

GMD Class Descriptions

GMD 101 INTRODUCTION TO DIGITAL MEDIA (3.0 units)

An introduction to digital media from computer operations and fundamentals of graphics software to basics of computer hardware. Other topics covered are careers in digital media and general computer terminology.

GMD 105 DIGITAL IMAGING I (3.0 units)

Introduces the fundamental concepts, terminology, techniques and applications of digital imaging using industry standard software such as Adobe Photoshop. Through application of theory, students will explore both the technical aspects of image manipulation, as well as the artistic aspects of creating images.

GMD 142 2D COMPUTER ILLUSTRATION (3.0 units)

Introductory course in the methods, materials and techniques used for commercial illustration. Emphasis is placed on 2-dimensional aspects of computer illustration using Adobe Illustrator and Adobe Photoshop on the Macintosh computer to develop textures, lines, shapes, colors while creating forms to illustrate books, editorials, and graphic communications. Students will develop illustrations from concept to completion and understand the use of commercial illustration as a career path. Basic computer knowledge is assumed.

GMD 144 GRAPHIC DESIGN I (3.0 units)

A survey in basic design of print graphics that covers both beginning page layout and logo design. Includes instruction in several computer applications. Basic computer knowledge is assumed.

GMD 145 TYPE AND TYPOGRAPHY (3.0 units)

Introductory course in the history, development and creation of western letter forms and typography for use in advertising, print media, publications and other areas of communication and graphic design. Emphasis is placed on the ability to understand the nature of letter forms and the importance of typography in society, and the use of visual techniques to develop typographical sensitivity. Traditional hand lettering and the use of the computer, will enable students to explore a variety of typographical characteristics such as kerning, tracking and leading.

GMD 172 DESKTOP VIDEO (3.0 units)

An introduction to digital video media using desktop computer-based technologies. Through the operation of digital video cameras, video editing software and interactive media publishing software, students apply nonlinear editing techniques to create short-video projects for multimedia. Same as RTVF-172.

GMD 173 MOTION DESIGN (3.0 units)

Introduces the fundamental concepts, terminology, techniques and applications of motion-based design using industry standard software such as Adobe AfterEffects. Through application of theory, students will explore the basic principles of compositing, animation, typography, audio, video and graphics.

GMD 175 FLASH FOR THE WEB (3.0 units)

Introduces the fundamental concepts, terminology, techniques and applications of Flash-based web site design using industry standard software such as Adobe Flash. Through application of theory, students will explore the basic principles of animation, aesthetics, graphics, sound, video and interactive design.

GMD 177 WEB PAGE DESIGN I (3.0 units)

Introduces the fundamental concepts, terminology, techniques and applications of web page design using industry standard software such as Adobe Photoshop. Through application of theory, students will explore the basic principles of interactive design, web graphics, type, color, layout and HTML.

GMD 242 GRAPHIC DESIGN II (3.0 units)

An advanced course to further develop visual communication skills in print graphics. Utilizes several computer application programs in page layout, illustration and digital imaging to explore brochure, advertising and logo design.

GMD 244 GRAPHIC DESIGN PRODUCTION (3.0 units)

An introductory course in output and creation of mechanicals for printed communications. Students develop an understanding of the use of camera-ready art such as 4-color and spot color separations, negatives and positives. Emphasis on the language of print production and of printers, printer specifications, and the appropriateness of traditional and digital camera-ready art methods. Creation of mechanicals for specific assignments develops the student's understanding of the production process. Discussions of greyscale, color, and digital and traditional halftone images, will complete the understanding of document and image handling, scanning and production.

GMD 277 WEB PAGE DESIGN II (3.0 units)

Introduces the advanced concepts, terminology, techniques and applications of web page design using industry standard software such as Macromedia Dreamweaver. Through application of theory, students will explore the basic principles of dynamically driven websites using CSS (Cascading Style Sheets) while advancing interactive design, graphics, type, color, and layout skills.

ART Class Descriptions

ART 110 History of Art: Paleolithic to Renaissance (3.0 units)

The first in a series of two survey classes in art history. Students study major works of art through reproductions made available in pictures and slides. Emphasis is on major monuments of art in painting, sculpture, and architectures of the Western World from prehistoric times until the Renaissance.

ART 111 History of Art: Renaissance to the Present (3.0 units)

Analyzes major works of art through reproductions made available in pictures and slides. The emphasis is placed on major monuments of art of the Western World from the Italian Renaissance through the present.

ART 124A Drawing I (3.0 units)

The beginning course in drawing experiences emphasizes (1) basic drawing techniques in a variety of media and (2) compositional and design fundamentals.

ART 140 BEGINNING DESIGN: 2D MEDIA (3.0 units)

A study of the elements and principles of design with special emphasis on structure, color and 2-D composition through experimental media; provides basic fundamentals for 2-D oriented art courses.

CWEE Class Description

CWEE 188 COOPERATIVE WORK EXPERIENCE EDUCATION

CWEE is a unique academic program in which the student, employer, and college cooperate through internship to combine academic study and practical work experience to develop students' marketable skills and prepare them for a successful career. For more information on internships or earning units for ongoing work, visit www.canyons.edu/cwee, or the special programs section of the schedule of classes.