121C - Publication Design
Minimum of C in GRA1203C and GRA1206C or depart. approval (3 credit/4 contact) Designed to provide students with hands on usage of high-end publishing software and hardware for the production of quality publications. A focus on good graphic design skills will include: composition, layout, typography, pagination, style, balance, format and project planning.

advertisement redesign	publication research
collection of samples	Illustrator & Photoshop basics
form generation	written and objective exams
brochure design	working with clients
scanning	trapping
QuarkXPress & InDesign	typographic principles

E, W

GRA2113C - Advanced Graphic Design I
Minimum of C in GRA1933, GRA1203C and GRA1206C or depart. approval (3 credit) Emphasizes layouts and comprehensive creation. Projects are based on assignments for actual or hypothetical companies and will involve a variety of design venues.

copy writing	concept development
package design	corporate identity package
corporate series	advertising campaign
vehicles in design	art direction/client briefing
(various projects listed here are subject to change)	

E

GRA2151C - Illustrating
Minimum grade of C in ART1300C and GRA1142C or depart. approval (3 credit/4 contact) Introduces the students to a wide range of rendering techniques, application and mediums. Conceptualizing techniques for a wide variety of design solutions are covered.

Illustration techniques	mediums
distorted grid	substrates
editorial illustration	techniques
color psychology	illustrators

E, O

General Education Course(s):
Psychology in Business & Industry (INP1301)
OR
General Psychology (PSY1012)

E, W, O

Semester 5 (12 CREDITS)

GRA2310C - Graphic Reproduction Processes
Minimum of C in GRA2121C or depart. approval (3 credit/4 contact) A comprehensive course that includes the study of paper selection, inks, estimating, image assemble, platemaking, printing, finishing and binding. Digital technology's impact on the graphic processes will also be explored. An excellent class for degree seeking students as well as professional graphic designers. Utilizes QuarkXPress and other support software. May involve field trips to local businesses.

printing processes	QuarkXPress - advanced
press checks	objective exams
inks	paper
preflighting	output considerations

E

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APPLY FOR AN INTERNSHIP NOW FOR NEXT SEMESTER! CHECK OUR BLOG FOR INSTRUCTIONS AND MANDATORY MEETING DATES: (WWW.VCCGRAPHICS.WORDPRESS.COM)

YOU CANNOT REGISTER FOR INTERNSHIP VIA ATLAS! AND YOU CANNOT REGISTER FOR INTERNSHIP WITHOUT FIRST ATTENDING A MANDATORY MEETING!

GRA2182C - Advanced Graphic Design II
Minimum of C in GRA2113C or depart. approval (3 credit) Comprehensive course involving and in-depth study of advanced design visual problem solving. Includes target market strategies, exploring design materials and techniques, concept development, production considerations, presentation and creative process development and competition participation.

design competitions	copy writing
advanced production considerations	postal regulations
advertising fundamentals	vehicles of communication
application of advanced typographic concepts	
all projects are concept to finish	
application of advanced design principles	
process book development	

E

COURSE TRANSFERS TO UCF!

DIG2500C Fundamentals of Interactive Design
Minimum of C in GRA1206C and DIG 2202C or DIG 2109C or GRA2156C or dept. approval (3 credit/4 contact) Implement the foundations of interactive media including user interface design concepts, optimization/performance issues, resources and tools. Students combine audio, video, imaging, animation, and other media formats to construct an interactive product using industry-standard software.

combine audio, video, imaging, animation
design concepts, principles and communication methods
project planning and production
interactive design project
usability of interactive design project and human interaction
cross platforms
file management and optimization
authoring languages

E

General Education Course(s):
U.S. Government (POS2041)

E, W, O

Semester 6 (2 CREDITS)

GRA1951C - Portfolio Review
Prereq: a minimum of C in GRA2182C or GRA2143C or depart. approval (1 credit/2 contact) This course is designed to help students prepare their portfolios, refine and design their résumé, prepare a self-promo piece and gain valuable interviewing skills. Students participate in an interview conducted by a panel of professionals as a portion of their grade.

design résumé	design self-promo piece
design business card	design letterhead
interview discussion	industry expectations
resources and advice	
comprehensive pass/fail final	
design/redesign of work for portfolio	

E

GRA2942 - Graphics Internship
Satisfactory completion of required college prep. courses; 12 Valencia college-level credits including a minimum grade of C in GRA2182C or GRA2143C and minimum GPA of 2.0. Students earn credit by working in a supervised training assignment directly related to college major. One credit hour required, however, may be repeated for credit up to 4.

opportunities for printed work in portfolio

NOTE: STUDENTS MUST APPLY FOR AN INTERNSHIP WITH THE INTERNSHIP OFFICE THE SEMESTER PRIOR TO INTERNING. ALSO, THERE IS A MANDATORY ORIENTATION MEETINGS TO ATTEND – WITHOUT DOING SO YOU WILL NOT BE ABLE TO REGISTER. MANDATORY MEETING DATES ARE POSTED ON THE BLOG (WWW.VCCGRAPHICS.WORDPRESS.COM) AND ARE ONLY OFFERED THE SEMESTER PRIOR TO INTERNING.

