

GRAPHIC DESIGN & INTERACTIVE MEDIA

OFFERING ASSOCIATE DEGREE AND CERTIFICATE PROGRAMS AS WELL AS A VARIETY OF COURSES IN GRAPHIC DESIGN, INTERACTIVE, AND DIGITAL MEDIA



PROGRAM

2011/12

GUIDE

TUNXIS

TUNXIS COMMUNITY COLLEGE

271 SCOTT SWAMP ROAD • FARMINGTON • CT • 06032

www.tunxis.commnet.edu

860.255.3500

PROGRAM WEBSITE

www.tunxis.commnet.edu/GD



*Education That Works
For a Lifetime*

Overview

DESCRIPTION

The Graphic Design Program offers education and training in graphic design communications using processes and technologies relevant to the professional design environment. Students develop skills in visual literacy, problem solving, image creation, graphic arts production, typography, layout, publication design, professional presentation and computer graphics. The **Interactive Media Option** adds animation, interactive design, motion graphics, and web design to a student's design experience.

In addition to specific career education, the Tunxis Graphic Design Program includes a strong traditional core of drawing, two and three-dimensional design principles, and liberal arts education.

The Graphic Design Program offers an *Associate's in Science Degree in Graphic Design*, with an *Interactive Media Option*, and a *Certificate in Graphic Design*.

The **Associate's Degree** is a two-year, 60-62 credit program offering a range of courses in graphic design, interactive media, animation, web design, visual fine art, and general education.

The **Certificate in Graphic Design** is a 30 credit program that focuses on a select group of graphic design and visual fine art courses, also completed in two years.

The Graphic Design Program is structured to provide:

- The skills necessary to qualify for an entry-level position in the fields of Graphic Design and interactive media.
- A curriculum for students who intend to seek an advanced degree through transfer to a BA or BFA degree-granting institution.
- Opportunities for graphic arts professionals to upgrade their skills and advance their careers.

ASSOCIATE'S DEGREE

Graphic Design
Interactive Media Option

CERTIFICATE

Graphic Design

CAREER PREP

TRANSFER

SKILLS ENHANCEMENT

CONTACTS

Admissions 860.255.3555

General Information 860.255.3500

Professor Stephen Klema 860.255.3660
Graphic Design Coordinator

PROGRAM WEBSITE
tunxis.commnet.edu/GD

GRAPHIC DESIGN PROGRAM

Offers training in the tangible and conceptual skills required in the field of graphic design communications by offering an education in visual literacy, typography, layout, image creation, graphic arts production, publication design, and computer graphics. Prepares students for entry level positions and continued study.

PROGRAM REQUIREMENTS

Design Core — 15 credits

GRA 101 Design Principles	3
GRA 200 Visual Communications ^(a)	3
GRA 201 Typography and Design 1 ^(a)	3
GRA 203 Design and Production ^(a)	3
GRA 205 Typography and Design 2 ^(a)	3

Foundation Courses — 12 credits

Courses to develop foundation skills.

ART 111 Drawing I	3
ART 112 Drawing II ^(a)	3
GRA 110 Introduction to Computer Graphics	3
ART 122 3-Dimensional Design	3

Computer Graphics Courses — 6 credits

Two advanced computer imaging courses.

GRA 231 Digital Imaging ^(a)	3
GRA 236 Digital Illustration ^(a)	3

Studio/Directed Electives^(c) — 6 credits

Two courses from the following. Other courses may be chosen in consultation with advisor.

Graphic Design Portfolio ^(a)	6
Interactive Media ^(a)	
Web Design I ^(a)	
Motion Design ^(a)	
Electronic Painting & Drawing ^(a)	
3D Computer Modeling ^(a)	
3D Computer Animation ^(a)	
Color	
Illustration ^(a)	
Drawing III, IV ^(a)	
Figure Drawing ^(a)	
Painting ^(a)	
Photography ^(a)	

General Education — 21/22 credits

Satisfy the general education requirements.

Art History Elective or Art Appreciation (ART100)*	3
Composition (ENG101)	3
Mathematics Elective	3-4
Humanities Elective	3
Science Elective	3-4
Social Science Electives (2)	6

Total Credits 60-62

(a) Pre-requisite required.

(c) To be chosen in consultation with advisor.

* Student planning to transfer to a baccalaureate program should take an Art History.

Program Guide

COURSE SEMESTER SEQUENCE

The associate's degree is a two year (4 semester) course of study. Students can attend full-time or part-time.

The program traditionally begins in the fall semester, though spring entry is also available.

Most courses are offered both day and evening. Some courses are offered all semesters, while others are only available in a specific semester based on course sequence.

