

BEFORE ENROLLING IN DEGREE APPLICABLE COURSES, IT IS RECOMMENDED THAT YOU COMPLETE ENGL 001A AND READ 053.

GRAPHIC ARTS (GRART)

DIVISION: Business and Technology
DEPARTMENT: Graphic Arts
DEAN: Mina Jahan
DIVISION CHAIR: Curtis Pembrook
DEPT CHAIR: Mark Garrett
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The Graphic Arts industry is one of the most exciting and challenging industries in the world today, due to technological changes that occur in the industry daily. Mission College offers the only Graphic Arts curriculum in the South Bay Area that includes all aspects of the industry from an introduction to the field to the completion of a printed project. We offer classes in the latest software programs used to design and produce one color to full color work. Our curriculum includes a digital pre-press component using the latest version of industry accepted software.

Mission College's Graphic Arts Technology courses are transferable to 4 -year colleges such as Cal Poly in San Luis Obispo. The program offers students career opportunities in a high energy fields that is driven by creative challenges, fascinating technology and a desire to do quality work.

Career Options:

Entry levels salaries range from \$25,000 to \$35,000 per year.

- Production Artist
- Desktop Publishing
- Pre-press Technician
- Press Operator
- Publication Specialist

Some career options require more than two years of college study.

Graphic Arts - A.S. Degree

The pace and volume of content distribution continues to accelerate. This increasing demand for information and communication promises to keep the graphic arts field expanding with a wealth of job, career, and creative opportunities, both in the print field as well as on the web. Opportunities range from electronic page layout, illustration, visual asset production for the web, print production, image manipulation, and presswork. Continual advances in technology contribute to new and unexplored avenues for the creative arts.

Core Curriculum Courses (Required)	Units
GRART 062Introduction to Adobe Illustrator	3.0
GRART 063Introduction to Adobe InDesign	3.0
GRART 064Introduction to Adobe Photoshop	3.0
GRART 066Advanced Adobe Illustrator	3.0
GRART 067Advanced Adobe InDesign: Portfolio	3.0
GRART 068Advanced Adobe Photoshop	3.0
Plus additional course(s) required from the following to bring your total to a minimum of 24 units:	Units
GDES 035Introduction to Computer Graphic Design	3.0
GDES 045Web Page Design with XHTML	3.0
GDES 060Page Layout and Typography	3.0
GDES 085Professional Portfolio and Design	2.0
GRART 050Exploring Careers in Graphic Arts	3.0
GRART 075Printing Graphic Files on the Press	3.0
CA 046DIntroduction to Microsoft PowerPoint	1.0
Total Program A.S. Degree Requirements:	24.0

Graphic Arts - Certificate of Achievement

The pace and volume of content distribution continues to accelerate. This increasing demand for information and communication promises to keep the graphic arts field expanding with a wealth of job, career, and creative opportunities, both in the print field as well as on the web. Opportunities range from electronic page layout, illustration, visual asset production for the web, print production, image manipulation, and presswork. Continual advances in technology contribute to new and unexplored avenues for the creative arts.

Core Curriculum Courses (Required)	Units
GRART 062Introduction to Adobe Illustrator	3.0
GRART 063Introduction to Adobe InDesign	3.0
GRART 064Introduction to Adobe Photoshop	3.0
GRART 066Advanced Adobe Illustrator	3.0
GRART 067Advanced Adobe InDesign: Portfolio	3.0
GRART 068Advanced Adobe Photoshop	3.0
Plus additional course(s) required from the following to bring your total to a minimum of 21 units:	Units
GDES 035Introduction to Computer Graphic Design	3.0
GDES 045Web Page Design with XHTML	3.0
GDES 060Page Layout and Typography	3.0
GDES 085Professional Portfolio and Design	2.0
GRART 050Exploring Careers in Graphic Arts	3.0
GRART 075Printing Graphic Files on the Press	3.0
CA 046DIntroduction to Microsoft PowerPoint	1.0
Total Program Certificate Requirements:	21.0

GRAPHIC ARTS (GRART)

