

PROGRAMS

GRAPHIC ARTS - AS

Associate in Science in Graphic Arts

The pace and volume of content production continues to accelerate. This increasing demand for content promises to keep the graphic arts field expanding with a wealth of career and creative opportunities, both in the print field as well as in digital media.

Opportunities range from electronic page layout, illustration, visual asset production, print production, image manipulation, and presswork, as well as production for the web and interactive media. This program emphasizes training in principles and techniques used in graphic art production for print and digital media, and students completing the program will be fluent in industry-standard software.

This program differs from our [Graphic Design programs](#) in that it emphasizes software training while requiring fewer units of design-focused classes. However, graphic design principles are addressed in the core classes in this program. The classes in the core requirements should be taken in the general order that they are listed.

Program Learning Outcomes

- Students will become proficient in software used in the print production environment and produce a long form project that is suitable for publication.
- Students will learn production techniques required in the production of digital media.
- Students will create original illustrations using Illustrator's creative tools.

This Degree has the Following Requirements:

1. Completion of 60 degree applicable units with an overall GPA of 2.0.
2. Completion of a minimum of 18 semester units in the major with a grade of C (or P) or better.
3. Completion of the AS Graduation Requirements, CSU GE-B or IGETC.

Required Core Courses

Code	Class	Units
GDS 062	Digital Illustration with Adobe Illustrator (2.0 Lecture/1.0 Lab)	3.0
GDS 063	Typography (2.0 Lecture/1.0 Lab)	3.0
GDS 064	Introduction to Adobe Photoshop (2.0 Lecture/1.0 Lab)	3.0
GDS 066	Advanced Adobe Illustrator (2.0 Lecture/1.0 Lab)	3.0
GDS 067	Graphic Design II (2.0 Lecture/1.0 Lab)	3.0
GDS 068	Portfolio Production Studio (2.0 Lecture/1.0 Lab)	3.0
GDS 085	Professional Portfolio and Design Career Preparation (2.0 Lecture/1.0 Lab)	3.0

Plus Additional Courses from the Following (minimum of 23.0 units)

Code	Class	Units
GDS 035	Graphic Design I (2.0 Lecture/1.0 Lab)	3.0
GDS 060	Page Layout (2.0 Lecture / 1.0 Lab)	3.0
GDS 011	The History of Modern Design (3.0 Lecture)	3.0
GDS 055A	Design Agency and Branding (2.0 Lecture/1.0 Lab)	3.0
GDS 045	Web Design and Development 1 (2.0 Lecture/1.0 Lab)	3.0
CAP 046D	Introduction to Microsoft Powerpoint (1.0 Lecture)	1.0
CAP 046E	Intermediate Microsoft Powerpoint (1.0 Lecture)	1.0
GDS 056	Presentation Design (2.0 Lecture/1.0 Lab)	3.0
ART 033A	Basic Design: Two-Dimensional (2.0 Lecture/1.0 Lab)	3.0
ART 033C	Basic Design: Color (2.0 Lecture/1.0 Lab)	3.0
GDS 070	User Experience, Interface, and Multimedia Design (2.0 Lecture/1.0 Lab)	3.0

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Code	Class	Units
GDS 080	Packaging Design (2.0 Lecture/1.0 Lab)	3.0
GDS 015	Photo-Media and Social Change (3.0 Lecture)	3.0

Required Units for the Major

	Units
Required units for the major	23.0
plus completion of general education requirements and electives as needed to reach 60 units.	
Total required units	60.0