GRAPHIC DESIGN/VISUAL COMMUNICATIONS (GDVC)

GDVC 1400 Introduction to Graphic Design
3.0 credit hours
45.0 Classroom Hours = 45.0 Lecture Hours
Students will be introduced to the art of visual communication as they study production methods, compositional practices, and graphic design history and trends. Creative development will be the focus of design and computer related studio exercises required for the course.

GDVC 1450 Typography
3.0 credit hours
45.0 Classroom Hours = 45.0 Lecture Hours
Students will become familiar with the history of typography as they learn the fundamental differences between fonts, and the requirements for quality type reproduction. Students will apply this information as they create aesthetically pleasing typographic documents and explore creative use of typography. Prerequisite: Students must have a working knowledge of InDesign, Illustrator, or Photoshop

GDVC 1500 Digital Imaging
3.0 credit hours
45.0 Classroom Hours = 45.0 Lecture Hours
Students will learn the fundamentals of image manipulation with Adobe Photoshop and put these skills to use in a variety of visual problem solving situations. The images will be imported and saved in formats to be used in diverse applications.

GDVC 1550 Illustration
3.0 credit hours
45.0 Classroom Hours = 45.0 Lecture Hours
Students will develop skills in digital illustration and comparisons will be made between traditional illustration methods and digital methods. Students will research the work of other illustrators and develop their own style as they work on real world project scenarios.

GDVC 1600 Publication and Book Design
3.0 credit hours
45.0 Classroom Hours = 45.0 Lecture Hours
This course will focus on publication and book layout and design. Formatting, print processes, and digital prepress will be covered. Students will also output projects as interactive digital documents.

GDVC 2400 Multimedia
3.0 credit hours
45.0 Classroom Hours = 45.0 Lecture Hours
Students will learn basic video editing skills as they create their own documentaries and movies using video and audio editing software. Projects will be rendered for use in a variety of media formats. Prerequisites: Basic computer skills are a must.

GDVC 2450 3-D & Animation
3.0 credit hours
45.0 Classroom Hours = 45.0 Lecture Hours
Students will create three-dimensional digital shapes and animate them with custom backgrounds, texture, and lighting as they develop skill in the used of 3-D and animation software.

GDVC 2600 Portfolio
3.0 credit hours
45.0 Classroom Hours = 45.0 Lecture Hours
Students will design their own ID package and refine their portfolio to help them prepare for employment after graduation. They will create a print, DVD, and a web portfolio. Included in the course will be the exhibition of student work for public display.

GDVC 2700 Internship
3.0 credit hours
180.0 Classroom Hours = 180.0 Lab Hours
Students will review employer expectations and receive information about their internship responsibilities. Students will experience on-the-job training through a cooperative arrangement with an organization or business, working a minimum of 180 clock hours under the direction of a sponsoring supervisor. Emphasis is placed on the application of design skills, technical knowledge and communication skills. This class is designed for the Associate of Applied Science in Graphic Design Degree Program.

GDVC 2990 Special Topics
3.0 credit hours
45.0 Classroom Hours = 45.0 Lecture Hours