Graphic Design (ARTG)

Courses numbered 100 to 299 = lower-division; 300 to 499 = upper-division; 500 to 799 = undergraduate/graduate.

ARTG 110. Vector Applications  1 credit hour
Introduction to using vector drawing applications like Adobe Illustrator to create artwork.

ARTG 111. Pixel-Based Applications  1 credit hour
Introduction to using pixel-based applications like Adobe Photoshop to create artwork.

ARTG 112. Layout Applications  1 credit hour
Introduction to using layout applications like Adobe InDesign to create artwork.

ARTG 216. Typography I  3 credit hours
Introduces the study and use of type and typefaces in design, including history, comping skills, stylistic considerations, grid structures, working with copy, and visual and informational hierarchal arrangement upon a single page. Prerequisites: ARTF 136, 145.

ARTG 234. Introduction to Graphic Design  3 credit hours
Studies graphic design theory, application of design principles in communication problems, mark/symbol making and basic layout principles. Prerequisites: ARTF 136, 145.

ARTG 235. Graphic Design Concepts  3 credit hours
Studies graphic design theory, philosophy, history and approaches to creative problem solving including brainstorming, concept generation and application of solutions. Prerequisites: ARTF 136, 145.

ARTG 238. Graphic Materials and Processes  3 credit hours
Explores the possibilities of paper manipulation including cut-paper embossment, box building, pop-up structures, and assorted binding and presentation techniques. Prerequisites: ARTF 136, 145.

ARTG 316. Typography II  3 credit hours
Studies type as form, symbol and communication with exploration of letterforms and their applications using traditional and computer skills and media. Prerequisite: acceptance to the graphic design BFA program or ARTG 216 and instructor's consent.

ARTG 334. Exploration of Graphic Design Media  3 credit hours
Building on the principles covered in ARTG 234 and 235. An emphasis is placed on using original imagery in each project. Prerequisites: ARTG 235, acceptance to the graphic design BFA program.

ARTG 335. Sequential Media  3 credit hours
Emphasis on sequential design and the investigation of color in graphic design problem solving. Repeatable for credit. Prerequisites: ARTG 316, 334.

ARTG 337. Drawing for Visual Communication  3 credit hours
Applied drawing for graphic design. Prerequisite: acceptance to the graphic design BFA program or instructor's consent.

ARTG 338. Applied Design  1-3 credit hours
Experiencing design and production for the marketplace within the context of a design studio/agency or in-house environment. Prerequisites: ARTF 136, 145.

ARTG 339. Package Design  3 credit hours
Box construction and surface treatment in product design. Prerequisites: ARTG 238, 334.

ARTG 354. Professional Practices in Graphic Design  1 credit hour
Research into and practical application of professional practices, portfolio development, business skills and career planning specific to the field of graphic design. Requires attendance at professional design events and creation/maintenance of a professional portfolio. Repeatable for credit. Prerequisite: acceptance to the graphic design BFA program.

ARTG 434. Graphic Design Campaigns  3 credit hours
Publication design, identity and sequence. Prerequisite: ARTG 335.

ARTG 435. Graphic Design Capstone  3 credit hours
Use of media and formats to create visually cohesive advertising and promotional campaigns. Prerequisite: ARTG 434.

ARTG 437. Drawing for Visual Communication II  3 credit hours
Concentration in editorial and narrative illustration emphasizing visualization and creative problem solving while exploring a variety of color media and techniques. Prerequisite: ARTG 337 or instructor's consent.

ARTG 445. Senior Terminal Project  1-3 credit hours
Supervised independent study. Students in their final two semesters must present a plan of study for and complete a design project. Project and plan of study must be approved by the graphic design faculty. Repeatable for credit. Prerequisite: senior standing in graphic design.

ARTG 481. Cooperative Education  1-8 credit hours
Provides practical field experience, under academic supervision, that complements and enhances the student's academic program. Graded Cr/NCr. Prerequisite: departmental consent.

ARTG 481N. Internship  1-3 credit hours
Complements and enhances the student's academic program by providing an opportunity to apply and acquire knowledge in a workplace environment as an intern. Graded Cr/NCr. Prerequisite: departmental consent.

ARTG 490. Graphic Design Applications  3 credit hours
Focuses on emerging technologies for various media. Repeatable for credit. Prerequisite: acceptance to the graphic design BFA program or instructor consent.

ARTG 491. Interactive Design  3 credit hours
Introduction to the history, theories, concepts, production techniques and software necessary to produce interactive design solutions for the marketplace. Repeatable for credit up to 9 hours. Prerequisite: acceptance to the graphic design BFA program or instructor's consent.

ARTG 493. Book Design and Production  3 credit hours
A laboratory course encompassing all facets of the book including design, type composition, proofreading, illustration, manufacturing, binding materials (cloths, paper and boards), distribution, copyright, royalties and remanidering. Students are responsible for the development and publication of a limited edition book. Prerequisites: ARTG 334, 337, or instructor's consent.

ARTG 530. Seminar in Graphic Design  1-3 credit hours
Supervised study and research. Requires weekly consultation and reports. Repeatable for credit. Prerequisite: instructor's consent.

ARTG 530AA. Working with Design  3 credit hours
A study of the elements and principles of Graphic Design. Course is offered for nonmajors.

ARTG 530F. Seminar in Graphic Design: Graphic Design Studio Practice  3 credit hours
Supervised study and research. Requires weekly consultation and reports. Repeatable for credit. Prerequisite: instructor's consent.

ARTG 530O. Basic Letterpress  2 credit hours
Supervised study and research. Requires weekly consultation and reports. Repeatable for credit. Prerequisite: instructor's consent.
ARTG 530S. Seminar in Graphic Design: Graphic Design Studio 3 credit hours
Supervised study and research. Requires weekly consultation and reports. Repeatable for credit. Prerequisite: instructor's consent.