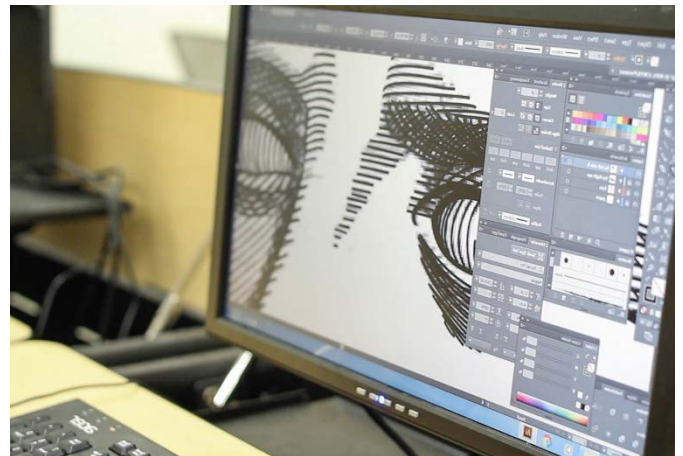
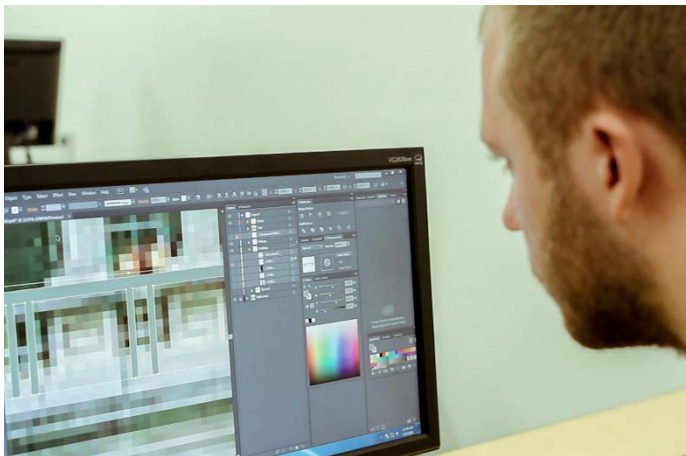

GRAPHIC DESIGN

ABOUT THIS AREA OF STUDY

This area of study prepares students for entry-level employment and/or potential further study in the field of Graphic Design through the study of graphic design and graphic art. Students completing a degree or certificate in this area will have a foundation for the field of graphic design through the study of graphic design, art, and computers.



WHAT YOU WILL LEARN

Graphic Design • Web Page Design • Adobe Illustrator, Photoshop, and InDesign Art

WHERE DO YOU SEE YOURSELF?

Art/Creative Director • Desktop Publisher • Freelance Designer • Graphic Designer • Logo Designer •
Multimedia Developer • Visual Journalism • Web Designer

**BECOME A
COS GIANT!**

PROGRAM CONTACT: Rolando Gonzalez
(559) 688-3120
rolandog@cos.edu



Apply at www.cos.edu/admissions today!

DEGREES & CERTIFICATES OFFERED

Associate of Science Degree in Graphic Design (Not for Transfer) – 60 units

Certificate of Achievement in Graphic Design – 17 units

Skill Certificate in Adobe Illustrator – 10 units

Skill Certificate in Adobe InDesign – 7 units

Skill Certificate in Adobe Photoshop – 11 units

SOME CLASSES YOU MIGHT TAKE

GD 159 Adobe Illustrator

This introductory course is designed to provide working knowledge and skills required for graphic designers and illustrators using Adobe Illustrator on a PC. This course is approved for Distance Education format.

GD 160 Graphic Design

Using Adobe Illustrator, this course will introduce basic creative problem-solving methods and applications of graphic design theory, elements and principles. This is an invaluable course for students interested in graphic design. Students will develop a professional portfolio with extensive practice in computer image generation, basic techniques, speed, and precision.

GD 161 Graphic Design Applications

This course emphasizes the creative problem solving process as it relates to graphic design utilizing Adobe Photoshop. It includes knowledge in the conceptualization, refinement and implementation of graphic design. Practical applications will include a variety of print, packaging and promotional designs. Students will also learn how to properly prep files for press, web and other applications.

GD 163 Adobe InDesign

This introductory course is designed to provide students with information, tutorials, exercises, terminology and projects that will allow them to develop skills with Adobe InDesign software for the purpose of Graphic/Publication Design.

GD 164 Digital Animation 1

This is a graphic design course in beginning digital animation utilizing the Maya computer program. Course content includes an understanding of the tools and navigation necessary to create 3-D animations that can be applied to a wide variety of industry including multimedia, interactive, gaming and web graphics, as well as production CG.

GD 165 Digital Animation 2

This is an intermediate graphic design course in digital animation using the Maya computer program that builds upon the basic skills learned in GD 164. Course content will provide students with intermediate and advanced level understanding of Maya tools and techniques necessary to create 3-D models, renderings, and animations that can be applied to a wide variety of industries including multimedia, interactive, gaming and web graphics, as well as production CG.

REQUIREMENTS

Please see our online catalog for specific requirements in this area: www.cos.edu/catalog