

GRAPHIC ARTS

102201-102202 Graphic Arts/Digital Design 1

Grade(s): 9-12

Credit: .5 per semester

Term(s): 1 & 2

CTE

Explore communication technology careers including pre-press, offset printing, silk screen, finishing work, and quality control. Extensive "hands-on" class using computers, scanners, offset printing presses, silk screens and other equipment found in the graphic arts industry. Students envision, design, and use resources to create, assemble, and deploy a finished project. Software use includes current industry standard, Adobe Creative Suite - InDesign, Illustrator, Photoshop and Flash. Units include paste-up, silk screening, scratch pads, elements of design, typography, small space ads, digital photography and poster design. Troubleshoot equipment including computers and printers. Produce real-world work for high school: posters, flyers, advertisements.

This course fulfills the 1.0 Arts credit requirement.

102301-102302 Graphic Arts/Digital

Design 2

Prerequisite: Graphic Arts/Digital Design 1

Grade(s): 10-12

Credit: .5 per semester

Term(s): 1 & 2

CTE

Course includes in-depth study of communication technology career paths. Units include color theory, 2-sided offset printing, tiling poster, ink mixing, business portfolios, rubber stamps, 2-color silk screening, spot colors, and poster design. Use digital and video cameras. Students create presentations using sound and motion. Troubleshoot equipment including computers, printers, scanners, offset presses. Produce real-world work for high school: staff business cards, school scratch pads, and promotion of school events.

This course fulfills the 1.0 Arts credit requirement.

102401-102402 Graphic Arts/Digital Design 3

Prerequisite: Graphic Arts/Digital Design 2

Grade(s): 11-12

Credit: .5 per semester

Term(s): 1 & 2

REPT, CTE

This upper-level course is a continuation of the skills learned in Graphic Arts 1 and 2. Students will prepare advanced multi-color projects for offset and silkscreen printing. Troubleshoot equipment including network issues, computers, printers, scanners, offset presses. Produce real-world work for high schools and communities.

This course fulfills the 1.0 Arts credit requirement.