

# GRD

---

## Courses

### **GRD 110 Beginning 2D Graphics**

**3 Credits. 2 Lecture Hours. 3 Lab Hours.**

An introduction to concepts and techniques for digital design. Topics include: vector-based and raster-based graphics, emphasizing color and composition.

Prerequisites: MID 110 and ART 125 (minimum grade C for both)

### **GRD 150 Design Concepts: Typography**

**3 Credits. 2 Lecture Hours. 3 Lab Hours.**

A course on the use of typography as a design element in short-form and long-form applications. Topics include: typography as image, and anatomy of type.

Prerequisites: GRD 110, ENG 101 or ENG REQC (minimum grade C for both)

### **GRD 191 Part-Time Cooperative Education 1: Graphic Design**

**1 Credit. 1 Lecture Hour. 20 Lab Hours.**

Students seeking an associate's degree participate in their first part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: None

### **GRD 192 Part-Time Cooperative Education 2: Graphic Design**

**1 Credit. 1 Lecture Hour. 20 Lab Hours.**

Students seeking an associate's degree participate in their second part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: GRD 191

### **GRD 193 Part-Time Cooperative Education 3: Graphic Design**

**1 Credit. 1 Lecture Hour. 20 Lab Hours.**

Students seeking an associate's degree participate in their third part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: GRD 192

### **GRD 194 Part-Time Cooperative Education 4: Graphic Design**

**1 Credit. 1 Lecture Hour. 20 Lab Hours.**

Students seeking an associate's degree participate in their fourth part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: GRD 193

### **GRD 195 Part-Time Cooperative Education 5: Graphic Design**

**1 Credit. 1 Lecture Hour. 20 Lab Hours.**

Students seeking an associate's degree participate in their fifth part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: GRD 194

### **GRD 196 Part-Time Cooperative Education 6: Graphic Design**

**1 Credit. 1 Lecture Hour. 20 Lab Hours.**

Students seeking an associate's degree participate in their sixth part-time field learning experience related to their degree. Students are expected to register for academic courses during the same semester. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: GRD 195

### **GRD 198 First Year Special Topics in Graphic Design**

**1-9 Credits. 0 Lecture Hour. 0 Lab Hour.**

A course on selected topics related to Graphic Design, which gives students opportunities to study information not currently covered in other courses. Grades issued are A, B, C, D, or F.

Prerequisites: Instructor Approval

**GRD 199 First Year Independent Project in Graphic Design****1-9 Credits. 0 Lecture Hour. 0 Lab Hour.**

A project related to Graphic Design that is completed by one or more students to meet specific educational goals. Projects must have prior approval and supervision by Graphic Design faculty. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: Instructor Approval

**GRD 200 Graphic Design Portfolio Review****1 Credit. 1 Lecture Hour. 0 Lab Hour.**

An assessment of skills required to enter upper-level courses in the Graphic Design program, including a technical skills exam and presenting a portfolio to a panel of evaluators. Students receive grades of Satisfactory or Unsatisfactory, and must pass the course to be eligible for cooperative education assignments. Those who do not pass may make one additional attempt.

Prerequisites: Graphic Design Program Chair consent  
Instructor Consent Required

**GRD 210 Applied 2D Graphics: Audio/Video Production****3 Credits. 2 Lecture Hours. 3 Lab Hours.**

A continuation of GRD 110, focusing on creating 2D graphics for use in on-screen video applications.

Prerequisites: GRD 110 (minimum grade C)

**GRD 215 Applied 2D Graphics: GRD****3 Credits. 2 Lecture Hours. 3 Lab Hours.**

A continuation of GRD 110, focusing on creating 2D graphics for print and graphic design applications.

Prerequisites: GRD 110 (minimum grade C)

**GRD 220 Applied 2D Graphics: Web Design****3 Credits. 2 Lecture Hours. 3 Lab Hours.**

A continuation of GRD 110, focusing on creating 2D graphics for Web and multimedia applications.

