

GRART 110-4 Introduction to Printing Processes (Adobe Illustrator® Indesign® and Photoshop®)

Credit Hours: 4 **Prerequisite: None**

The course introduces the basic principles, materials, and equipment used in the major printing processes. Beginning skills in copy preparation, scanning, electronic desktop publishing, imagesetter film output, image assembly, platemaking, and press operation are emphasized.

GRART 112: Image Preparation with Adobe Illustrator (Adobe Illustrator®)

Credit Hours: 3 **Prerequisite: None**

This course is a study of the techniques used to prepare electronic art for production. Students are taught the methods and conventions of drawing, painting, typesetting, and art manipulation using Macintosh computers and Adobe Illustrator® software. Basic techniques of digital image capture, color separation, and electronic file preparation for single and multiple color jobs are also included in this course.

GRART 114: Printing for Graphic Designers I

Credit Hours: 5 **Prerequisite: GRDSN 141 or department approval**

This course is designed to introduce the graphic design student to the processes and techniques that are used in the major printing processes. It includes the development of beginning skills in art preparation, electronic desktop publishing, paste-up, reproduction photography, stripping, platemaking, and presswork. Two lecture and six laboratory hours per week.

GRART 115: Printing for Graphic Designers II

Credit Hours: 5 **Prerequisite: GRART 114**

This course is a continuation of GRART 114 with emphasis on the techniques of desktop publishing, electronic image manipulation, camera work and other pre-press techniques utilized with printing jobs of a more sophisticated nature. Two lecture and six laboratory hours per week.

GRART 130: Desktop Publishing (Adobe Indesign®)

Credit Hours: 3 **Prerequisite: None**

This course is an introduction to the tools and techniques utilized in computer-aided page layout and assembly, commonly known as desktop publishing. The more common configurations of hardware and software are discussed, and skills are developed with Adobe InDesign® software. The importing of word processing files, prepared art, and scanned photos or text into the layout are covered. Design considerations in the correct selection of typefaces and use of line elements, and the outputting of files to laser printers or imagesetters are emphasized.

GRART 140: Offset Press Operation

Credit Hours: 4 **Prerequisite: GRART 110 or department approval**

The operation and maintenance of a variety of small and medium sized printing presses are presented in this course.

GRART 150: Production Techniques and Processes (Adobe Indesign®, Quark Xpress and Adobe Photoshop®)

Credit Hours: 3 **Prerequisite: GRART 110**

This course is designed to provide a study of the materials, supplies, and production concerns found in the printing industry. Estimating job costs, using both conventional and computerized methods, is taught. Production scheduling concerns from the design stage to those encountered in binding and finishing are considered in this course.

GRART 230: Advanced Desktop Publishing (Quark Xpress®)

Credit Hours: 3 **Prerequisite: GRART 130**

The course is a continuation of Graphic Arts 130, Desktop Publishing, with emphasis on some of the more advanced features, techniques, and software utilized in computer-aided publishing. This course introduces the student to page layout techniques using Quark XPress® software.

GRART 235: Scanning and Image Acquisition (Adobe Photoshop®)

Credit Hours: 3 **Prerequisite: Credit or concurrent enrollment in GRART 130**

This course introduces the student to electronic scanners and scanning techniques commonly used in desktop publishing. Instruction is provided in the operation of desktop scanners and image preparation for page layout using Adobe Photoshop®. Utilizing stock digital images and the basics of digital photography are also covered in this course.

GRART 245: Images and Web Pages (Macromedia® Dreamweaver, and Fireworks)

Credit Hours: 3 **Prerequisite: None**

This course is designed to introduce the student to document construction for publishing on the World Wide Web. Basics of Hypertext Markup Language are covered as is instruction in the use of authoring software such as Macromedia MX DreamWeaver®. Preparing Web page images with GIF Builder and Adobe Illustrator® and Photoshop®, creating Acrobat PDF files, and multimedia basics are also presented.

GRART 247: Advanced Images and Web Pages (Macromedia® Dreamweaver, Fireworks, and Flash; iMovie, and Realviz)

Credit Hours: 3 **Prerequisite: GRART 245**

This course is a study of the techniques used in creating sophisticated web pages. Students are taught the correct method of image file optimization using Fireworks, capturing and editing of digital movies using iMovie, and the development of Dynamic web pages using Macromedia Dreamweaver MX®. The creation of vector animations with Macromedia Flash MX®, and the construction of virtual reality tours using Realviz® is also covered.

GRART 248: Computer Animation in Two and Three Dimensions (Maya)

Credit Hours: 3 **Prerequisite: GRART 245**

Students will be taught how to develop 3D models, animate and render them for output as stream video for web delivery, and capture still images for use in print using Alias Wavefront's Maya.

GRART 250: Beginning Photoshop Techniques (Adobe Photoshop®)

Credit Hours: 3 **Prerequisite: Credit or concurrent enrollment in GRART 130**

Practical applications of electronic publishing utilizing Macintosh computers and Adobe Photoshop® for image preparation. Beginning and advanced techniques in the manipulation of original and commercially available images with Photoshop for quality printing is emphasized.

GRART 251: Advanced Photoshop Techniques (Adobe Photoshop®)

Credit Hours: 3 **Prerequisite: GRART 250**

Advanced image editing with Adobe Photoshop®. Techniques in the manipulation of images, streamlining of production, and the creation of original images with Photoshop for conventional or electronic publication.

GRART 255: Independent Study

Credit Hours: 1-5 **Prerequisite: Department approval**

This course provides a student an opportunity to investigate areas of Graphic Arts not included in the course of study according to the individual's academic needs. The student must submit a formal written plan detailing the project, number of credit hours assigned to it and the evaluative criteria that is to be used. This project must be carried out under the direction of a faculty member. The written plan is submitted to the associate dean for approval and remains on file within the department, together with a final written report submitted to the faculty member by the student. Three to fifteen laboratory hours per week.