E



Graphics Technology – AS Degree in INTERACTIVE Design

Suggested Course Sequencing & Course Overview Chart



HOW TO READ THIS CHART:

- * Course required for **Technical Certificate** in **Interactive Media Production**
- Course required for **Technical Certificate** in **Interactive Media Support**

Courses with a heavy border are a requirement of both the AS Degree in Graphic Design as well as the AS Degree in Interactive Design.

Courses with a light border are only a requirement for students pursuing the AS Degree in Interactive Design.

E, W, O = Campus availability for course (East, West & Osceola).

NOTE: Many advanced-level courses in Graphics are only offered on East Campus. All Graphics Technology AS Degree seekers should be prepared to take several Graphics courses available only on other campuses to finish their degree or to create their desired schedule.

Semester 1 (14 CREDITS)

GRA1142C - Graphic Design Essentials * •
(5 credit/7 contact) An introduction to visual communication principles, techniques, creative process and careers in the graphics industry. Typography, design, layout, color, production, resolution, and an introduction to industry standard computer and software for production of graphics are all explored. Software exploration involves learning the fundamentals of most recent versions of: Photoshop, Illustrator, InDesign.

critique basics	pre-press basics	computer exam
page layout	vector paths	resolution/dpi
file saving formats	raster images	newsletter proj.
printing basics	quizzes	photo retouching
macintosh basics	network basics	logo/identity proj.
lab regulations	production basics	
text formatting/typog.	creative processes	

E, W, O

ONLINE ONLY!

GRA1413 - Professional Development for Designers * •
(1 credit) Students will learn basic job related skills that are industry-specific, how to prepare a resume, prepare for a job interview, learn to write a cover letter and learn how to develop and present a portfolio.

draft personal resume	lecture/audiovisual
on-line class interactions	job search basics and networking
what is graphic design	potential employer list
industry expectations	scheduling advising
AS program overview	portfolio expectations
learning strategies	industry work environments
FAQs for Graphics courses and degrees	

E, W, O

OFFERED ONLINE! COURSE TRANSFERS TO UCF!

DIG 2100C Web Essentials
2 credit/3 contact
Students become familiar with essential concepts used to employ critical thinking and basic programming skills to create standards compliant web sites. Students also learn the importance of usability, accessibility, and web standards when creating projects.

target audiences, usability	web standards
(X)HTML and CSS syntax	Internet browsers & platforms
troubleshooting projects	validation
project planning	accessibility

E, W, O

ART1201C - Design I
(3 credit/6 contact) Introduction to studio art through analytical use of elements and principles of two-dimensional design and color.

E, W, O

General Education Course(s):
Freshman Comp I (ENC1101)

E, W, O

Semester 2 (12 CREDITS)

GRA2201C - Electronic Imaging * •
Minimum of C in GRA1142C or depart. approval (3 credit/4 contact) Intermediate instruction in most recent version of Adobe Photoshop and considerations such as color models, memory requirements, resolution, scanning and output. Projects focus on utilization of good design principles for execution of ideas and concept development.

scanning	color correction
masking & compositing	digital painting project
apply basic design principles	creative processes
advanced layers	advertising composite project
brushes and styles	web layout project
prepping imagery for various output	
various projects focused on technique and concept	

E, W, O

GRA1206C - Fundamentals of Typography
Minimum of C in GRA1142C or DIG2000C and GRA1413 or department approval. (3 credit/4 contact)
Includes the history and classification of type. Contemporary type usage will be explored. Projects in type design and production include the use of a computer and industry-standard vector and layout software.

typographic terminology and classification
typographic editing
correct usage in various visual communication environments
use of basic design concepts applied to typographic principles
book design, poster design, type research and web layout

E, W, O

ART1300C - Drawing * •
(3 credit/6 contact) Introductory drawing class with emphasis on basic skills and concepts.

E, W, O

General Education Course(s):
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OR
Introduction to Art History (ARH2050)

E, W, O

Semester 3 (12 CREDITS)

COURSE TRANSFERS TO UCF!

DIG 2030C - Digital Video and Sound * •
Minimum grade of C in GRA 2201C or both DIG2430 and DIG2109C or department approval. (3 credit/4 contact)
Introduction to the concepts, principles, tools and techniques of producing, assembling and mixing digital video and audio. Understand story, creativity, planning and organizational skills as part of the production process

lighting, composition and exposure.
shooting, capturing, editing video & audio
previsualization, collaboration and production reporting

E

GRA2141C - Web Page Design * •
Minimum of C in GRA2201C and GRA1206C or depart. approval (3 credit/4 contact) A course designed for students interested in web page design, maintaining a web site, (X)HTML and CSS. Various software including text editors and most recent versions of Dreamweaver and Adobe Photoshop will be utilized. Emphasis will be placed on design and functionality of student's web pages.

basic web page design	Dreamweaver
optimizing web imagery	Photoshop
(X)HTML & CSS syntax	history of web
planning & researching	
evaluating web site design	

E

GRA2156C - Adobe Illustrator * •
Minimum grades of C in ART1300C and DIG2000C or GRA1142C or department approval (3 credit/4 contact) Concentrates on most recent version of Illustrator with both the student and professional in mind. The focus is on the more advanced capabilities of this program including output, using process/spot color systems and usage with other programs including Photoshop.