First Semester — FALL

GRA 101 Design Principles	3
ART 111 Drawing I	3
GRA 110 Introduction to Computer Graphics	3
Art History Elective or Art Appreciation (ART100)*	3
Composition (ENG101)	3
	<hr/> 15

Second Semester — SPRING

GRA 200 Visual Communications ^(a)	3
GRA 231 Digital Imaging ^(a)	3
ART 112 Drawing II ^(a)	3
Humanities Elective	3
Mathematics Elective	3-4
	<hr/> 15-16

Third Semester — FALL

GRA 201 Typography and Design 1 ^(a)	3
GRA 236 Digital Illustration ^(a)	3
Studio/Directed Elective ^(c)	3
Social Science Elective	3
Science Elective	3-4
	<hr/> 15-16

Fourth Semester — SPRING

GRA 203 Design and Production ^(a)	3
GRA 205 Typography and Design 2 ^(a)	3
ART 122 3-Dimensional Design	3
Studio/Directed Elective ^(c)	3
Social Science Elective	3
	<hr/> 15

INTERACTIVE MEDIA OPTION

Provides the visual training and education listed in the Graphic Design Program, animation, interactive and web design, and the conceptual and technical skills necessary for the field of Interactive Media. Prepares students for entry level positions and continued study.

PROGRAM REQUIREMENTS

Design Core — 12 credits

GRA 101 Design Principles	3
GRA 200 Visual Communications ^(a)	3
GRA 201 Typography and Design 1 ^(a)	3
GRA 205 Typography and Design 2 ^(a)	3

Foundation Courses — 12 credits

ART 111 Drawing I	3
ART 112 Drawing II ^(a)	3
GRA 110 Introduction to Computer Graphics	3
ART 122 3-Dimensional Design	3

Program Specific Courses — 6 credits

GRA 260 Web Design I ^(a)	3
GRA 227 Interactive Media ^(a)	3

Computer Graphics Courses — 6 credits

GRA 231 Digital Imaging ^(a)	3
GRA 236 Digital Illustration ^(a)	3

Studio/Directed Elective^(c) — 3 credits

<i>One course from the following. Other courses may be chosen in consultation with advisor.</i>	3
Graphic Design Portfolio ^(a)	
Design and Production ^(a)	
Motion Design ^(a)	
Electronic Painting & Drawing ^(a)	
3D Computer Modeling ^(a)	
3D Computer Animation ^(a)	
Color	
Illustration ^(a)	
Drawing III, IV ^(a)	
Figure Drawing ^(a)	
Painting ^(a)	
Photography ^(a)	

General Education — 21/22 credits

<i>Satisfy the general education requirements.</i>	
Art History Elective or Art Appreciation (ART100)*	3
Composition (ENG101)	3
Mathematics Elective	3-4
Humanities Elective	3
Science Elective	3-4
Social Science Electives (2)	6
Total Credits	60-62

(a) Pre-requisite required.

(c) To be chosen in consultation with advisor.

* Student planning to transfer to a baccalaureate program should take an Art History.

Program Guide

COURSE SEMESTER SEQUENCE

The Interactive Media Option is a two year (4 semester) course of study. Students can attend full-time or part-time.

The program traditionally begins in the fall semester, though spring entry is also available.

Most courses are offered both day and evening. Some courses are offered all semesters, while others are only available in a specific semester based on course sequence.

First Semester — FALL

GRA 101 Design Principles	3
ART 111 Drawing I	3
GRA 110 Introduction to Computer Graphics	3
Art History Elective or Art Appreciation (ART100)*	3
Composition (ENG101)	3
	<hr/> 15

Second Semester — SPRING

GRA 200 Visual Communications ^(a)	3
GRA 231 Digital Imaging ^(a)	3
ART 112 Drawing II ^(a)	3
Humanities Elective	3
Mathematics Elective	3-4
	<hr/> 15-16

Third Semester — FALL

GRA 201 Typography and Design 1 ^(a)	3
GRA 236 Digital Illustration ^(a)	3
GRA 260 Web Design I ^(a)	3
Social Science Elective	3
Science Elective	3-4
	<hr/> 15-16

Fourth Semester — SPRING

GRA 205 Typography and Design 2 ^(a)	3
GRA 227 Interactive Media ^(a)	3
ART 122 3-Dimensional Design	3
Studio/Directed Elective ^(c)	3
Social Science Elective	3
	<hr/> 15

GRAPHIC DESIGN CERTIFICATE

Incorporates career-related requirements of the associate degree. Prepares students for entry level positions and continued study.

