ARTG 110. Vector Applications (1).
Introduces using vector drawing applications like Adobe Illustrator to create artwork.

ARTG 111. Pixel-Based Applications (1).
Introduces using pixel-based applications like Adobe Photoshop to create artwork.

ARTG 112. Layout Applications (1).
Introduces using layout applications like Adobe InDesign to create artwork.

ARTG 216. Typography I (3).
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 hierarchical arrangement upon a single page. Prerequisites: ARTF 136, 145.

ARTG 234. Introduction to Graphic Design (3).
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).
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).
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).
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).
Building on the principles covered in ARTG 234 and 235. Emphasizes using original imagery in each project. Prerequisites: ARTG 235, acceptance to the graphic design BFA program.

ARTG 335. Sequential Media (3).
Emphasizes sequential design and investigating color in graphic design problem solving. Repeatable for credit. Prerequisites: ARTG 316, 334.

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

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

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).
Publication design, identity and sequence. Prerequisite: ARTG 335.