Fall 2011
1st Semester

GCC 1100 — Intro to Graphic Communications— Existing Course
4 credits (2Lec/2Lab)
This course is intended to explore the various aspects, careers and functions within Graphic Communications. Tours and guest speakers will highlight the course with various hands-on projects being assigned to acquaint the learner with the various processes involved in graphic communications. Other topics such as alternative forms of printing and the history of communications will be covered. (Prerequisites: None)

GCC 1120 — Graphic Software 1— Existing Course
4 credits (1Lec/3Lab)
Adobe Creative Suites is the dominant software package in the printing and publishing industry today. This course will be taught in a hands-on atmosphere learning the basics of Adobe InDesign, Illustrator, Photoshop, Acrobat and Bridge, and how these software packages work together in a seamless manner. Students will learn the tools, menus and palettes within each of the softwares, and integrate the use of all the softwares for photographs, graphics and layout applications. Projects will be assigned for a hands-on approach. (Prerequisites: None)

GCC 1130 — Layout & Typography— Existing Course
3 credits (1Lec/2Lab)
Students will be introduced to the conceptual planning process used in layout and design. Students will understand that type as well as graphics are important design elements of a layout. It will be demonstrated how type interacts with graphics in a layout. Layout principles, color, proofing and preparing literature for output and printing will also be included in this course. (Prerequisites: None)

GCC 1141 — Digital Image Exploration — Name Change
3 credits (2Lec/1Lab) modified description
This course is designed to cover basic areas of digital imagery: input/output hardware and the software involved; scanning of graphics and photographs; digital camera usage; and file formats, size and resolution comparisons. Students will take an in-depth examination of color theory and color management with practical knowledge for print and web. The course is taught in a hands-on atmosphere. Also included in this course are different methods of output to various devices and their effect on the digitized image. (Corequisite: GCC 1120 — Graphic Software 1)

Program Credits — 14 credits
Spring 2012 Implementation — 2nd Semester

GCC 1210 — Drawing for Graphic Designers — New Course
4 credits (1Lec/3Lab)
This course covers basic drawing techniques and the use of sketching as a planning tool. Basic drawing techniques will be applied to drawing thumbnail sketches, comprehensives, the human form and perspective. Students will utilize traditional and computer drawing tools. (Prerequisites: GCC 1120, GCC 1130)

GCC 1220 — Graphic Software 2 — Existing Course
4 credits (2Lec/2Lab)
Graphic Software 2 is a continuation of working with Adobe Creative Suites software. The course will be taught in a hands-on atmosphere learning more advanced features of Adobe InDesign, Illustrator and Photoshop. Each learner will have the opportunity to experience how job files move from application softwares through a workflow software to various outputs such as computer-to-plate. Students will work with the workflow software to upload, preflight and troubleshoot various job files. The course will be based on projects for a hands-on approach. (Prerequisites: GCC 1120)

GCC 1250 — Web/Interactive Media 1 — Existing Course
3 credits (1Lec/2Lab)
Students will learn basic information, terminology, flowcharts, storyboarding, and the fundamentals of animation for interactive presentation. Students will learn the basics of HTML and how to plan and design a web page working with the Adobe Suite. (Prerequisites: GCC 1120)

GCC 1260 — Printing Processes — New Course # & Credit
3 credits (1Lec/2Lab)
This course is designed to acquaint the learner with the fundamentals of the various printing processes such as offset, digital, screen and large format. Coursework includes terminology, equipment and safety. Students will create various layouts which will then be printed through specific processes in a hands-on atmosphere. Finishing work of the various projects will also be included in this course. (Prerequisites: GCC 1120, GCC 1130)

Program Credits — 14 credits
Fall 2012 Implementation — 3rd Semester

GCC 2110 — Design and Illustration 1 — New Course & #
4 credits (1Lec/3Lab)
Students will learn planning procedures for advanced design, illustration and production principles on the board and in the use of various software. Projects will include brochure, package and logo design and product photography. Color, output, pre-flighting and live industry work will also be covered in this course. The advanced use of the Adobe Suite software will be essential in all assignments. (Prerequisite: GCC 1210, GCC 1220)

GCC 2120 — Portfolio 1 — New Course Number and Credit Change
3 credits
Students will start preparing for the interviewing process in the graphic communications field. The course will include logo design, business stationery, cover letter and resume design and types of portfolio presentations. The student will continue to research, update and expand their portfolio presentations as they advance into Portfolio 2. (Prerequisites: GCC 1210, 1220, 1260)

GCC 2150 — Web/Interactive Media 2 — Existing Course
3 credits
This course covers advanced preparation, planning and software used for multimedia and web production. Students will utilize the planning procedures from GCC1250 Web Interactive Media 1 to plan web sites and animations for the web. Testing of web sites and Search Engine Optimization will also be covered. Projects will be carried into the fourth semester. (Prerequisite: GCC 1250)

GCC 2160 — Production Work Flow 1 — Credit Change
3 credits (1Lec/2Lab)
This course is designed to introduce the Graphic Communications student to the workplace through tours, live projects, and special topics. Students will tour various local graphic industries that offer different methods of graphic communications. Students will also work on live projects for customers within the college and other non-profit entities. These hands-on projects will incorporate all phases of graphic communications from design to workflow to production and finishing. (Prerequisites: GCC 1220, GCC 1260)

Program Credits — 13 credits
Spring 2013 Implementation
4th Semester

GCC 2210 — Design and Illustration 2 — New Course
4 credits (1Lec/3Lab)
This course is a continuation of GCC 2110 — Design and Illustration 1. Students will work in a hands-on atmosphere with higher-level projects such as variable data printing, packaging layouts, multi-page layouts and large format printing. The advanced use of the Adobe Suite software will be essential in all assignments. (Prerequisite: GCC 2110 with a C- or better)

GCC 2220 — Portfolio 2 — New Course #
3 credits (1Lec/2Lab)
This course covers the continued development of student portfolios. Projects from Portfolio 1 will be reviewed and updated. Students will research different employment possibilities in their area of interest. The student will continue to research, update and finalize their portfolio presentations. (Prerequisite: GCC 2120)

GCC 2250 — Web/Interactive Media 3 — New Course & #
3 credits (1Lec/2Lab)
This course builds on the course work covered in GCC2150. The interactive capabilities of other Adobe applications will also be explored. Students will continue to plan and develop their webfolios and other various promotional web inserts. Webfolios will be prepared to upload to the SCC web site. (Prerequisite: GCC 2150)

GCC 2260 — Production Work Flow 2 — credit change
3 credits (1Lec/2Lab)
This course is a continuation of GCC2160 — Production Work Flow 1. Students will work on live projects for customers within the college and other non-profit entities. These hands-on projects will incorporate all phases of graphic communications from design to workflow to production and finishing. This course explores emerging technologies within Graphic Communications and how these technologies impact our lives. (Prerequisites: GCC 2160 with a C- or better)
GCC 2290 — Internship — New Course Number
1-3 credits (0Lec/0Lab/1-3OTJ)

This course is designed to provide the student with a purposeful occupational experience in the Graphic Communications field. Each internship is an individualized experience. A plan is created for each student in conjunction with the training site to provide experience related to the skills and knowledge acquired in the program. This plan is based on the college’s and the program’s core competencies. One credit of Internship is equal to 48 hours. (Prerequisite: GCC 1210, 1220, 1250, 1260 with a C- or better; OR advisor approval)

Program Credits — 13 credits