PROGRAM REQUIREMENTS

Design Core — 15 credits

GRA 101 Design Principles	3
GRA 200 Visual Communications ^(a)	3
GRA 201 Typography and Design 1 ^(a)	3
GRA 203 Design and Production ^(a)	3
GRA 205 Typography and Design 2 ^(a)	3

Foundation Courses — 6 credits

Courses to develop foundation skills.

ART 111 Drawing I	3
GRA 110 Introduction to Computer Graphics	3

Computer Graphics Courses — 6 credits

Two advanced computer imaging courses.

GRA 231 Digital Imaging ^(a)	3
GRA 236 Digital Illustration ^(a)	3

General Education — 3 credits

Satisfy the general education requirements.

Composition (ENG101) or Writing for Business (ENG106)*	3
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Total Credits 30

Program Guide

COURSE SEMESTER SEQUENCE

The Graphic Design Certificate is a two year (4 semester) course of study. Students can attend full-time or part-time.

The program traditionally begins in the fall semester, though spring entry is also available.

Most courses are offered both day and evening. Some courses are offered all semesters, while others are only available in a specific semester based on course sequence.

First Semester — FALL

GRA 101 Design Principles	3
ART 111 Drawing I	3
GRA 110 Introduction to Computer Graphics	3
	<u>9</u>

Second Semester — SPRING

GRA 200 Visual Communications ^(a)	3
GRA 231 Digital Imaging ^(a)	3
Composition (ENG101) or Writing for Business (ENG106)*	3
	<u>9</u>

Third Semester — FALL

GRA 201 Typography and Design 1 ^(a)	3
GRA 236 Digital Illustration ^(a)	3
	<u>6</u>

Fourth Semester — SPRING

GRA 203 Design and Production ^(a)	3
GRA 205 Typography and Design 2 ^(a)	3
	<u>6</u>

(a) Pre-requisite required.

* Student planning to transfer to a baccalaureate program should take English Composition.

HARDWARE

iMac (24in) 3.06 GHz Intel Core 2 Duo
20 individual student workstations with:

1 TB Hard Drives

4 GB of RAM

CD/DVD Burners

USB and Firewire Ports

NVIDIA GeForce GT 130 Graphics Card

Color Scanners

Black & White Letter and Tabloid Laser Printers

Letter and Tabloid Color Laser Printers

Letter, CD, and Tabloid Color Inkjet Printers

Large Format Poster Color Inkjet Printer

MM Card Readers

Wacom Tablets

Two 120GB File Servers

Digital Camera

Stereo Headphones

Ethernet Network

Internet Access

Large Screen Projection

Light Tables

Paper Cutters

Xyron Adhesive

Facilities

Exceptionally equipped and supported design studio with current hardware and professional level graphics software.

SOFTWARE

Macintosh OSX

Adobe Illustrator

Adobe Photoshop

Adobe InDesign

Adobe Dreamweaver

Adobe Flash

Adobe Acrobat Pro

Adobe Bridge

Microsoft Office

iLife

FontBook

Postscript, Truetype, Opentype Fonts

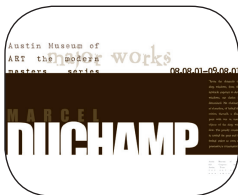
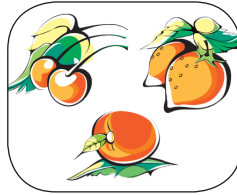
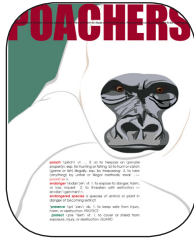
Image Capture

Epson Scan

Safari

Student Work

Student work from a variety of courses offered in the Tunxis Graphic Design Program.



Course Descriptions

Graphic design courses are 3-credit studio-based courses that meet four hours per week. All courses except Design Principles are computer-based, and are taught in the Graphic Design Studio. Most courses are offered both day and evening. Some courses are offered all semesters, while others are only available in a specific semester based on course sequence.

DESIGN PRINCIPLES GRA 101

Introduction to the basic elements of design (line, shape, value, texture, space) and their organization on a two-dimensional surface through the principles of design (balance, unity, emphasis, repetition, rhythm, etc.) into effective design statements. Assignments progress from manipulation of geometric shapes to creation and composition of representational images in the discovery of how design principles apply to the fields of art and design. Primary media are markers and cut paper.

*SEMESTER OFFERED
Fall & Spring*

*PREREQUISITE
None*

INTRODUCTION TO COMPUTER GRAPHICS GRA 110

An introduction to the computer as a graphic design and artist's tool. Using Macintosh OS, students learn basic use and application of vector illustration (Adobe Illustrator), raster image (Adobe Photoshop), and scanning software programs to the art and design process. Emphasis is on "hands on" use of the computer, and how the computer can aid the artist's and designer's problem solving process through interactive visual alternatives.

