

GD: Graphic Design

GD 000 — GRAPHIC DESIGN

1-3 credit; 1 lab hour

GD 202 — Designing Identities

2 credits; 1 lecture and 2 lab hours

Students develop graphic identities that creatively reflect the essence of a corporation. They expand on the graphic identity with applications specific to the client's needs, including stationery and signage, vehicles, and uniforms.

Prerequisite(s): GD 216.

GD 216 — Foundation in Graphic Design

2 credits; 1 lecture and 2 lab hours

This course introduces the field of graphic design with an emphasis on the rapidly-evolving role of the profession. Graphic design processes are examined, including principles of design, grid systems, typography, and hierarchy, as they pertain to design, and the creation of a complete visual message.

GD 235 — Survey of Graphic Design

2 credits; 2 lecture hours

For one-year AAS Communication Design students. Surveys visual communication from its earliest forms to its present visualized conceptions. Emphasizes links between society and the evolution of visual communication. Analyzes and compares major stylistic trends and influences.

GD 331 — Typography and Language

2 credits; 1 lecture and 2 lab hours

This course explores the internal (local) relations between alphabetic forms and their counters, complex type hierarchy and organization, sequence and flow, and the relationship between type and image in broader design application.

GD 332 — Design in Cultural Context

3 credits; 3 lecture hours

This course addresses design theories of the late nineteenth and twentieth century, issues of national versus international design language, design as a catalyst of social change, reading and information relay, past and present roles of the designer in society, and how technology shapes design in form, delivery and content. Corequisite(s): GD 345.

GD 333 — Typeface Design

2 credits; 1 lecture and 2 lab hours

Students collect primary research and reference type history in designing letterforms.

Prerequisite(s): GD 331.

GD 334 — Experiential Graphic Design

2 credits; 1 lecture and 2 lab hours

Students are encouraged to re-think conventions in communicating the physical environment. The relationship of context to conceptual and practical solutions is explored and developed, with an emphasis on an interdisciplinary team approach to solving three-dimensional design problems.

Prerequisite(s): CD 216 or CD 217.

GD 335 — Type as Idiom

2 credits; 1 lecture and 2 lab hours

This course is an advanced exploration of the expressive potential of typography, glyphs and symbols. Students make in-depth explorations of optical sequencing, word/image juxtaposition, eclectic type stylization, legibility of form and contemporary thematic type construction methodologies.

GD 336 — Color Voyage

2 credits; 1 lecture and 2 lab hours

A two-week travel course designed to develop student awareness of color sensibilities. Students study the creative legacy of the use of color and light in the host city. The online portion of the course supplements the traveling experience. Historical and contemporary color applications will be explored.

GD 345 — Core Studio I: Design and Methodology

3 credits; 6 lab hours

The first of a three-part course sequence, this course focuses on process, exploration and expression of options and variations, research, and the development of analytical and critical thinking skills.

Corequisite(s): GD 332.

GD 346 — Core Studio II: Design and Culture

3 credits; 6 lab hours

This course focuses on solutions to communication issues for social and information needs. Students study the identity and visual culture of a given institution through a comparison with similar entities, then develop their concepts to execute a series of cultural concept studies that review different aspects of these institutions.

Prerequisite(s): GD 345 and GD 331

Corequisite(s): CT 341.

GD 347 — Tangible Publication Design

2 credits; 1 lecture and 2 lab hours

This course explores the unique qualities and design of physical publications as finite transmission of information, perspective and opinion. Students address the physical multi-page sequence as a self-standing effective way to deliver and sustain narrative or data, and explore the possibilities of utilizing materials other than traditional paper in the production of publications.

Prerequisite(s): CD 216 or CD 217.

GD 361 — Design Competition

2 credits; 1 lecture and 2 lab hours

This course provides students an opportunity to compete in national and international competitions. Students determine suitable competition projects, and have the opportunity to enter high-profile national and international competitions.

Prerequisite(s): CD 216 or CD 217.

GD 380A — Special Topics in Graphic Design: Experimental Graphic Design in Space

2 credits; 1 lecture and 2 lab hours

This course covers the latest theories, principles, and skills of typography an in motion to activate physical space. Graphic Design students utilize a variety of software to contextualize their designs. Typography in motion and conceptual storytelling are stressed.

GD 401 — Graphic Design for Advertising

3 credits; 6 lab hours

Students learn the systems and principles of graphic design and develop analytical abilities for visual problem solving in advertising.

Co-requisite(s): AD 481.

GD 402 — Signage and Graphics

1 credit; 2 lab hours

For Interior Design students. Examines the design of signage and graphics as elements of architectural and interior environments and exhibition areas.

GD 407 — Graphic Design for Toy Designers

1.5 credits; 3 lab hours

Examines conceptual and executional skills of the designer, with emphasis on effective problem solving in graphic design.

Prerequisite(s): TY 313.

GD 414 — Graphic Design for Packaging

2 credits; 1 lecture and 2 lab hours

Application of images and type to packaging design is studied. Various types of packaging, printing, and fabrication methods, as well as regulatory guidelines, are explored.

Prerequisite(s): CD 371 and GD 311.

GD 444 — Core Studio III: Design and Innovation

3 credits; 6 lab hours

This course examines the process and analysis of graphic design for three-dimensional applications. Students determine a design problem to solve in physical space and through three-dimensional product development, design and create a full-scale graphic identity/brand image/brand DNA.

Prerequisite(s): GD 346 and GD 333.

GD 461 — Professional Preparation

2 credits; 1 lecture and 2 lab hours

Students prepare for internships through portfolio development and professional practices, including digital portfolio, and writing and resume design, as well as information on running a successful business. Guest lecturers include head hunters and creative recruiters of large and small firms.

Prerequisite(s): GD 346 and GD 333.

GD 491 — Senior Thesis Research

3 credits; 3 lecture hours

In developing their senior thesis, students learn about the nature and extent of information needed and how to effectively access this information. They create a working bibliography and outline, critically evaluate sources and authority, analyze primary sources, and become familiar with written and oral communication techniques relevant to research.

Prerequisite(s): GD 346.

GD 492 — Senior Thesis Project

3 credits; 6 lab hours

Students work independently on design projects that build upon their written thesis. They explore the possibilities of communication design through a variety of conventional and unconventional treatments, applications and experimentation with diverse graphic media.

Prerequisite(s): GD 491.

GD 493 — Internship

4 credits; 4 lecture hours

Students work in a professional environment, supported by continuous actual and virtual discussions and readings that are significant to the communication design profession.

Prerequisite(s): GD 461 and GD 491.

GD 499 — Independent Study in Graphic Design

3 credits

Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson and dean for Art and Design.