



Graphic Design

Program Information

Graphic Design is a vital component of the communications people receive each day. Personal, professional, business, and industry transactions could not exist without visual images. Today, graphic design has become a “high-tech” field and the technical skills and knowledge base necessary to produce visually rich products has grown astronomically. Graphic designers create visual concepts, by hand and use computer software, to communicate ideas that inspire, inform, or captivate consumers. They help to make an organization recognizable by selecting color, images, or logo designs that represent a particular idea or identity to be used in advertising and promotions.

In the Graphic Design program at Trenholm State Community College, students receive instruction in graphic design, illustration, 3D design, print design, web design, photography, video and new media, graphic image generation, and various other areas of study to stay abreast of the rapidly advancing technology in the Graphic Design industry. With dedication and commitment to this program, a student will be able to achieve a degree of skill enabling him or her to graduate and obtain employment in the Graphic Design industry.

Occupational Choices

Employment of art and design occupations is projected to grow 2 percent from 2014 to 2024 adding about 16,700 new jobs. Employment will increase from about 773,100 jobs in 2014 to about 789,700 jobs in 2024. Projected growth will be due to increased demand for animation and visual effects in video games, movies, television, and on smartphones. As companies continue to increase their digital presence, more art and design workers will be needed to help create visually appealing and effective layouts of websites and other media platforms

The field is considered to be one of the top 25 occupational choices. Major employment areas are Graphic Designer, Web Designer, Desktop Publishers, Art Director, Illustrator, Photographer, Package Designer, Layout Artist, Computer Artist, Multimedia Artist and Animators. In 2014, about 1 in 5 graphic designers were self-employed.

Source: Bureau of Labor Statistics, U.S. Department of Labor, Occupational Outlook Handbook, 2016-17 Edition; 2015 Survey

Average Full-Time Wage

The median annual wage for graphic designers was \$47,640 in May 2016. The median wage is the wage at which half the workers in an occupation earned more than that amount and half earned less. The lowest 10 percent earned less than \$27,560, and the highest 10 percent earned more than \$81,320.

Source: Bureau of Labor Statistics, U.S. Department of Labor, Occupational Outlook Handbook, 2017-18 Edition; 2016 Survey

Awards Available

Associate of Applied Science
Graphic Design

Certificate
Graphic Design

Short Term Certificate
Graphic Design
Design Concentration
Layout Concentration

Program Contact

Spencer Arington
Program Coordinator/Instructor
334-420-4223
Location: Patterson Site - Bldg. K

As part of ongoing planning and evaluation, the College regularly evaluates student learning outcomes for each program.

Estimated Program Length & Cost *

<u>Award</u>	<u>Length</u>	<u>Credit Hours</u>	<u>Tuition Fees</u>	<u>Books</u>	<u>Tools</u>	<u>Supplies</u>
Associate Degree	6 Terms	76	\$11,020	\$300	\$35	\$75
Certificate	4 Term	40	\$6,200	\$300	\$35	\$75
Short Term Certificate	2 Terms	16	\$2,320	\$300	\$35	\$75

* Tax not included. Prices are subject to change without prior notice; cost of books may vary considerably among suppliers. Cost of general education books is in addition to the total listed above. The length of the program is based on full-time status of 12-15 credit hours per term. Enrollment in transitional level general education courses will alter the length of the program.

Associate of Applied Science Graphic Design

General Education Requirements (18-19 hours)

Area I - Written Composition (6 hours)

ENG-101	English Composition I	3
ENG-102	English Composition II	3
ENG-130	Technical Report Writing	3

Area II - Humanities & Fine Arts (3 hours)

(Humanities and Arts disciplines include but are not limited to: Area/Ethnic Studies, Art and Art History, Foreign Languages, Music and Music History, Philosophy, Ethics, Religious Studies, Theater and Dance.)

