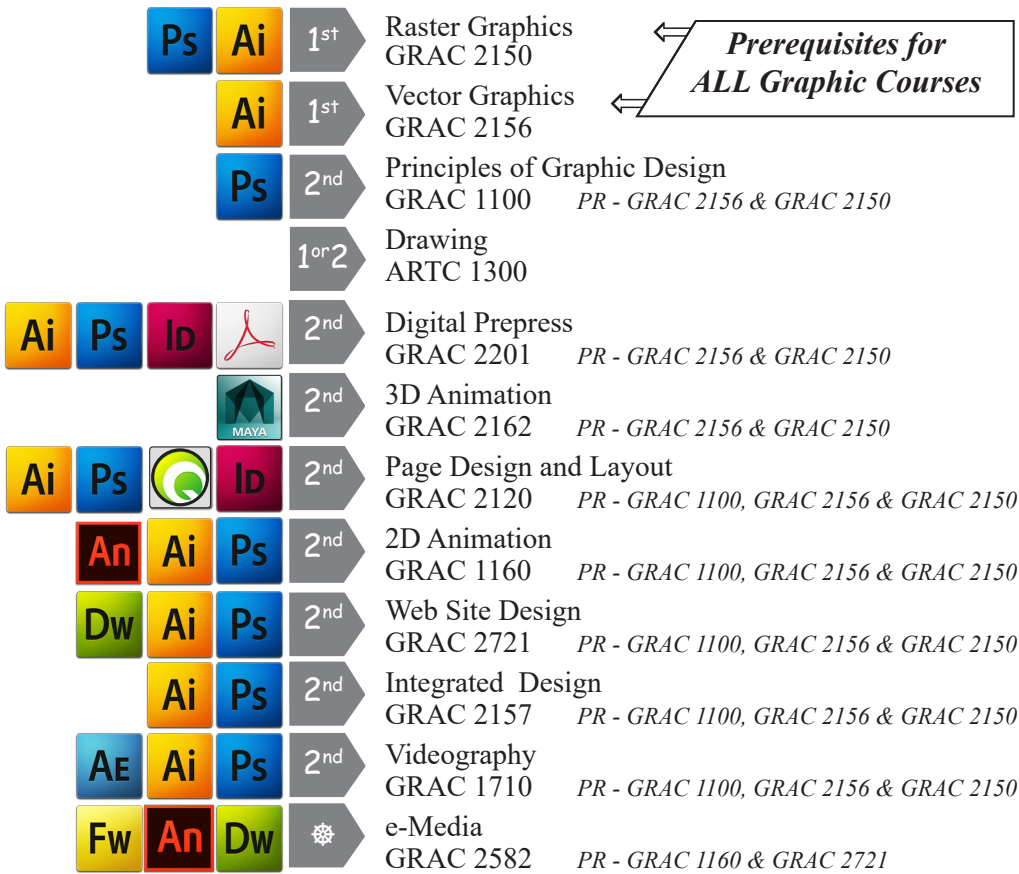


Succession of Courses for the Graphics Technology A.S. Degree

Required Courses



Application/Course Key

- Adobe Photoshop
- Adobe Illustrator
- Adobe InDesign
- Adobe Acrobat
- QuarkXPress
- Adobe Dreamweaver
- Adobe Animate
- Painter by Corel
- Maya 3D by Autodesk

Electives

- E Creative Computer Media GRAC 1143 (Prerequisites: GRAC 1100, GRAC 2156 & GRAC 2150)
- E Digital Type and Color GRAC 1203 (Prerequisites: GRAC 1100, GRAC 2156 & GRAC 2150)
- E 3D Modeling GRAC 2168 (Prerequisite: GRAC 2162)
- E Two-Dimensional Design ARTC 1201
- E Drawing 2 ARTC 1330 (Prerequisite: ART 1300)

Order Classes Should Be Taken
NOT SEMESTERS

- 1st - Should be taken 1st
- 2nd - After 1st Classes
- GRAC 1160 And GRAC 2721 Must be Completed
- E - Elective
- PR - Prerequisite Course

*All prerequisite courses require a grade of "C" or higher.

