

Graphic Design (GDES) Courses

GDES1000 Foundation Drawing and Digital Tools

As a prerequisite to all design thinking, drawing skills offer an effective means of prototyping visual solutions before committing them to software. Students practice the essential visual elements of design including shape, line, value and perspective. Based on graphics industry models, students actively experience compositional and thematic principles as a means of developing flexible approaches to design strategy. Students create initial sketches on paper then learn techniques to digitize files into common software applications. (OL)

Offered at Charlotte, Denver, North Miami, Online, Providence

4.5 Quarter Credit Hours

GDES3050 Basics of Print Design

This course introduces the student to the fundamental principles of print design. Using current industry standard software, students learn the essential design concepts and work flow practice used in print design. In-class demonstrations and lectures involve the introduction of design theory and practical applications of print design peripherals. Students are required to produce various types of documents using course software. Assignments are completed in class, and projects are required outside of classwork.

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4.5 Quarter Credit Hours