Note: If SPH-106, SPH-107, SPA-101 or SPA-102 has been taken an additional 3 semester hours in Humanities and Fine Arts must be taken to satisfy requirements in Area II.

Arts:

ART-100	Art Appreciation	3
MUS-101	Music Appreciation	3

Humanities:

PHL-106	Intro to Philosophy	3
PHL-200	Ethics in the Workplace	3
PHL-206	Ethics & Society	3
PHL-210	Ethics and the Health Sciences	3
REL-100	History of World Religions	3
REL-151	Survey of Old Testament	3
REL-152	Survey of New Testament	3
SPA-101	Intro Spanish I	3
SPA-102	Intro Spanish II	3
SPH-106	Fundamentals of Oral Comm	3
SPH-107	Fundamentals of Public Speaking	3

Literature:

ENG-251	American Literature I	3
ENG-252	American Literature II	3
ENG-261	English Literature I	3
ENG-262	English Literature II	3
ENG-271	World Literature I	3
ENG-272	World Literature II	3

Area III - Natural Science & Mathematics (6-7 hours)

(In addition to Mathematics, disciplines in the Natural Sciences include: Astronomy, Biological Sciences, Chemistry, Geology, Physical Geography, Earth Science, Physics, and Physical Science.)

Note: 3 semester hours in MTH must be completed. Additional hours can be taken in the Natural Science area.

Mathematics:

MTH-100	Intermediate Algebra	3
MTH-103	Intro to Technical Mathematics	3
MTH-104	Plane Trigonometry	3
MTH-110	Finite Mathematics	3
MTH-112	Precalculus Algebra	3
MTH-116	Mathematical Applications	3

Natural Sciences:

BIO-101	Introduction to Biology I	4
BIO-102	Introduction to Biology II	4
BIO-103	Principles of Biology I	4
BIO-104	Principles of Biology II	4
BIO-201	Human Anatomy & Physiology I	4
BIO-202	Human Anatomy & Physiology II	4
PHS-111	Physical Science I	4

PHS-112	Physical Science II	4
PHY-120	Introduction to Physics	4

Area IV - History, Social & Behavioral Sciences (3 hours):

(Social and Behavioral Sciences include, but are not limited to: Anthropology, Economics, Geography, Political Science, Psychology, and Sociology.)

Note: Must complete 3 semester hours.

History:

HIS-101	Western Civilization I	3
HIS-102	Western Civilization II	3
HIS-121	World History I	3
HIS-122	World History II	3
HIS-201	United States History I	3
HIS-202	United States History II	3

Social and Behavioral Sciences:

PSY-200	General Psychology	3
PSY-210	Human Growth and Development	3
SOC-200	Introduction to Sociology	3
POL-200	Introduction to Political Science	3
POL-211	American National Government	3

Area V: Pre-Professional/College Requirements:

(Courses appropriate to the degree requirements and major of the individual student and electives.)

College Requirements:

ORI-101	Orientation to College	1
GRD-101	Introduction to Graphics	3
GRD-112	Layout and Design	3
GRD-114	Illustration Graphics	3
GRD-116	Photoshop	3
GRD-118	Graphics Design Techniques	3
GRD-150	Web Design	3
GRD-190	Portfolio Preparation	3
GRD-212	Publication Design	3
GRD-214	Illustration Design Techniques	3
GRD-216	Photoshop Techniques	3
GRD-290	Portfolio Presentation	3
	Electives	24

Electives:

GRD-121	Digital Photography Foundation	3
GRD-137	3-D Fundamentals	3
GRD-143	Digital Video Foundation	3
GRD-160	Production Procedures	3
GRD-164	Illustration Design	3
GRD-170	Production Processes	3
GRD-171	Digital Photography Techniques	3
GRD-175	Web Graphics	3
GRD-183	Digital Video Production	3
GRD-187	3-D Animation	3
GRD-219	Photoshop Imaging	3
GRD-221	Conceptual Digital Photography	3
GRD-225	Publication Studio	3
GRD-230	Basic Multimedia Presentation	3
GRD-235	Advanced Multimedia Production	3
GRD-237	3-D Graphics and Animation	3
GRD-240	Graphic Software Exploration	3
GRD-243	Digital Video Effects	3
GRD-250	Web Media	3
GRD-261	Design Studio I	3
GRD-262	Design Studio II	3
GRD-263	Design Studio III	3