050 • EXPLORING CAREERS IN GRAPHIC ARTS 3.0 units

Total Lecture 54 hours

Acceptable for credit: California State University

This course is designed to acquaint the students with a wide range of occupations and career possibilities in the graphic arts industry. Information will be presented in a manner to assist students in making career choices in the graphics field. Guest speakers from local graphics businesses will be invited to the class to discuss careers. Students will research a career of their choice within the industry. May be repeated one time. *Pass/No Pass Option.*

062 • INTRODUCTION TO ADOBE ILLUSTRATOR 3.0 units

Total Lecture 36 hours, Total Lab 54 hours

Advisory: Eligibility for ENGL 001A and READ 053

Acceptable for credit: California State University

This is an introductory level course using Adobe Illustrator software to create vector-based illustrations and artwork found in many types of printed materials such as books, brochures, magazines and newspapers. This software is also used in the production of assets for the web. Techniques used by industry professionals are emphasized. *Pass/No Pass Option.*

063 • INTRODUCTION TO ADOBE INDESIGN 3.0 units

Total Lecture 36 hours, Total Lab 54 hours

Advisory: CA 020A and GRART 050

Acceptable for credit: California State University

This is an introductory level course in digital page layout using Adobe InDesign software. Students will lay out and assemble a variety of printed pieces such as booklets, brochures, magazine pages, newspaper pages, newsletters, etc. Emphasis will be on learning techniques used by graphics professionals to create full-color pieces integrating text, photos, and illustrations. Students may work on either Mac OS or Windows platforms. May be repeated one time. *Pass/No Pass Option.*

064 • INTRODUCTION TO ADOBE PHOTOSHOP 3.0 units

Total Lecture 36 hours, Total Lab 54 hours

Advisory: CA 020A and GRART 050

Acceptable for credit: California State University

This is an introductory level course in editing digital photographs using Adobe Photoshop software. Emphasis will be on the techniques used by graphics professionals and digital photographers for editing color, repairing and restoring damaged photos, creating combination images from several photographs, and a variety of effects using the many creative tools and techniques the program offers. Students may work on either Mac OS or Windows platform. May be repeated one time. *Pass/No Pass Option.*

GRAPHIC ARTS • GRAPHIC DESIGN & MULTIMEDIA

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065 • DESKTOP COLOR - SEPARATIONS AND PROOFING 3.0 units

Total Lecture 36 hours, Total Lab 54 hours

Advisory: GRART 064

Prerequisite: GRART 063

Acceptable for credit: California State University

In this course the student will learn how to create color documents using Pantone® colors, separate colors on the computer, and proof them using in-house color proofing methods and materials. Process color photography and its use in industry will be discussed. Students may use a combination of photo re-touching, page-layout, and illustration software. *May be repeated one time. Pass/No Pass Option.*

066 • ADVANCED ADOBE ILLUSTRATOR 3.0 units

Total Lecture 36 hours, Total Lab 54 hours

Advisory: GRART 062 and MATH 903

Acceptable for credit: California State University

This is an advanced level course using Adobe Illustrator software. Designed for the student who wishes to continue with techniques and methods beyond the GRART 062 beginning course, students will produce a variety of sophisticated illustrations. Emphasis will be on technique as well as methodology for creating effects found in a wide array of print publications. Students may work on either Mac OS or Windows platforms. *May be repeated one time. Pass/No Pass Option.*

067 • ADVANCED ADOBE INDESIGN: PORTFOLIO 3.0 units

Total Lecture 36 hours, Total Lab 54 hours

Advisory: GRART 062 and GRART 064

Prerequisite: GRART 063

Acceptable for credit: California State University

This is an advanced level course for graphics students wishing to enhance their page layout skills. Students will produce a variety of printed pieces to be included into a portfolio suitable for presentation during job interviews. Projects will be based on actual pieces produced for clients by industry professionals and will emphasize production techniques used by professionals to enhance skill level. Students may work on either Mac OS or Windows platforms. *May be repeated one time. Pass/No Pass Option.*

