INDUSTRIAL OCCUPATIONS

GRAPHIC COMMUNICATIONS

Desktop Publishing	Graphic Design	Printer / Graphic Arts	Sign Painting	Photography

Desktop Publisher/Web Page Design 29-50-80

Students will learn how to design, build, and publish web pages and documents which will contain text, graphics, hyperlinks, tables, and multimedia using HTML and DHTML. Using the classroom server as a host, students will be able to display their completed Web Pages/sites on the Internet. This course will teach how to use:

• Photoshop to create and enhance graphic and photographic images.
• ImageReady to create animated images and optimize graphics for the Internet.
• DreamWeaverMX to create Web sites using WYSWYG techniques (i.e. create pages visually).
• FlashMX to create dazzling effects using musical tracks, sound effects, gorgeous animations, and innovative interfaces.
• Homesite and Notepad to "hand code" HTML, DHTML, (i.e. create pages textually).

This course will allow the student to gain practical experience in planning, organizing, and layout of web pages including information display, data entry design, and dynamic processing such as E-Commerce.

Target Audience: Anyone who wishes to present information via corporate intranets or the Internet; anyone who wants to create a Web page for themselves or others.

Prerequisites: Student must have knowledge of Windows operating system.

Length of Course: Two semesters

4745	M-Th	5:15 p.m.- 9:30 p.m.	20 wks	Huberman	215	$80

Desktop Publisher/Page-Layout Design 29-50-79

This course explores the exciting and colorful world of graphic and visual arts. Students will use state-of-the-art Macintosh computers and the most popular software, including QuarkXpress, PageMaker, PhotoShop 7.0 and Illustrator. This class also features Adobe's new InDesign 2.0 (their most powerful page layout software). Students learn color theory, digital imaging and scanning on flatbed and high resolution drum scanners. Students learn to scan for and use wide format poster printers.

Length of Course: One semester days/Two semesters Saturdays.

0739	M-Th	5:15 p.m.- 9:30 p.m.	20 wks	Little (FORUM)	47	$65
0740	Sat	8:00 a.m.-12:15 p.m.	20 wks	Little (FORUM)	47	$55

Graphic Designer/Advertising Design (Computer Graphics) 29-19-70

This course prepares trainees to be employed as graphic designers, production artists, and desktop publishers. Learn to render in all media, as required; illustrate and conceive ideas for newspaper or magazine ads, posters, brochures, mailers and catalogs; and prepare camera-ready art for the printing method specified using QuarkXpress, PhotoShop, and Adobe Illustrator. Macintosh computers are used.

Prerequisites: Knowledge of basic art procedures and drawing and painting in watercolors or oils. A portfolio must be presented for instructor's evaluation Wednesdays 1-3 p.m. Enrollment upon instructor's approval.

Length of Course: Two semesters (or upon completion of 1200 hours).

0741	M-F	8:00 a.m.-3:00 p.m	20 wks	Robbins (FORUM)	311	$75
0742	M-Th	6:15 p.m.-9:30 p.m.	20 wks	Nicholson (FORUM)	311	$65

Graphic Designer/Fundamentals 29-20-62

Graphic Design Fundamentals is geared to new students as well as professionals looking for additional training in the graphic design area. It introduces the student to the basic concepts of design, including balance, unity, emphasis, proximity and color. This course discusses typography, including vocabulary, character, function and expression. Projects include ads, business cards, letterhead, logos, corporate idenity, and newletters. Students work primarily in the page layout program, QuarkXpress. They will develop a familiarity with the software's typesetting, image layout, and production capabilities as well as master pages and style sheets. Projects emphasize basic design elements in creating a basic ad, typography, and corporate identity

Length of Course: One semester day and evening/Two semesters Sat.

0741	M-F	8:00 a.m.- 3:00 p.m	20 wks	Robbins (FORUM)	311	$65
0742	M-Th	6:15 p.m.- 9:30 p.m.	20 wks	Nicholson (FORUM)	311	$65
4746	Sat	8:00 a.m.-12:15 p.m.	20 wks	Robbins	311	$55

NOW! Graphic Designer/Animation 29-20-70

This computer graphics class provides training in two-dimensional animation for entry-level employment in the motion picture, and digital media industries. Includes instruction in the use of Alias/Wavefront's Maya animation software, rendering and composing in color, model drawing for characters, texturing, special effects portrayal, and animation.

Prerequisites: Background or strong interest in art and the entertainment industry.

Length of Course: One semester evening/Two semesters Sat.

4747	M-Th	5:15 p.m.- 9:30 p.m.	20 wks	McLaughlin	101	$65
4748	Sat	8:00 a.m.-12:15 p.m.	20 wks	McLaughlin	101	$55

Printer/Graphic Arts Technician (Pre-Employment) 29-49-76

This course now offers training in silkscreen printing, offset press operation, lithographic stripping, platemaking, bindery and finishing. Students will learn by silkscreening T-shirts (as well as other materials), and by lithographic reproduction. This class prepares students for employment in the graphic communications industry.

Length of Course: Two semesters.

0739	M-Th	5:15 p.m..- 9:30 p.m.	20 wks	Little (FORUM)	47	$65

Printer/Bindery Fundamentals 29-50-73

This course provides students with entry-level skills for employment in the offset printing trades. Training includes platemaking, offset presswork, and bindery.

Length of Course: Two semesters.

0740	Sat	8:00 a.m. -12:15 p.m.	20 wks	Little (FORUM)	47	$55

Sign Painter/Pre-Employment 29-20-56

This course prepares trainees for employment. The sign artists' instruction includes: computerized sign making and production, (Sign Lab, Corel), layout, design, color theory, scaling, painting (water and oil based), lettering, materials and entrepreneurial skills. Projects include: banners, trade show signage, murals, walls, stucco, metal, plastic, wood, trucks, windows, canvas and boats. Artists render in all media as required.

Length of Course: 20 weeks.

4749	M-F	8:00 a.m. - 3:00 p.m.	20 wks	Gaskin	27	$70

Photograpy (Still Photographer)/Black and White Techniques 29-46-70
Photograpy (Still Photographer)/Color Techniques 29-46-72

This course provides practical instruction and activities in developing the skills and technical knowledge of a professional photographer. Includes the study of taking, developing and printing of interior and exterior photographs. (Need your own 35mm Camera with focusing lens.)

Length of Course: 20 weeks.

0743	Sat	8:00 a.m. -12:15 p.m	20 wks	Cole	313	$55