

# ARTG - Graphic Design

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

## **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.

## **ARTG 354. Professional Practices in Graphic Design (1).**

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.

## **ARTG 435. Graphic Design Capstone (3).**

Using media and formats to create visually cohesive advertising and promotional campaigns. Prerequisite: ARTG 434.

## **ARTG 437. Drawing for Visual Communication II (3).**

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 481. Cooperative Education (1-8).**

Provides practical field experience, under academic supervision, that complements and enhances the student's academic program. Prerequisite: departmental consent.

## **ARTG 481N. Internship (1-3).**

Complements and enhances the student's academic program by providing an opportunity to apply and acquire knowledge in a workplace environment as an intern. Prerequisite: departmental consent.

## **ARTG 490. Graphic Design Applications (3).**

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).**

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

## **ARTG 493. Book Design and Production (3).**

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 remaindering. 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).**

Supervised study and research. Requires weekly consultation and reports. Repeatable for credit. Prerequisite: instructor's consent.

## **ARTG 530AA. Working with Design (3).**

Studies the elements and principles of graphic design. Course is offered for nonmajors.

## **ARTG 530F. Seminar in Graphic Design: Graphic Design Studio Practice (3).**

Supervised study and research. Requires weekly consultation and reports. Repeatable for credit. Prerequisite: instructor's consent.

## **ARTG 530O. Basic Letterpress (2).**

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).**

Supervised study and research. Requires weekly consultation and reports. Repeatable for credit. Prerequisite: instructor's consent.