

Graphic and Multimedia Design

Complete List of Courses

GMD 101: Introduction to Visual Communication

Introduces the concepts and practices applicable to visual communication, including the elements and principles of composition, divergent thinking, and the creative process. Includes instruction in several software applications.

GMD 104: Graphic Design for Web and Social Media

Introduces the fundamental concepts, terminology and techniques to design and manage brand identity for web and social media with applications such as Twitter, Facebook, Instagram, YouTube, Tumblr, and emerging social media platforms.

GMD 107: Multimedia for Web and Social Media

Introduces the fundamental concepts, terminology and techniques to produce and manage multimedia assets including images, graphics, video, animation and sound for web and social media using applications such as Illustrator and Photoshop.

GMD 120: History of Graphic Design

Surveys the origin and evolution of graphic design, including the development of typography, advertising, poster design, illustration, corporate identities and trademarks.

GMD 142: Digital Illustration

Introduces digital illustration for graphic design using Adobe Illustrator and Adobe Photoshop. Topics include: book, editorial and package design.

GMD 144: Graphic Design I

Introduces the design of print graphics, covering various page layout formats and the fundamentals of typographic design. Includes instruction in several software applications.

GMD 145: Type and Typography

Introduces type and typography for visual communication. Traditional and contemporary techniques are combined to explore the art of letterforms.

GMD 173: Motion Design

Introduces the fundamental concepts, terminology, and techniques of motion design using industry standard software such as Adobe AfterEffects.

GMD 177: Web Page Design I

Introduces the fundamental concepts, terminology and techniques of web and interactive design using industry standard software.

GMD 242: Graphic Design II

Introduces advanced visual communication skills in print graphics, using graphic software applications to explore logo, advertising and publication design.

GMD 277: Web Page Design II

Introduces advanced concepts, terminology and techniques of web and interactive design using industry standard software such as Adobe Photoshop and Adobe Dreamweaver.

ART 110: History of Art - Paleolithic to Renaissance

The first in a series of two survey classes in art history. Students study major works of art through reproductions made available in pictures and slides. Emphasis is on major monuments of art in painting, sculpture, and architectures of the Western World from prehistoric times until the Renaissance.

ART 111: History of Art - Renaissance to the Present

Analyzes major works of art through reproductions made available in pictures and slides. The emphasis is placed on major monuments of art of the Western World from the Italian Renaissance through the present.

ART 124A: Drawing I

The beginning course in drawing experiences emphasizes (1) basic drawing techniques in a variety of media and (2) compositional and design fundamentals.

ART 140: Beginning Design: 2D Media

A study of the elements and principles of design with special emphasis on structure, color and 2-D composition through experimental media; provides basic fundamentals for 2-D oriented art courses.

CWEE 188: Cooperative Work Experience Education

CWEE is a unique academic program in which the student, employer and college cooperate through internship to combine academic study and practical work experience to develop students' marketable skills and prepare them for a successful career.