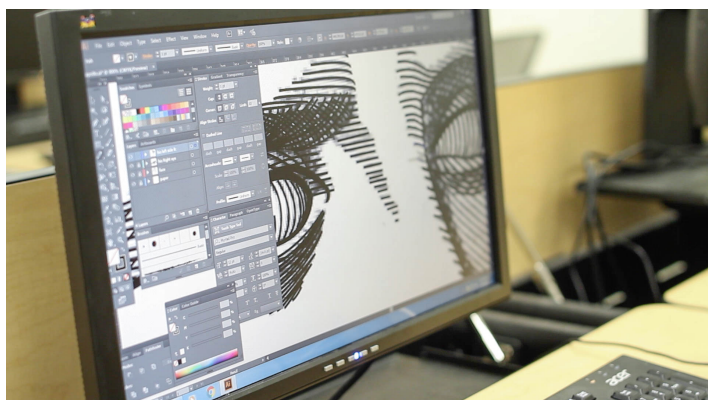


# GRAPHIC DESIGN



Graphic design is everywhere, constantly shaping the world around us. Whether it's the logos or packaging of products we use, enhancing the look or feel of our entertainment choices like movies and video games, or just simply engaging us through the digital content we browse on our devices; design plays a substantial role in our lives every single day.

From mastering industry-standard software to building a portfolio showcasing your creative vision, let College of the Sequoias provide you with a solid step into a career in Graphic and Multimedia Design. Our goal is to cultivate your design skills through hands-on experience, practical projects, and by helping you build connections in the industry. Explore a variety of career options which include working in design studios, marketing, advertising, publishing, social media management, animation, motion graphics, sound design, photography, video editing, web design, and as freelance.

Join us and embark on a journey where your ideas come to life and contribute to our greater creative community. We can't wait to see what you'll make!

## Contact Information

### Graphic Design Faculty Contact

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### Industry and Technology Division Chair

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## Associate Degree

- Associate of Science in Graphic Design (AS) (<https://catalog.cos.edu/areas-study/graphic-design/associate-science-graphic-design-not-for-transfer-as/>)

## Certificates

- Certificate of Achievement in Graphic Design (<https://catalog.cos.edu/areas-study/graphic-design/certificate-achievement-graphic-design/>)
- Certificate of Achievement in Multimedia Design (<https://catalog.cos.edu/areas-study/drafting/certificate-achievement-multimedia-design/>)

For a complete list of courses and descriptions visit: COURSES (<https://catalog.cos.edu/course-descriptions/>)

### GD 100 Introduction to Graphic Design

4unit(s)

Hours: 3 Lecture/Discussion Hours:

3 Lab

This course covers a brief history of graphic design and printing as well as an introduction to multi-media communication. Students will also study the prevalence and purpose of graphic design and the applied arts in general. Students will carry out hands-on projects learning to apply aesthetic, typographic, and cultural elements to enhance visual communication. This course will introduce students to the three major, industry-standard design programs, Adobe Creative Suite: Illustrator, Photoshop and InDesign.

**Advisory on Recommended Preparation:** ART 006 and ART 008 or equivalent college courses with a minimum grade of C.

### GD 101 Graphic Design I

3unit(s)

Hours: 2 Lecture/Discussion Hours:

3 Lab

This class will cover the basics of creating various graphic design projects. Students will learn fundamentals and theory of visual communication. Students will receive an overview of design terminology as well as technical terms relating to the software. Basic typography, color theory and composition will be explored in each project. Projects will include basic layout design and grid systems, logo design, corporate identity systems and poster/ad layout as well as basic technical illustration assignments. Software used will be primarily Adobe Illustrator.

**Advisory on Recommended Preparation:** ART 006, ART 008, and GD 100 or equivalent college course with a minimum grade of C.

### GD 102 Digital Imaging Design I

3unit(s)

Hours: 2 Lecture/Discussion Hours:

3 Lab

In this course, students will learn about the many resources, tools, filters and techniques that are used in the graphics and advertising industry for the creation and manipulation of digital painting and photo editing. Students will complete projects that will cover the processes of illustrating, designing, retouching and manipulating photographs. Primary software for this course is Adobe Photoshop.

