ART - GRAPHIC DESIGN (ARTG)

ARTG 122 Design It3 Credits
Exploration of design as the foundation of all the visual arts. Approaching design through a broad hands-on tactile experience.
Terms Typically Offered: Fall, Spring.
Fees: Yes.

ARTG 196 Topics:1-3 Credits
Course may be taken multiple times up to maximum of 15 credit hours.

ARTG 201 Adobe Illustrator2 Credits
Introduction. Techniques for using vector-based drawing program explored through exercises to learn the application and features as used by graphic designers for print and electronic media.

ARTG 202 Adobe Photoshop2 Credits
Introduction. Techniques for using raster-based software for print, video, web, and other multi-media applications.

ARTG 203 Adobe InDesign2 Credits
Techniques for using the program explored. Exercises to learn the application and features as used by graphic designers and professional publishers.

ARTG 215 Graphic Design I3 Credits
Basic use and operation of graphics computer, exclusively Macintosh, with focus on terminology, hardware, peripheral devices, system management, and software (systems and applications). Including establishment of operation files, job information files, information capture and placement, and maintenance.
Fees: Yes.

ARTG 220 UX Design I3 Credits
Application of modern techniques of WordPress web hosting, design, and real-world uses.
Prerequisites: ARTG 215.
Corequisites: ARTG 221 and ARTG 222.
Terms Typically Offered: Fall.
Fees: Yes.

ARTG 221 Graphic Design II3 Credits
Principles of design and layout techniques, including thumbnail, rough, and comprehensive layouts: work planning and preparation of artwork with focus on computer and hand generated images.
Prerequisites: ARTE 101, ARTE 102, and ARTG 215.
Corequisites: ARTG 220 and ARTG 222.
Terms Typically Offered: Fall.
Fees: Yes.

ARTG 222 Illustration I3 Credits
Approaches to traditional and contemporary illustration. Materials will be introduced and developed for practical use.
Prerequisites: ARTG 215.
Corequisites: ARTG 220 and ARTG 221.
Terms Typically Offered: Fall.
Fees: Yes.

ARTG 223 Commercial Typography and Sign Painting3 Credits
Cultivation of skills necessary to create professional level industrial advertisement including pounce patterns, wood working, hand lettering techniques, and gilding.
Prerequisites: ARTG 222.
Terms Typically Offered: Fall, Spring.
Fees: Yes.

ARTG 290 UX Design II3 Credits
Development of websites with focus on the end user by applying tested UX design.
Prerequisites: ARTG 220.
Terms Typically Offered: Spring.
Fees: Yes.

ARTG 296 Topics:1-3 Credits
Course may be taken multiple times up to maximum of 15 credit hours.

ARTG 301 Digital Illustration3 Credits
Advanced creation of digital imagery focusing on visual content and composition in print and multi-media applications.
Prerequisites: ARTG 215, ARTG 221, and ARTG 222.
Fees: Yes.

ARTG 320 Letterforms and Typography3 Credits
Study of letterforms and typography including terminology, type style identification and design, use of type within a design, composition, copyfitting, and basic principles of pattern and spatial design.
Prerequisites: ARTG 215 and ARTG 221.
Fees: Yes.

ARTG 321 Advanced Typography3 Credits
Explore traditional and contemporary forms of typography and compositions through letterpress and hand rendering approaches.
Prerequisites: ARTG 320.
Fees: Yes.

ARTG 333 Illustration II3 Credits
Illustration techniques in context of contemporary materials and methods. Advanced use of materials.
Prerequisites: ARTG 221 and ARTG 222.
Fees: Yes.

ARTG 337 Illustration III3 Credits
Storytelling through traditional and contemporary illustration medium. Emphasis placed on developing concepts, execution, and professional practices.
Prerequisites: ARTG 333.
Fees: Yes.

ARTG 338 Brand Design3 Credits
Exploration of the branding process common to the promotion of products and services, including conducting research, clarifying strategy, creating touchpoints, and advertisements. Emphasis will be placed on design processes, production of advertisements, and the management of assets.
Prerequisites: ARTG 301 and ARTG 320.
Terms Typically Offered: Spring.
Course may be taken 3 times for credit.
Fees: Yes.

ARTG 360 Sketchbook3 Credits

The sketchbook as a primary medium for developing creativity and the artist's thought processes. This course will include exploratory exercises and field assignments for developing skills in keeping an individual sketchbook as a place for recording ideas and the artist's visual experience.

Prerequisites: ARTS 151 and ARTG 222.

Course may be taken 2 times for credit.

Fees: Yes.

ARTG 373 Screen Printing for Graphic Design3 Credits

Introduce concepts and techniques of screen printing within Graphic Design and Illustration. Become familiar with industry tools, equipment and processes.

Prerequisites: ARTG 221.

Course may be taken 2 times for credit.

Fees: Yes.

ARTG 395 Independent Study1-3 Credits

Course may be taken multiple times up to maximum of 6 credit hours.

ARTG 396 Topics:1-3 Credits

Course may be taken multiple times up to maximum of 15 credit hours.

ARTG 401 Digital Painting3 Credits

Introduction to the language of digital painting. Fundamental skills of proportion, perspective, and color mixing. Translating light and color into a digital space. Perceptual problem solving in the practical application of digital painting.

Prerequisites: ARTG 301.

Fees: Yes.

ARTG 405 UX Design III3 Credits

Creation and development of well-designed and functional web pages/sites to accommodate clients' promotional and business needs. Topics covered include software, creation of graphics, publishing, design theory for the web, typography, and promotion.

Prerequisites: ARTG 290, ARTG 301, and ARTG 320.

Terms Typically Offered: Spring.

Fees: Yes.

ARTG 406 UX Design IV3 Credits

Investigation, analysis and application of User Experience, and emerging website design trends.

Prerequisites: ARTG 405.

Terms Typically Offered: Fall.

Fees: Yes.

ARTG 421 Contemporary Letterpress3 Credits

Approaches to traditional and contemporary letterpress. Materials will be introduced and technique developed for practical use.

Prerequisites: ARTG 221.

Course may be taken 2 times for credit.

Fees: Yes.

ARTG 427 Lab Assistant1-3 Credits

Practice with technologies used within the Graphic Design labs. Maintain and use equipment.

Prerequisites: ARTG 221.

Terms Typically Offered: Fall.

Course may be taken 3 times for credit.

ARTG 437 Illustration IV3 Credits

Advanced illustration development focusing on concept, content, materials, and techniques. Emphasis on individual artistic style and personal visual communication perception.

Prerequisites: ARTG 337 or permission of instructor.

Fees: Yes.

ARTG 450 Identity Design3 Credits

Exploration of visual communication designed for public and private business and organization identity. Emphasis will be placed on the process of design and approaches to image generation for identity systems and standards.

Prerequisites: ARTG 301 and ARTG 320.

Fees: Yes.

ARTG 493 Portfolio Development3 Credits

Development of portfolio materials to be used for gaining employment. Emphasis placed on current industry professional practices including presentation formats, resume development, contracts, and salary negotiations.

Prerequisites: ARTG 405 and ARTG 406.

Course may be taken multiple times up to maximum of 15 credit hours.

Fees: Yes.

ARTG 495 Independent Study1-3 Credits

Course may be taken multiple times up to maximum of 6 credit hours.

ARTG 496 Topics:1-3 Credits

Course may be taken multiple times up to maximum of 15 credit hours.

ARTG 499 Internship1-3 Credits

Placement in an agency or corporate department to provide an enhanced transition from the classroom to the work setting through first-hand experience. The student is expected to complete 135 clock hours.

Prerequisites: ARTG 450.