GRD-264	Illustration Design Studio	3
GRD-265	Package Design Studio	3
GRD-271	Digital Photography Studio	3
GRD-275	Web Design Studio	3
GRD-283	Digital Video Studio	3
GRD-287	3-D Studio	3
GRD-292	Practicum / Coop	3
GRD-293	Practicum / Coop	3
GRD-294	Practicum / Coop	3
GRD-295	Graphic Trends	3
GRD-296	Graphic Trends	3
GRD-297	Graphic Trends	3
GRD-298	Graphic Trends	3

Area V Credit Hours: 68

Total Credit Hours: 76

Certificate Graphic Design

General Education Requirements (9 hours)

Area I - Written Composition (3 hours)

ENG-101	English Composition I	3
ENG-102	English Composition II	3
ENG-130	Technical Report Writing	3

Area II - Humanities & Fine Arts (3 hours)

(Humanities and Arts disciplines include but are not limited to: Area/Ethnic Studies, Art and Art History, Foreign Languages, Music and Music History, Philosophy, Ethics, Religious Studies, Theater and Dance.)

Note: If SPH-106, SPH-107, SPA-101 or SPA-102 has been taken an additional 3 semester hours in Humanities and Fine Arts must be taken to satisfy requirements in Area II.

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ART-100	Art Appreciation	3
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PHL-200	Ethics in the Workplace	3
PHL-206	Ethics & Society	3
PHL-210	Ethics and the Health Sciences	3
REL-100	History of World Religions	3
REL-151	Survey of Old Testament	3
REL-152	Survey of New Testament	3
SPA-101	Intro Spanish I	3
SPA-102	Intro Spanish II	3
SPH-106	Fundamentals of Oral Comm	3
SPH-107	Fundamentals of Public Speaking	3

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ENG-262	English Literature II	3
ENG-271	World Literature I	3
ENG-272	World Literature II	3

Area III - Natural Science & Mathematics (3 hours)

(In addition to Mathematics, disciplines in the Natural Sciences include: Astronomy, Biological Sciences, Chemistry, Geology, Physical Geography, Earth Science, Physics, and Physical Science.)

Note: 3 semester hours in MTH must be completed. Additional hours can be taken in the Natural Science area.

Mathematics:

MTH-100	Intermediate Algebra	3
MTH-103	Intro to Technical Mathematics	3
MTH-104	Plane Trigonometry	3
MTH-110	Finite Mathematics	3
MTH-112	Precalculus Algebra	3
MTH-116	Mathematical Applications	3

Natural Sciences:

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BIO-104	Principles of Biology II	4
BIO-201	Human Anatomy & Physiology I	4
BIO-202	Human Anatomy & Physiology II	4
PHS-111	Physical Science I	4
PHS-112	Physical Science II	4
PHY-120	Introduction to Physics	4

**Area IV - History, Social & Behavioral Sciences
(0 hours):**

(Social and Behavioral Sciences include, but are not limited to: Anthropology, Economics, Geography, Political Science, Psychology, and Sociology.)

History:

HIS-101	Western Civilization I	3
HIS-102	Western Civilization II	3
HIS-121	World History I	3
HIS-122	World History II	3
HIS-201	United States History I	3
HIS-202	United States History II	3

Social and Behavioral Sciences:

PSY-200	General Psychology	3
PSY-210	Human Growth and Development	3
SOC-200	Introduction to Sociology	3
POL-200	Introduction to Political Science	3
POL-211	American National Government	3

Area V: Pre-Professional/College Requirements:

(Courses appropriate to the degree requirements and major of the individual student and electives.)