**Advisory on Recommended Preparation:** ART 006 and ART 008 or equivalent college course with a minimum grade of C.

**GD 106 Time-Based Tools****4unit(s)**Hours: 3 Lecture/Discussion Hours:  
3 Lab

An introductory course in digital time-based tools, covering foundational timeline-based software and hardware tools. Covers skills and theories used in video, audio, motion graphics, interactive, live, and other time-based (4D) productions.

**GD 107 Web Design****4unit(s)**Hours: 3 Lecture/Discussion Hours:  
3 Lab

Introduction to web design for graphic designers, focusing on current web standards. Emphasis on page structure, typography and user experience design principles.

**GD 164 2D Animation****4unit(s)**Hours: 3 Lecture/Discussion Hours:  
3 Lab

Explore the fundamentals of 2D animation by utilizing contemporary practices, tools, and production strategies. Emphasizing practical skills and creative exploration, students will learn animation principles, techniques, and historical perspectives with traditional, camera-based, and digital methods.

**GD 165 3D Animation****4unit(s)**Hours: 3 Lecture/Discussion Hours:  
3 Lab

Discover fundamental concepts, tools, and techniques used in the creation of 3-dimensional digital content. Students will gain insight into the world of 3D animation, including modeling, rigging, and rendering. Emphasis is placed on utilizing industry software to practice animation principles, workflows, and creative processes.

**GD 203 Publication Design I****3unit(s)**Hours: 2 Lecture/Discussion Hours:  
3 Lab

This course introduces students to the process of designing and creating business forms, calendars and various multiple-page/multiple-panel documents. Projects will educate students in the usage of tab and table construction, placing and sizing graphics and creating text wrap effects around photos, images and objects, as well as importing text and graphic files from various sources.

**Advisory on Recommended Preparation:** ART 008, GD 100, GD 101, and GD 102 or equivalent college courses with a minimum grade of C.

**GD 204 Graphic Design II****3unit(s)**Hours: 2 Lecture/Discussion Hours:  
3 Lab

Students will further develop creative thinking and problem solving strategies. The course familiarizes students with advanced design principles, essential software, and techniques that serve design needs while assisting the preparation of artwork for print, web and other media outcomes. Students will also develop methods of analysis for critiques and portfolio assembly.

**Advisory on Recommended Preparation:** ART 006, ART 008, GD 100, GD 101, or equivalent college courses with a minimum grade of C.

**GD 205 Digital Imaging Design II****3unit(s)**Hours: 2 Lecture/Discussion Hours:  
3 Lab

Students in this course will learn advanced applications of Adobe Photoshop. They will learn advanced concepts of digital imaging, including editing, optimizing, and a variety of image file formats. Students will learn to prepare images for press, web-based applications, television/video, and mobile devices. Topics will include: color adjustments, color formats, color space, various special effects and compositing.

**Advisory on Recommended Preparation:** ART 025, GD 100, and GD 102 or equivalent college courses with a minimum grade of C.

**GD 209 Graphic Design III - Integrated Graphics****4unit(s)**Hours: 3 Lecture/Discussion Hours:  
3 Lab

The entire graphic design course of study culminates in what we have previously described as "Integrated Graphics". In this capstone class for graphic design majors, students will build their final portfolios. Projects will be assigned which will give students the experience of working in Adobe InDesign, Adobe Illustrator and Adobe Photoshop, simultaneously. The projects will all be advanced in nature and will compel students to complete assignments with a high degree of skill, knowledge and professionalism.

**Advisory on Recommended Preparation:** ART 008, ART 025, GD 100, GD 101, GD 102, GD 104, GD 106, GD 107, and GD 108 or equivalent college courses with a minimum grade of C.

## Graphic Design Faculty

Knight, Carinne  
B.A., Penn State University  
M.F.A., University of California, Santa Cruz