

GRAC - GRAPHICS LECTURE/ LAB

GRAC 1100 Principles of Graphic Design

Credit Hours: 3

Lab Fee: Yes

This course was designed to teach the basics of graphic design. The impact of color, shape, proportion, negative/positive space, and balance are discussed. Adobe Photoshop, Illustrator, and InDesign are explored as the tools a designer uses for print and web design.

GRAC 1143 Creative Computer Media

Credit Hours: 3

Prerequisites: GRAC 1100, GRAC 2150, and GRAC 2156 - all courses with a grade of "C" or higher

Lab Fee: Yes

Students will learn traditional art principles while working within industry standard computer graphic applications. Experimentation with line, shape, value volume and color will build knowledge of computer software applications and graphic design.

GRAC 1160 2D Animation

Credit Hours: 3

Prerequisites: GRAC 1100, GRAC 2150, and GRAC 2156 - all courses with a grade of "C" or higher

Lab Fee: Yes

Put graphics in motion while learning concepts similar to cartoon animation in the most popular web animation application. Cell Animation, Inbetweening, and Morphing are topics within animation projects that you will create for multimedia and the web.

GRAC 1203 Digital Type and Color

Credit Hours: 3

Prerequisites: GRAC 1100, GRAC 2150, and GRAC 2156 - all courses with a grade of "C" or higher

Lab Fee: Yes

This course shows the graphic designer how to incorporate good typography for each design. Traditional typesetting rules are combined with computer illustration and layout applications to create professional results. Lessons about the color of the page, along with lessons on color trends and color perception are a part of the Digital Type and Color class.

GRAC 1710 Videography

Credit Hours: 3

Prerequisites: GRAC 1100, GRAC 2150, and GRAC 2156 - all courses with a grade of "C" or higher

Lab Fee: Yes

Make movies for multimedia and electronic publications. Learn how to use non-linear video editing software. Animate your own illustrations. Combine graphics with movie clips. Edit and compile digital clips including chroma key, and special effects.

GRAC 2120 Page Design and Layout

Credit Hours: 3

Prerequisites: GRAC 1100, GRAC 2150, and GRAC 2156 - all courses with a grade of "C" or higher

Lab Fee: Yes

Students will learn theories of design and layout using industry standard page layout computer applications. Student will build design and layout skills while creating flyers, brochures and advertisements. Creative projects will take concepts from initial design to final layout.

GRAC 2150 Raster Graphics

Credit Hours: 3

Lab Fee: Yes

In this course, students will use a raster image editing application (currently Adobe Photoshop) to manipulate, enhance and combine photos and stock images. Learn in-depth information about pixel resolution and color control using an image editing application. Create composite images compositions exactly as you imagine.

GRAC 2156 Vector Graphics

Credit Hours: 3

Lab Fee: Yes

Students will use a vector illustration application to complete projects that are illustrative, technical and creative. This course contains projects that exercise the vector pen tool to develop core skills that will be used in all courses and computer applications.

GRAC 2157 Integrated Design

Credit Hours: 3

Prerequisites: GRAC 2150 and GRAC 2156 - both courses with a grade of "C" or higher

Lab Fee: Yes

Students will combine the files from vector and raster based graphic applications and learn how to convert and integrate various file formats to create a single composition. Creative projects such as technical illustration, package designs and complex print illustrations will be assigned.

GRAC 2162 3D Animation

Credit Hours: 3

Prerequisites: GRAC 1100, GRAC 2150, and GRAC 2156 - all courses with a grade of "C" or higher

Lab Fee: Yes

Create 3D animations with a state-of-the-art broadcast quality computer application. Learn how to create motion paths to animate objects. Apply rigging to modeled caricatures. Light the scene and be the cameraman, as animation is rendered into a movie.

GRAC 2180 Portfolio Development

Credit Hours: 1

Prerequisites: Majority of GRAC course must be finished

Lab Fee: Yes

Required: GRAC 2721 with a "C" or better. Prepare for employment with presentations of designs and skills. Present best works within a printed portfolio and a self-promotion web site to secure employment or work freelance.

GRAC 2201 Digital Prepress

Credit Hours: 3

Prerequisites: GRAC 1100, GRAC 2150, and GRAC 2156 - all courses with a grade of "C" or higher

Lab Fee: Yes

Students learn the technical side of computer graphics in Digital Prepress. This course concentrates on color correction, color models, scanning techniques, resolution, color separations, trapping and other press related topics. Insuring quality output while creating and preparing computer art for press.

GRAC 2582 eMedia

Credit Hours: 3

Prerequisites: GRAC 1100, GRAC 2150, GRAC 2156, and GRAC 2721 - all courses with a grade of "C" or higher

Lab Fee: Yes

This course is to allow students to develop advanced web presentations. Students will advance their knowledge of cascading style sheets (CSS) to give formatting and design to web page content. Responsive web page development and scalable vector graphics (SVG) image and control are skills included in this course.

GRAC 2721 Web Site Design

Credit Hours: 3

Prerequisites: GRAC 1100, GRAC 2150, and GRAC 2156 - all courses with a grade of "C" or higher

Lab Fee: Yes

Create web pages with an industry standard WYSIWYG (what you see is what you get) web development application. Learn how to create web pages with graphics, hyperlinks, roll-overs, and swap images. Learn how to control page and type styling with Cascading Style Sheets (CSS). Upload finished web sites to remote servers.