College Requirements:

ORI-101	Orientation to College	1
GRD-101	Introduction to Graphics	3
GRD-112	Layout and Design	3
GRD-114	Illustration Graphics	3
GRD-116	Photoshop	3
GRD-118	Graphics Design Techniques	3
GRD-150	Web Design	3
GRD-190	Portfolio Preparation	3
GRD-212	Publication Design	3
GRD-214	Illustration Design Techniques	3
GRD-216	Photoshop Techniques	3

Area V Credit Hours: 31**Total Credit Hours: 40****Short Term Certificate
Graphic Design
Design Concentration****Area V: Pre-Professional/College Requirements:**

(Courses appropriate to the degree requirements and major of the individual student and electives.)

College Requirements:

ORI-101	Orientation to College	1
GRD-101	Introduction to Graphics	3
GRD-112	Layout and Design	3
GRD-114	Illustration Graphics	3
GRD-116	Photoshop	3
GRD-118	Graphics Design Techniques	3

Total Credit Hours: 16**Short Term Certificate
Graphic Design
Layout Concentration****Area V: Pre-Professional/College Requirements:**

(Courses appropriate to the degree requirements and major of the individual student and electives.)

College Requirements:

ORI-101	Orientation to College	1
GRD-150	Web Design	3
GRD-190	Portfolio Preparation	3
GRD-212	Publication Design	3
GRD-214	Illustration Design Techniques	3
GRD-216	Photoshop Techniques	3

Total Credit Hours: 16

Course Descriptions Graphic Design

Course #	Course Title	Credit Hours
GRD-101	INTRODUCTION TO GRAPHICS PREREQUISITE: None This course introduces the student to the Graphic Design industry. Emphasis is placed on visual language vocabularies, the elements and principles of design, typography, creative problem solving, design processes, current design technologies, and professional expectations of graphic designers. This is a CORE course.	3
GRD-112	LAYOUT AND DESIGN PREREQUISITE: None This course introduces students to layout and design principles using current software. Topics include importing, combining and manipulating text, graphic elements, and images for composite layout. Upon completion, students should be able to design and layout various projects at a professional level for production. This a CORE course.	3
GRD-114	ILLUSTRATION GRAPHICS PREREQUISITE: None This course covers the use of vector based software for preparing illustrations for output using form, balance, repetition, proportion, and color theory. Emphasis is placed on creating clip art, logos, and illustrations to be reproduced in print and electronic media. Upon completion, students should be able to successfully prepare scalable artwork for production. This is a CORE course.	3
GRD-116	PHOTOSHOP PREREQUISITE: None This course introduces students to digital imaging software. Emphasis is placed on painting and editing, creating special effects, basic image corrections, photo retouching, preparing images for web publications and creating color separations. Upon completion, students should be able to identify the different tools, work with multiple layer images, retouch a photograph, create special effects and prepare an image for a web publication. This is a CORE course.	3
GRD-118	GRAPHIC DESIGN TECHNIQUES PREREQUISITE: None This course introduces the different creative processes involved to produce professional graphic designs. Emphasis is placed on the student developing a standard of design quality to be used throughout the graphic design program and professional life.	3
GRD-121	DIGITAL PHOTOGRAPHY FOUNDATION PREREQUISITE: None This course introduces the creative process of digital photography. Emphasis is placed on the components, accessories, and maintenance of a digital camera. Upon completion a student will comprehend how to compose and shoot a picture using a digital camera.	3
GRD-137	3-D FUNDAMENTALS PREREQUISITE: None This course introduces students to fundamental concepts, principles, and practices of 3D digital modeling and 3D modeling and rendering software. Students are given instruction in 3D modeling techniques including: production of geometric and organic surfaces and forms using NURBS (Non-uniform rational B-spline), polygon construction and sub-divisional surfaces.	3
GRD-143	DIGITAL VIDEO FOUNDATION PREREQUISITE: None This course introduces students to the basic knowledge and development of digital video and audio. Students are introduced to creating digital video productions and editing techniques. Emphasis is placed on aesthetics and techniques of digital video and audio recording and non-linear editing.	3
GRD-150	WEB DESIGN PREREQUISITE: None This course focuses on the necessary technical tools and design principles used for creating and posting web sites. Emphasis is placed on software and the creation and maintenance of a web site. Upon completion, students should be able to design, implement and maintain a web site.	3

