

► Fact Sheet

Associate in Science or
Associate in Applied Science

Salaries

Average salaries for entry-level designers in 2000 were \$25,000 - \$35,000 annually.

Experienced graphic designers made an average \$32,000 - \$36,000 annually that same year.

Sources:

U.S. Department of Labor,
Bureau of Labor and Statistics,
American Institute of Graphic Arts
Aquent Survey - 2001

Program Length

64 Credit Hours (approximately
two years for full-time students)

Similar Programs at FCCJ

- Digital Printing
- Multimedia Technologies
- Webmaster/Web Development

Total Tuition and Fees

Total Estimated Tuition
\$3,293.00
Total Estimated Books and
Materials Fees
\$1,000.00

For More Information Contact

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Program Manager
South Campus
904-646-2402
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Graphic Design Technology (2267)

Florida Community College at Jacksonville

This program prepares students for employment in the graphic design and visual communication fields. In addition to providing students with a foundation in the visual principles of design, including typography and computer imaging skills, the program provides career orientation as well. Typical jobs graduates might pursue include graphic designer, illustrator, Web or print design production specialist.

Primary Occupation and Employers

Graphic designers use a variety of print, electronic and film media to create visual art that communicates a client's message. Besides using graphic elements, typography and color, graphic designers also use different weights and textures of paper, folds and printing finishing processes. Graphic design can often be the first step towards more specialized work, such as multimedia or website design. While some graphic designers work as freelancers (working for themselves, taking on different projects from different clients), others may be employed by advertising agencies and design firms, or work in the communications department of a large organization.

Will there be jobs after graduation, and how much will they pay?

Employment of visual artists is expected to grow faster than average throughout 2008, and job opportunities should be especially good for graphic designers in particular. The Internet business community will continue to provide work for those interested in web design, and jobs opportunities will be grow as all businesses emphasize visual communication. There will be strong demand for both freelance and salaried workers.

Besides artistic ability and creativity, graphic designers are usually required to have some formal training. A portfolio (a collection of samples of work) is also an important tool when looking for a job. Work done while attending school or an internship can be used in a portfolio. Graduates in their first jobs should expect to start out doing mundane work, but as they progress they will receive better projects. Experienced workers can advance to assistant art director, art director, design director, or go out on their own as freelancers.

Admission Requirements

To enroll, complete an FCCJ application and pay a one-time application fee of \$15. An official high school transcript or a copy of your high school equivalency diploma is also necessary. Students may be admitted to FCCJ for any term (beginning in January, May, June or August). You must meet with the instructor or program director before enrolling in courses. For more information, call 646-2402.

Apple Macintosh Computer Option

FCCJ does provide an Apple Macintosh computer lab (M-2207, south campus) with all the current software applications and computer peripherals for use in the instructional component of the graphic design program. Many students choose to purchase their own Apple Macintosh computer to work on outside assignments due to convenience and scheduling. If you may be interested in purchasing a computer please contact the graphic design program manager for recommendations.

Course Number, Title and Credit Hours

General Education Requirements 15 Credit hours

Refer to A.S. and A.A.S. degree General Education Requirements in the catalog.

Communication - Category A: (3hrs)
ENC 1101 English Composition I - (1st year - Fall Semester)

Communication - Category B: (3hrs)
SPC 2016 Speech Communication for Business and the Professions

Humanities (3hrs)
ARH 2050 Art History I

Mathematics (3hrs - select one from list)
*MAT 1033 Intermediate Algebra
*MTB 1314 Mathematics for Information Technology
MAC 1105 College Algebra
MAC 1140 Precalculus Algebra
MAC 1114 College Trigonometry
MAC 1147 Precalculus Algebra and Trigonometry
MGF 1106 Mathematics for Liberal Arts I
STA 2023 Elementary Statistics
*May not used to fulfill general education requirement for the A.S. degree.

NOTE: Students entering an A.S. degree must take MAC 1105, MGF 1106 or a higher level mathematics course. Students earning an A.A.S. degree must take MAT 1033 or a higher level mathematics courses.

Social and Behavioral Sciences
(3hrs - select one from list)
DEP 2004 Human Growth and Development
ECO 2013 Principles of Economics I
PSY 1012 General Psychology
SOP 1002 Human Relations
SYG 2000 Introductory Sociology

Required Professional Courses 49 Credit hours

GRA 1110 Introduction to Graphic Design - 3
GRA 1100 Computer Application: Mac OS and Applied Design - 3
ART 1300C Drawing I - 3
GRA 1105 Typography - 3
GRA 1156 Computer Application: Vector Graphics - 3
PGY 2401 Photography - 3
GRA 2201 Computer Application: Raster Graphics - 3
GRA 1121 Computer Application: Print Publishing - 3
GRA 1111 Design Strategies I - 3
GRA 2144 Computer Application: Web Publishing - 4
Professional Elective - 3
GRA 1113 Design Strategies II - 3
GRA 2740 Producing Multimedia - 3
ARH 2051 Art History II - 3
GRA 1114 Design Strategies III - 3
GRA 1943 Internship - 3

Professional Elective (3hrs - select one from list)
GRA 2580 Introduction to Digital Media - 3
GRA 2160 Introduction to 3-D Animation - 3
GRA 2207 Electronic Imaging II - 3

Total Credit Hours - 64

FCCJ Graphic Design Program
A.S. or A.A.S. