



South Central College

GCC 1220 Graphic Software 2

Course Outcome Summary

Course Information

Description	Graphic Software 2 is a continuation of GCC 1120 Graphic Software 1. The course is taught in a hands-on atmosphere learning more advanced features of the page layout, vector and raster softwares. Students should already have the fundamentals of the tools, menus and panels within each of the software packages. More advanced topics, interactive features and animation software will be explored. (Prerequisite: GCC 1120 Graphic Software 1)
Total Credits	4
Total Hours	112

Types of Instruction

Instruction Type	Credits/Hours
Lecture	1/16
Lab	3/96

Pre/Corequisites

GCC 1120 Graphic Software 1

Institutional Core Competencies

Critical and Creative Thinking - Students will be able to demonstrate purposeful thinking with the goal of using a creative process for developing and building upon ideas and/or the goal of using a critical process for the analyzing and evaluating of ideas.

Course Competencies

1. Customize the working environment of the various softwares.

Learning Objectives

- Utilize document creation functions and preference settings.
- Utilize common panel shortcuts.
- Differentiate among menu items, panels and tools.

2. Create advanced page layouts.

Learning Objectives

- Integrate raster graphics within a layout.
- Integrate vector graphics within a layout.
- Integrate a page layout's typographical features.

Integrate a page layout's object features.

3. Create layouts using various text and graphic features.

Learning Objectives

Manipulate various typographical settings.
Manipulate graphical controls to create special effects.
Use advance page features for multi-page documents.

4. Use the various style formatting features within each software.

Learning Objectives

Explore the various style features and formats.
Create and apply the various style controls.
Edit, load and append the various styles.

5. Differentiate among transparency, opacity and screening a color back.

Learning Objectives

Reduce color by using a screen percent of a color.
Access the transparency features via transparency and color palettes, blending modes, etc.
Utilize filters and effects to elements within a layout.
Create transparency situations within a layout.

6. Utilize Object features to enhance graphics.

Learning Objectives

Use tools to manipulate shapes, type, vector and raster objects.
Create and apply special features such as blends, gradients and gradient meshes.

7. Export layouts to various file formats.

Learning Objectives

Create various file formats within each software.
Change settings of format file creation to industry specifications.

8. Interpret the tasks associated with workflow software.

Learning Objectives

Perform the process of file optimization - refining/ripping.
Use the various proofing functions.
Explain the purpose of an imposition.
Use various impositions for layouts.

9. Utilize workflow software for file management.

Learning Objectives

Use various process plans for refining and printing.
Troubleshoot error messages and problem files.
Modify files as necessary.

10. Utilize digital devices to generate images.

Learning Objectives

Manipulate digital cameras to generate digital images.
Demonstrate working knowledge of appropriate settings for output of images (print and web).
Manipulate scanners to generate digital images.

11. Plan the steps for interactive media.

Learning Objectives

Create flow charts/wireframing.
Perform thumbnail sketches and storyboards.
Create digital mockups.

12. Create interactivity within layouts.

Learning Objectives

Identify areas within layout to create user interactivity.
Select fields to involve user with interactivity.

13. Create basic animations.

Learning Objectives

Use the tools, panel and menu items.
Create objects within layout to animate.
Manipulate items within layout to animate.

14. Prepare files for appropriate output.

Learning Objectives

Export files for a variety of file formats and printing features.
Save files for print and for web.
Manipulate preference and dialog windows for appropriate output.
Operate output devices.

15. Demonstrate industry-related work ethics and habits.

Learning Objectives

Maintain clean work area and be responsible for weekly cleaning assignments.
Recycle consumables that can not be discarded in the trash.
Accept responsibility for sustainability efforts in the industry.

16. Demonstrate organizational skills of electronic data.

Learning Objectives

Explain the hierarchical method of folders and files.
Save files and supporting documents as instructed.

SCC Accessibility Statement

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Additional information and forms can be found at: www.southcentral.edu/disability

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