Course #	Course Title	Credit Hours
GRD-160	PRODUCTION PROCEDURES PREREQUISITE: None This course introduces students to the stages and procedures necessary to prepare conceptual artwork for print. Traditional as well as contemporary production methods are explored. Students will develop and enhance interpersonal and communication skills necessary to work with clients, peers and suppliers involved in the print production process.	3
GRD-164	ILLUSTRATION DESIGN PREREQUISITE: None This course covers the use of vector based software for preparing illustrations for output using form, balance, repetition, proportion, and color theory. Emphasis is placed on expanding the student's ability to create illustrations to communicate concepts and ideas.	3
GRD-170	PRODUCTION PROCESSES PREREQUISITE: None This course introduces students to the stages and procedures necessary to prepare conceptual artwork for print. Traditional as well as contemporary production methods are explored. Students will develop and enhance interpersonal and communication skills necessary to work with clients, peers and suppliers involved in the print production process.	3
GRD-171	DIGITAL PHOTOGRAPHY PREREQUISITE: None This course focuses on picture composition, lighting, camera angles, depth of field and camera settings to create a visual impression. Emphasis is placed on the student's ability to shoot and present photographic work in various delivery platforms. Design concepts are reinforced in this course for use with all media types.	3
GRD-175	WEB GRAPHICS PREREQUISITE: None This course focuses on creating original graphics for the web. Students will design images for backgrounds, text, graphic formats, navigation, and animation. Students will learn to use appropriate colors, file formats, and compression methods in designing web graphics and layouts.	3
GRD-183	DIGITAL VIDEO PREREQUISITE: None This course focuses on production planning, camera techniques, lighting, audio, and advanced non-linear editing. Students will work independently or in small groups to develop, capture, edit, and deliver digital video projects while also learning compression and delivery standards.	3
GRD-187	3-D ANIMATION PREREQUISITE: None This course focuses on a series of project-based lessons designed to guide students through the process of creating and generating an animation. Emphasis is placed on animation, texture map, adding visual effects and rendering techniques using lighting, camera, and color manipulation within a current 3D Modeling and Animation software.	3
GRD-190	PORTFOLIO PREPARATION PREREQUISITE: None This course includes the preparation of artwork for a portfolio presentation. Topics include production of a portfolio for presentation at the completion of the first year of course work. Upon completion, students should be able to prepare and produce a portfolio for presentation.	3
GRD-212	PUBLICATION DESIGN PREREQUISITE: None This course further prepares students for publication layout and design principles incorporating creative software. Topics include importing, combining and manipulating text, graphic elements, and images for composite layout. Emphasis is placed on using elements of multiple design software applications to produce professional publications.	3
GRD-214	ILLUSTRATION DESIGN TECHNIQUES PREREQUISITE: None This course further develops the student's ability to communicate visually by incorporating raster and vector imagery for illustration purposes. Emphasis is placed on creating complex illustrations that communicates an idea or concept.	3