Prerequisites: GRD 110, WEB 111 (minimum grade C for both)

**GRD 230 Brand Identity Development****3 Credits. 2 Lecture Hours. 3 Lab Hours.**

A course on the development of strong brand identity concepts and materials for products and organizations. Topics include: analyzing existing brands, creating new brand identities, and developing brand standards manuals.

Prerequisites: GRD 200

**GRD 240 Packaging Design****3 Credits. 2 Lecture Hours. 3 Lab Hours.**

A course on 2D design for product packaging. Topics include: analyzing audiences, creating basic die lines, and ensuring design continuity from surface to surface.

Prerequisites: GRD 200, GRD 215

**GRD 250 User Interface Design and Implementation****3 Credits. 2 Lecture Hours. 3 Lab Hours.**

A course on designing and implementing the interface for web and mobile products, using Adobe Muse and WordPress software.

Prerequisites: GRD 110 and WEB 111

**GRD 260 3D Visualization****5 Credits. 3 Lecture Hours. 4 Lab Hours.**

An introduction to 3D concepts and skills using Maya software. Topics include: polygon, NURBS, and subdivision surface modeling; texturing; animation; lighting; rendering; interaction of soft and rigid body solvers; dynamics; and manipulation of 3D attributes using nodes and connections.

Prerequisites: GRD 200

**GRD 285 Graphic Design Independent Final Project****3 Credits. 2 Lecture Hours. 3 Lab Hours.**

Qualified students work individually or with an approved team from concept to completion on a graphic design project, and present the results to reviewers. Topic and outline must be presented to a jury of instructors, and approved prior to course registration. Students who do not successfully complete the course may make one additional attempt.

Prerequisites: Graphic Design Program Chair consent, and minimum 3.0 GPA  
Instructor Consent Required

**GRD 290 Graphic Design Capstone****3 Credits. 2 Lecture Hours. 3 Lab Hours.**

Qualified students work in structured teams to develop graphic design deliverables for an external client, and present the results to reviewers. Activities include audience, client, and market analysis; and all phases of production of materials. Students who do not successfully complete the course may make one additional attempt.

Prerequisites: Graphic Design Program Chair consent, and minimum 2.5 GPA  
Instructor Consent Required

**GRD 291 Full-Time Cooperative Education 1: Graphic Design****2 Credits. 1 Lecture Hour. 40 Lab Hours.**

Students seeking an associate's degree participate in their first full-time field learning experience related to their degree. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: None

**GRD 292 Full-Time Cooperative Education 2: Graphic Design****2 Credits. 1 Lecture Hour. 40 Lab Hours.**

Students seeking an associate's degree participate in their second full-time field learning experience related to their degree. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: GRD 291

**GRD 293 Full-Time Cooperative Education 3: Graphic Design****2 Credits. 1 Lecture Hour. 40 Lab Hours.**

Students seeking an associate's degree participate in their third full-time field learning experience related to their degree. Students must follow cooperative education policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: GRD 292

**GRD 294 Internship 1: Graphic Design****2 Credits. 1 Lecture Hour. 40 Lab Hours.**

Students seeking an associate's degree participate in their first unpaid field learning experience related to their degree. Students must follow applicable policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: MID 190, GRD 200

**GRD 295 Internship 2: Graphic Design****2 Credits. 1 Lecture Hour. 40 Lab Hours.**

Students seeking an associate's degree participate in their second unpaid field learning experience related to their degree. Students must follow applicable policies and procedures to earn credit. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: GRD 294

**GRD 298 Second Year Special Topics in Graphic Design****1-9 Credits. 0 Lecture Hour. 0 Lab Hour.**

A course on selected topics related to Graphic Design, which gives students opportunities to study information not currently covered in other courses.

Grades issued are A, B, C, D, or F.

Prerequisites: Instructor Approval

**GRD 299 Second Year Independent Project in Graphic Design****1-9 Credits. 0 Lecture Hour. 0 Lab Hour.**

A project related to Graphic Design that is completed by one or more students to meet specific educational goals. Projects must have prior approval and supervision by Graphic Design faculty. Grades issued are Satisfactory or Unsatisfactory.

Prerequisites: Instructor Approval