



Intro to Computer Graphics/Design

INTRO TO COMPUTER GRAPHICS/DESIGN is an exciting field in the area of computer generated art and design. Students will explore the field of graphic design by participating in real-life hands on design projects. In addition they will develop their design skills by using traditional art media and then transfer that knowledge to industry standard computer design programs. Outcomes include creating flyers, posters, t-shirts, key chains and other novelties on various printing and finishing equipment while learning the basics of art and design.

Work Environment

Individuals employed In the Computer Graphic Industry have many opportunities to gain success in a variety of occupations. Graphic Designers work in advertising agencies, publishing firms and print shops. Industry ready graphic designers should possess creativity, attention to detail, ability to meet deadlines and have knowledge of industry standard design programs.

Course Outline

- Introduction to the History of Graphic Design
- Graphic Design
- Layout
- Typography
- Digital Photography
- Mechanical Preparation and Manipulation
- Poster Designs
- Textile Designs
- T-Shirt Design
- Novelty Design