Course #	Course Title	Credit Hours
GRD-216	PHOTOSHOP TECHNIQUES	3
	PREREQUISITE: None This course further enhances the student's experience with digital imaging software. Emphasis is placed on the development of intermediate level skills in the use of Photoshop for the purpose of creating and manipulating imagery that communicates an idea or concept.	
GRD-219	PHOTOSHOP IMAGING	3
	PREREQUISITE: None This course draws from the student's previous experiences to enhance their use of digital imaging software. Emphasis is placed on the development of advanced level skills in the use of Photoshop for the purpose of creating and manipulating imagery that communicates an idea or concept.	
GRD-221	CONCEPTUAL DIGITAL PHOTOGRAPHY	3
	PREREQUISITE: None This course allows the student to create powerful images through different utilizations of light, perspective, and composition. Advanced camera functions, software and final image output are explored. Emphasis is placed on improving the students' photographic skills by encouraging discovery of personal style.	
GRD-225	PUBLICATION STUDIO	3
	PREREQUISITE: None This course allows the student to draw from his/her creative talent and previous course work to design and prepare complex publications for printing. Emphasis is placed on the student's ability to use creative problem solving techniques to manage a project from concept to completion.	
GRD-230	BASIC MULTIMEDIA PRESENTATION	3
	PREREQUISITE: None This course covers basic desktop electronic imaging technology and multimedia presentation development and production. Emphasis is placed on preparation and production of multimedia presentations with a variety of computer hardware and software. Upon completion, students should be able to prepare and produce multimedia presentations.	
GRD-235	ADVANCED MULTIMEDIA PRODUCTION	3
	PREREQUISITE: None This course covers advanced desktop electronic imaging technology and multimedia presentation development and production. Emphasis is placed on preparation and production of multimedia presentations with a variety of computer hardware and software. Upon completion, students should be able to prepare and produce multimedia presentations.	
GRD-237	3-D GRAPHICS AND ANIMATION	3
	PREREQUISITE: None Building on previously learned skills this course is a series of project-based lessons designed to guide students through the process of creating and generating an animation. Emphasis is placed on animation, texture map, adding visual effects and rendering techniques using lighting, camera, and color manipulation within a current 3D Modeling and Animation software.	
GRD-240	GRAPHIC SOFTWARE EXPLORATION	3
	PREREQUISITE: None This course allows students to explore various graphic software applications that are not offered in a traditional classroom setting. Emphasis is placed on typography, 3-D graphics, and photo imaging. Upon completion, students should be able to apply the knowledge learned to enhance existing skills.	
GRD-243	DIGITAL VIDEO EFFECTS	3
	PREREQUISITE: None This course focuses on the creation of 2D visual effects in digital video productions. Emphasis is placed on keyframe, chroma key screen, composition, and proper rendering techniques. Students will conceptualize and create an original scene for a movie, TV, or video game.	
GRD-250	WEB MEDIA	3
	PREREQUISITE: None This course focuses on creating original graphics for the web. Students will design web based media, animation, and navigation for the purpose of human interface design. Emphasis is placed on techniques and technologies for designing web media in which interactivity is the focus.	