*SEMESTER OFFERED
Fall & Spring*

*PREREQUISITE
None*

VISUAL COMMUNICATIONS GRA 200

Typography and problem-solving in the field of graphic communications. Focus will be on the use of typography and image in preparing solutions to graphic design problems. Design process, methods, materials, and conceptual idea development are introduced and applied to the creation of visual communications using both traditional and computer graphics mediums (Adobe Illustrator & Photoshop). Projects range from experimental type arrangements, compositions, and symbol designs to the pragmatic application of typography and image in design and layout.

*SEMESTER OFFERED
Spring*

*PREREQUISITE
GRA 101
Design Principles*

*PRE or COREQUISITE
GRA 110
Introduction to
Computer Graphics*

TYPOGRAPHY AND DESIGN 1 GRA 201

This course focuses on the exploration and application of typography in graphic design. Students will learn and apply the use of page layout software (InDesign) in an in-depth study of the creative and pragmatic applications of typography, and explore the interdependent relationship between type and image in visual communications.

*SEMESTER OFFERED
Fall*

*PREREQUISITE
GRA 200
Visual Communications*

Course Descriptions

DESIGN AND PRODUCTION GRA 203

Students will apply previously learned design, typography, and page layout skills (InDesign) in the creation of design layouts and mechanical art for print production. A mixture of technical and creative projects will be presented with emphasis on design and production for the printed piece. The importance of precision in final mechanical art preparation will be stressed as will technical facility in the use of electronic production tools and techniques.

SEMESTER OFFERED
Spring

PREREQUISITE
GRA 201
Typography and
Design I

TYPOGRAPHY AND DESIGN 2 GRA 205

This course focuses on the further exploration of typographic studies. Students will apply previously learned design and typography theory to conceptualize solutions to more complex visual communication problems through the use of professional level graphic design page layout software (InDesign). This intense focus in graphic design will further a student's production skills and knowledge, extend the student's capacity for conceptual thinking and visual problem solving, and allow for the further exploration of the creative and practical aspects of typography and the special relationship between type and image.

SEMESTER OFFERED
Spring

PREREQUISITE
GRA 201
Typography and
Design I

DIGITAL ILLUSTRATION GRA 236

Advanced exploration of the tools and techniques available to the graphic designer in the vector drawing environment using Adobe Illustrator. This course takes students beyond the basics covered in Introduction to Computer Graphics, and explores advanced image creation and manipulation tools, effects, graphic illustration techniques, and typographic functions in applying the computer graphics medium to problems in graphic design.

SEMESTER OFFERED
Fall

PREREQUISITE
GRA 200
Visual Communications

DIGITAL IMAGING GRA 231

This course focuses on the continued use of digital imagery in art and design, by furthering a student's skill in the use of raster image (Adobe Photoshop), and scanning software. The course goes beyond the basic techniques covered in Introduction to Computer Graphics, exploring more advanced electronic image creation and manipulation techniques, and addresses some of the technical issues facing a computer artist and designer.

SEMESTER OFFERED
Spring

PREREQUISITE
GRA 101
Design Principles

GRA 110
Introduction to
Computer Graphics

WEB DESIGN 1 GRA 260

Students will apply previously learned design software and typography skills to design for web media using Adobe Dreamweaver. Students will take web design from concept, through storyboard, to design and production, and learn how to structure and present information for clarity and impact by combining type, image, color, sound, and interactivity.

SEMESTER OFFERED
Fall

PREREQUISITE
GRA 200
Visual Communications
or permission of instructor

Course Descriptions

INTERACTIVE MEDIA GRA 227

Students will apply previously learned design software and typography skills to design for interactive media using Adobe Flash. Students will take interactive media design from concept, through storyboard, to design and production, and learn how to structure and present information for clarity and impact by combining type, image, color, motion, sound, animation and interactivity.

SEMESTER OFFERED
Spring
PREREQUISITE
GRA 200
Visual Communications
or permission of instructor

MOTION DESIGN GRA 273

An introduction to the concepts and techniques in the creation and production of motion design animation using Adobe Flash. The course will cover the kinds of motion design, concept and story board and computer generation of motion design sequences.

SEMESTER OFFERED
Fall or Spring
PREREQUISITE
GRA 200
Visual Communications

GRAPHIC DESIGN PORTFOLIO GRA 291

Students will prepare a portfolio and resume that demonstrates previously acquired art, design, production, and software skills for use in transfer application and employment search. Topics covered include: self assessment; portfolio design and creation; resume design; taking slides and digital images; digital image conversion; job search; and transfer to other college curriculums.

SEMESTER OFFERED
Spring or Summer
PREREQUISITE
GRA 201
Typography and
Design I
or permission of instructor