068 • ADVANCED ADOBE PHOTOSHOP 3.0 units

Total Lecture 36 hours, Total Lab 54 hours

Prerequisite: GRART 064

Acceptable for credit: California State University

This is an advanced level course using Adobe Photoshop software. This course is designed for those who have completed the GRART 064 course or have sufficient experience to produce advanced level work. The course will include a wide variety of enhancements and manipulation of photographic images such as: advanced color enhancement and color replacement, color matching, advanced photo montage images, advanced photo repair and restoration, working with spot and process color, and creating duotones, tritones and quadtones. Students may work on either Mac OS or Windows platforms. *May be repeated one time. Pass/No Pass Option.*

070 • WEB PRODUCTION & PDF PUBLISHING (Formerly GRART 099C) 3.0 units

Total Lecture 36 hours, Total Lab 54 hours

Prerequisite: GRART 063

Advisory: GDES 045

Acceptable for credit: California State University

This is an advanced level course that focuses on web production, PDF publishing and preflighting files for print publication. Students will learn how to problem solve a variety of issues: using type, using color, selecting the appropriate file format, distilling files, publishing across platforms, preparing files for a variety of electronic and print venues. *May be repeated one time. Pass/No Pass Option.*

075 • PRINTING GRAPHIC FILES ON THE PRESS 3.0 units

Total Lecture 36 hours, Total Lab 54 hours

Advisory: GRART 050

Acceptable for credit: California State University

This is a beginning level course in preparing graphics files and running them on a commercial printing press. Students will perform all steps in prepress to prepare a file for printing on the press including creating film separations, image assembly, off-press proofing, and platemaking. Files created by students are run on printing presses in the graphic arts lab. Students may work on either Mac OS or Windows platforms. *May be repeated one time. Pass/No Pass Option.*

GRAPHIC DESIGN & MULTIMEDIA (GDES)

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This award winning Graphic Design and Multimedia program is designed to provide the training for entry level design positions in corporate design and marketing communication departments or advertising agencies, and design offices specializing in corporate identity work, Web design, multimedia design, packaging or tradeshow exhibit design.

The course work of the Graphic Design and Multimedia department at Mission College combines traditional art and computer generated design techniques with a strong emphasis on creative, visual problem solving skills. The program includes portfolio and professional career preparation courses that deal with specific business issues relevant for designers, illustrators and fine artists alike. The department also offers courses in web page design and animation.

The students of the program have won 65 graphic design awards in design competitions at the state, national and international levels. The faculty of Mission College, with decades of industry experience, is committed to provide the most current design information available from a contemporary international perspective.

Student Learning Outcomes:

The student will develop an understanding of the principles of visual communication, and will apply effective and appropriate creative problem solving skills to both printed and interactive design work using up to date technology and software products. The student will develop a portfolio (electronic or traditional) representing the skills acquired in the program.

Career Options:

Salaries vary widely in this occupation. Experience, talent, education, and the size and location of the firm are all factors influencing the salaries. Surveys indicate that annual salaries range from \$20,000 to well over \$50,000. According to figures published by the California Projections of Employment by the Labor Market Information Division the projected growth (1990-2005) is 41%.

- Jr. Graphic Designer • Web Designer
- Graphic Designer • Illustrator
- Jr. Art Director

Some career options require more than two years of college study.

Digital Illustration - Certificate of Achievement

This interdisciplinary certificate program provides the basic skills for students interested in the field of digital illustration. Graduates of the program might seek employment as book, magazine or newspaper illustrators, create illustrative work for training and promotion in a corporate environment, or create digital illustrations for multimedia projects. Please note that many illustrators work on a contract or freelance basis.

Core Curriculum Courses (Required)	Units
ART 031ABeginning Drawing	3.0
.....or	
ART 031BIntermediate Drawing	3.0
ART 034AIntroduction to Digital Art	3.0
GRART 064Introduction to Adobe Photoshop	3.0
.....or	
GRART 068Advanced Adobe Photoshop	3.0
GRART 062Introduction to Adobe Illustrator	3.0
.....or	
GRART 066Advanced Adobe Illustrator	3.0
GDES 085Professional Portfolio and Design	2.0
Plus additional course(s) required from the following to bring your total to a minimum of 17 units:	
ART 031ABeginning Drawing	3.0
ART 031BIntermediate Drawing	3.0