Course #	Course Title	Credit Hours
GRD-261	DESIGN STUDIO I PREREQUISITE: None This course allows students to create, design and produce a corporate image project. Emphasis is placed on the integration of graphic design skills, typography, creative visual problem-solving, and professional presentation. Upon completion, students should be able to apply skills to design projects from concept to implementation.	3
GRD-262	DESIGN STUDIO II PREREQUISITE: None This course allows students to create, design and produce a corporate image project. Emphasis is placed on the integration of graphic design skills, typography, creative visual problem-solving, and professional presentation. Upon completion, students should be able to apply skills to design projects from concept to implementation.	3
GRD-263	DESIGN STUDIO III PREREQUISITE: None This course allows students to create, design and produce a corporate image project. Emphasis is placed on the integration of graphic design skills, typography, creative visual problem-solving, and professional presentation. Upon completion, students should be able to apply skills to design projects from concept to implementation.	3
GRD-264	ILLUSTRATION DESIGN STUDIO PREREQUISITE: None This course is designed to allow the student to draw on their previous illustrative work to communicate. Classes are designed around a series of problems and illustration experiences for which there are no pre-established solutions. Emphasis is placed on the student's illustrative ability to create a visual image that communicates an idea or concept.	3
GRD-265	PACKAGE DESIGN STUDIO PREREQUISITE: None This course is designed to allow the student to draw on their previous course work to produce a prototype package design. Classes are designed to allow students to explore the form and function of 3-D packaging. Emphasis is placed on designing and constructing containers and/or displays for various products.	3
GRD-271	DIGITAL PHOTOGRAPHY STUDIO PREREQUISITE: None This course allows the student to develop photographic skills in professional, editorial and studio photography. The use of advanced digital photography techniques and processes will be expected, including studio photography with portrait figure, still life, and architectural form, as well as black-and-white, and color formats.	3
GRD-275	WEB DESIGN STUDIO PREREQUISITE: None This course allows the student to design and produce a project suitable for use on the web. Emphasis is placed on creating an original concept in which the successful design and implementation of a web site is achieved. It must serve as an effective communication tool using current technologies and user interaction. Students will design and implement effective web sites that can be included in their portfolios.	3
GRD-283	DIGITAL VIDEO STUDIO PREREQUISITE: None This course allows the student to design and produce a project suitable for use in a movie, TV, or video game. Emphasis is placed on creating an original concept, storyboarding, production, and post-production processing. The student will document each stage of the project's development. The project will be presented for critique and evaluation at each of the developmental stages.	3
GRD-287	3-D STUDIO PREREQUISITE: None This course allows the student to design and produce a project suitable for digital animation, 3D design, or game development. Emphasis is placed on creating an original concept, storyboarding, and post-production processing. The student will document each stage of the project's development. The project will be presented for critique and evaluation at each of the developmental stages.	3

Course #	Course Title	Credit Hours
GRD-290	PORTFOLIO PRESENTATION PREREQUISITE: None This course includes the preparation of artwork and a resume for portfolio presentation. Topics include production of a resume and portfolio for presentation during the second year of course work. Upon completion, students should be able to prepare and produce a resume and portfolio for presentation.	3
GRD-292	PRACTICUM / COOP PREREQUISITE: None This course is designed for the student to obtain real work experience in the graphic arts industry. Emphasis is placed on instruction by a qualified graphic artist in a work situation and producing printable assignments using current technology. Upon completion, students should be able to work in a graphic arts environment with little or no supervision.	3
GRD-293	PRACTICUM / COOP PREREQUISITE: None This course is designed for the student to obtain real work experience in the graphic arts industry. Emphasis is placed on instruction by a qualified graphic artist in a work situation and producing printable assignments using current technology. Upon completion, students should be able to work in a graphic arts environment with little or no supervision.	3
GRD-294	PRACTICUM / COOP PREREQUISITE: None This course is designed for the student to obtain real work experience in the graphic arts industry. Emphasis is placed on instruction by a qualified graphic artist in a work situation and producing printable assignments using current technology. Upon completion, students should be able to work in a graphic arts environment with little or no supervision.	3
GRD-295	GRAPHIC TRENDS PREREQUISITE: None This course covers current trends and practices in the graphic arts industry. Emphasis is placed on software programs that are currently being used by professionals. Upon completion, students should be able to use applicable current software.	3
GRD-296	GRAPHIC TRENDS PREREQUISITE: None This course covers current trends and practices in the graphic arts industry. Emphasis is placed on software programs that are currently being used by professionals. Upon completion, students should be able to use applicable current software.	3
GRD-297	GRAPHIC TRENDS PREREQUISITE: None This course covers current trends and practices in the graphic arts industry. Emphasis is placed on software programs that are currently being used by professionals. Upon completion, students should be able to use applicable current software.	3
GRD-298	GRAPHIC TRENDS PREREQUISITE: None This course covers current trends and practices in the graphic arts industry. Emphasis is placed on software programs that are currently being used by professionals. Upon completion, students should be able to use applicable current software.	3