Vector redraw of art	objective quizzes
label design	logo/letterhead package
poster	flyer/banner
direct mailer	hang tags
menu design	billboard design
(various projects listed here are subject to change)	

E, W, O

General Education Course(s):
Science or Math (See AS General Education Requirement)

E, W, O

Semester 4 (12 CREDITS)

GRA2207C - Advanced Image Editing
Minimum of C in GRA2201C and GRA2156 or dept. approval (3 credit/4 contact) This course applies features of the most recent versions of Adobe Illustrator and Adobe Photoshop for drawing and painting for illustration and animated shorts. Focus will be on utilizing good design and drawing principles for the completion of current industry-standard projects.

images for web/CD/video	Quicktime
Photoshop - intermediate to advanced	video project
Illustrator - intermediate to advanced	iMovie
images for print Final Cut Pro buttons	flash short movie
animation character art line art and colorization	

E

COURSE TRANSFERS TO UCF!

DIG2500C Fundamentals of Interactive Design * •
Minimum of C in GRA1206C and DIG 2202C or DIG 2109C or GRA2156C or dept. approval (3 credit/4 contact)
Implement the foundations of interactive media including user interface design concepts, optimization/performance issues, resources and tools. Students combine audio, video, imaging, animation, and other media formats to construct an interactive product using industry-standard software.

combine audio, video, imaging, animation
design concepts, principles and communication methods
project planning and production
interactive design project
usability of interactive design project and human interaction
cross platforms
file management and optimization
authoring languages

E

GRA2160C - Computer Animation
Minimum grade of C in ART1300C and GRA2156C or dept. approval (3 credit/4 contact) Introduces students to animation principles through the use of computer software to create animation sequences using the most recent version of Macromedia Flash. Storyboarding, computer illustration and animation techniques are utilized.

storyboarding	Flash - basic to intermediate
walk cycle proj.	objective and computer exams
animated sequence	Animation types
Visual story telling	story structure
working with sound	

E

General Education Course(s):
Psychology in Business & Industry (INP1301)
OR
General Psychology (PSY1012)

E, W, O

Semester 5 (12 CREDITS)

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GRA2723C - CSS Design
Minimum grades of C in DIG 2100C and GRA 2141C or department approval (3 credit/4 contact) Students will apply the fundamentals of visual communication and typography acquired in prerequisite courses and advance their knowledge of CSS (Cascading Style Sheets) to plan, design, and develop standards-compliant, visually attractive Web pages. Students will learn to separate style & content from structure to create effective, accessible Web pages.

(X)HTML Syntax	Applying CSS to (X)HTML documents
Web Standards, accessibility & usability	
Comprehensive Web Site Designs, project planning and production	
CSS formatting, positioning, syntax	

E

GRA2143C - Advanced Web Page Design
Minimum of C in DIG 2100C and DIG 2500C and GRA 2141C or department approval (3 credit/4 contact) Advanced tools and techniques will be taught enabling students to produce sophisticated, interactive web sites according to audience needs and capabilities. Understanding of web site maintenance and administration will be covered.

project planning and production applying design principles
advanced syntax for creating web sites
advanced interactive web sites with multimedia elements
form creation and validation
web site development software, maintenance and administration
web rates and contracts

E

GRA2132C - Advanced Interactive Design
Minimum of C in DIG 2100C and DIG 2500C or department approval (3 credit/4 contact)
Students learn advanced techniques to produce interactive design projects. Students design projects through various steps of development, implementation, testing and final output. Special attention is given to scripting, design considerations for output media and system configurations. Vector and bitmapped graphics software, video, sound and authoring software will be utilized.

project planning and production utilizing design principles
comprehensive user centered interactive design project
advanced authoring and scripting techniques techniques
incorporate sound and video
problem solving, debug and troubleshoot

E

General Education Course(s):
U.S. Government (POS2041)

E, W, O

Semester 6 (2 CREDITS)

GRA1951C - Portfolio Review
Prereq: a minimum of C in GRA2182C or GRA2143C or depart. approval (1 credit/2 contact) This course is designed to help students prepare their portfolios, refine and design their résumé, prepare a self-promo piece and gain valuable interviewing skills. Students participate in an interview conducted by a panel of professionals as a portion of their grade.

design résumé	design self-promo piece
design business card	design letterhead
interview discussion	industry expectations
resources and advice	
comprehensive pass/fail final	
design/redesign of work for portfolio	

E

GRA2942 - Graphics Internship
Satisfactory completion of required college prep. courses; 12 Valencia college-level credits including a minimum grade of C in GRA2182C or GRA2143C and minimum GPA of 2.0. Students earn credit by working in a supervised training assignment directly related to college major. One credit hour required, however, may be repeated for credit up to 4.

opportunities for printed work in portfolio

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