Graphics Technology AS Degree

Course Options per Semester

First Semester

GRAC 1100 Principles of Graphic Design
GRAC 2155 Vector Graphics
GRAC 2150 Raster Graphics
ARTC 1300 Drawing
ARTC 1201 Two-Dimensional Design

Any Combination of the Following Courses

Written Communication Requirement
Oral Communication Requirement
Computational Requirement
Social/Behavioral Requirement
Humanities Requirement

Second Semester

GRAC 2201 Digital Prepress
GRAC 2120 Page Design and Layout
GRAC 1160 2D Animation
GRAC 2157 Integrated Design
GRAC 2721 Web Site Design
GRAC 2162 3D Animation
GRAC 1710 Videography

Any Combination of the Following Courses

Written Communication Requirement
Oral Communication Requirement
Computational Requirement
Social/Behavioral Requirement
Humanities Requirement

Technical Electives - 9 Credit Limit

GRAC 1143 Creative Computer Media
GRAC 1203 Digital Type and Color
ARTC 1330 Drawing 2

Third Semester

GRAC 2201 Digital Prepress
GRAC 2120 Page Design and Layout
GRAC 1160 2D Animation
GRAC 2157 Integrated Design
GRAC 2721 Web Site Design
GRAC 2162 3D Animation
GRAC 1710 Videography

Any Combination of the Following Courses

Written Communication Requirement
Oral Communication Requirement
Computational Requirement
Social/Behavioral Requirement
Humanities Requirement

Technical Electives - 9 Credit Limit

GRAC 1143 Creative Computer Media
GRAC 1203 Digital Type and Color
GRAC 2168 3D Modeling
ARTC 1330 Drawing 2

Fourth Semester

Any Graphic Course Not Previously Taken, Plus . . .
GRAC 2582 e-Media PR - GRAC 1160 & GRAC 2157
GRAC 2180 Portfolio Development (1 Credit)

Any Combination of the Following Courses

Written Communication Requirement
Oral Communication Requirement
Computational Requirement
Social/Behavioral Requirement
Humanities Requirement

Technical Electives - 9 Credit Limit

GRAC 1143 Creative Computer Media
GRAC 1203 Digital Type and Color
GRAC 2168 3D Modeling
ARTC 1330 Drawing 2

**Remember, always check prerequisites before planning your semester.
Courses in Second, Third and Fourth Semester lists are options only if the
prerequisites for the course are completed.**

All prerequisites must be completed with a grade of C or better.

See Icon Sheet for Prerequisites.

Graphics Technology Course Summaries

Core Courses

GRAC 1100 Principles of Graphic Design - Learn design solutions that will turn your ideas into well-arranged compositions. Receive a comprehensive foundation in design. Use elements of design and principles of design for a professional finish to your creative ideas.

ARTC 1300 Drawing - One of the two non-computer classes in the Graphics Technology Degree. Traditional, natural media classes that teach students not only how to draw, but also important information about composition. Skills learned are also necessary when working digitally.

ARTC 1201 Two-Dimensional Design - Traditional, natural media class teaching the fundamentals of the elements and principles of design on two-dimensional planes. Investigate the vocabulary, theory, materials, and techniques involved in creating two-dimensional design forms.

GRAC 2156 Vector Graphics - Instruction of the vector file type using Adobe Illustrator, an industry standard illustration package. Adobe Illustrator is "work horse" in the graphic design industry.

GRAC 2150 Raster Graphics - Image manipulation with Adobe Photoshop. Learn the "world standard" image editing software - Photoshop. Enhance, combine and adjust scanned images.

GRAC 2201 Digital Prepress - Learn how to properly set-up and prepare digital files for trouble free output to press. Learn how to color correct images with Adobe Photoshop for accurate color reproduction.

