

PROGRAMS

GRAPHIC DESIGN - AS

Graphic Design Degree (AS)

- [Graphic Design & Multimedia Department](#)
 - [All Graphic Design & Multimedia Courses](#)
- [Register via Mission Portal](#)

Associate in Science in Graphic Design

The Associate in Science in Graphic Design provides opportunities for the student to develop fluency in contemporary graphic design issues and techniques.

The emphasis of the program is on increasing the students creative problem-solving abilities along with an introduction to design techniques and principles to provide the basic skills necessary to enter many growing, professional fields.

The student also learns software skills used in the production of graphic design deliverables for clients. Opportunities exist in advertising, print publishing, web publishing, mobile and desktop application design, and corporate communication.

This program has more training and units related to graphic design than the graphic arts programs emphasizes. The classes in the core requirements should be taken in the general order that they are listed.

Program Learning Outcomes

- Students will be proficient in creating graphic design deliverables.
- Students will be proficient in current software packages used in graphic design production.
- Students will produce communication materials for clients that are appropriate and effective.

Meet 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.

NOTES

- *Requirements here apply to the current catalog year and are subject to change. Visit DegreeWorks in [My Mission Portal](#) to view requirements based your catalog year.*
- *Not all classes are offered each semester.*

Required Core Courses

Code	Class	Units
GDS 035	Graphic Design I (2.0 Lecture/1.0 Lab)	3.0
GDS 064	Introduction to Adobe Photoshop (2.0 Lecture/1.0 Lab)	3.0
GDS 062	Digital Illustration with Adobe Illustrator (2.0 Lecture/1.0 Lab)	3.0
GDS 061	Page Layout (2.0 Lecture/1.0 Lab)	3.0
GDS 065	Typography (2.0 Lecture/1.0 Lab)	3.0
GDS 045	Web Design and Development 1 (2.0 Lecture/1.0 Lab)	3.0
GDS 055A	Design Agency and Branding (2.0 Lecture/1.0 Lab)	3.0
GDS 070	User Experience, Interface, and Multimedia Design (2.0 Lecture/1.0 Lab)	3.0
GDS 067	Graphic Design II (2.0 Lecture/1.0 Lab)	3.0
GDS 084	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 Choose One (1) Additional Course (3.0 Units)

Code	Class	Units
GDS 067	Graphic Design II (2.0 Lecture/1.0 Lab)	3.0

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Code	Class	Units
GDS 084	Portfolio Production Studio (2.0 Lecture/1.0 Lab)	3.0
GDS 072	Digital Imaging and User Interface Design (2.0 Lecture/1.0 Lab)	3.0
GDS 056	Presentation Design (2.0 Lecture/1.0 Lab)	3.0
GDS 080	Packaging Design (2.0 Lecture/1.0 Lab)	3.0
GDS 076	Emerging Trends in Interaction Design (2.0 Lecture/1.0 Lab)	3.0
GDS 077	Interactive Projects & Explorations in UXD (2.0 Lecture/1.0 Lab)	3.0
GDS 081	Motion Graphics (2.0 Lecture/1.0 Lab)	3.0
GDS 073	Digital Photography (2.0 Lecture/1.0 Lab)	3.0
GDS 074	Digital Video Production 1 (2.0 Lecture/1.0 Lab)	3.0
ART 031A	Drawing (2.0 Lecture/1.0 Lab)	3.0
ART 031B	Intermediate Drawing (2.0 Lecture/1.0 Lab)	3.0
GDS 047	Web Animation (2.0 Lecture/1.0 Lab)	3.0
GDS 046	Web Design and Development 2 (2.0 Lecture/1.0 Lab)	3.0
ART 033A	Basic Design: Two-Dimensional (2.0 Lecture/1.0 Lab)	3.0
ART 033B	Basic Design: Three-Dimensional (2.0 Lecture/1.0 Lab)	3.0
ART 034A	Introduction to Digital Art (2.0 Lecture/1.0 Lab)	3.0
GDS 011	The History of Modern Design (3.0 Lecture)	3.0
GDS 012	History of Photography (3.0 Lecture)	3.0
GDS 015	Photo-Media and Social Change (3.0 Lecture)	3.0
GDS 039A	3D Animation and Modeling (2.0 Lecture/1.0 Lab)	3.0

Required Units for the Major

	Units
Required units for the major	33.0
plus completion of general education requirements and electives as needed to reach 60 units.	
Total required units	60.0