GRAC 2120 Page Design and Layout - Learn the industry's top page layout programs. Combine text, graphics and design elements to create Ads and Promotional Material in various formats.

GRAC 1160 2D Animation - Put graphics in motion while learning concepts similar to cartoon animation with Adobe Animate, the most popular web animation application. Cell Animation, Keyframing, Inbetweening and Morphing are some of the project skills that you will use to create animation for multimedia and the web.

GRAC 2721 Web Site Design - Create web pages with Dreamweaver a dedicated Web Page development software package. Emphasis on design, architecture and composition of web sites.

GRAC 2157 Integrated Design - Learn how to combine files from vector and raster based graphic applications. Learn how to convert and integrate various file formats to create a single composition. Creative projects such as print advertisements, package designs and complex illustrations will be assigned.

GRAC 2162 3D Animation - Create 3D Animations with Maya 3D by Autodesk a state of the art "Broadcast Quality" 3D computer application. Learn how to create motion paths that will animate objects and caricatures. Light the scene and be the cameraman, then render your animation into a movie.

GRAC 1710 Videography - Nonlinear digital editing of movie clips for business graphics and multimedia using Adobe Premiere. Combine still images with movie clips. Capture, edit and compile digital clips to create movies that contain composites, blue screen, and special effects.

GRAC 2582 e-Media - The eMedia course teaches how Adobe Animate works with Dreamweaver as a total web site graphics solution. Also learn Scaleable Vector Graphics (SVG) used in responsive web sites.

GRAC 2180 Portfolio Development - Students collect and refine their cumulative projects to present for employment in graphic design.

Technical Electives

GRAC 1143 Creative Computer Media - Learn the application "Painter" while making digital recreations and simulations of natural media fine art.

GRAC 1203 Digital Type and Color - Creating various styles of type in digital form and experimenting with color in design. Text is consistently a part of graphic compositions, and this course investigates typography and instructs how to combine the right type and graphics to optimize your message.

GRAC 2168 3D Modeling - Increase your 3D animation experience by creating models from scratch. Learn Texture Mapping and the use of Weight Maps. Learn many types of modeling techniques like Extrude, Lathe, Skin, Bevel and Booleans. Make organic caricatures using Splines, MetaBalls and Subpatch.

ARTC 1330 Drawing 2 - Traditional, natural media advanced drawing class with a concentration on figure drawing.

Graphic Design

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Description of Program

Graphic Design Technology is an AS degree which includes a variety of computer graphic courses and industry standard computer applications.

Current software applications in use are:

Adobe Illustrator
Adobe Photoshop
Adobe InDesign
Adobe After Effects
Adobe Acrobat
QuarkXPress
Corel Painter
Macromedia Flash
Macromedia Dreamweaver
Autodesk Maya 3D

The above software enables our Graphic Design students to experience the full spectrum of computer graphics such as; creating advertisements, packaging and print related subjects, illustration for cover art and advertisement, multimedia for communication and instruction, 3-D modeling for animation, demonstration and prototypes, and video for business communication.

Requirements to enroll in the program

High School diploma and a creative ability.

Job Opportunities

With training from our classes and experience with the above applications, a student will be qualified to apply for jobs in the fields of; Illustrator, Graphic Designer, Web Page Designer and Computer Artist.

National estimates for this occupation:

Employment estimate and mean wage estimates for this occupation:

Employment	Employment RSE	Mean hourly wage	Mean annual wage	Wage RSE
210,710	0.9 %	\$25.14	\$52,290	0.4 %

Percentile wage estimates for this occupation:

Percentile	10%	25%	50% (Median)	75%	90%
Hourly Wage	\$13.44	\$17.10	\$22.90	\$30.45	\$39.43
Annual Wage	\$27,950	\$35,560	\$47,640	\$63,340	\$82,020

<https://www.bls.gov/oes/current/oes271024.htm#nat>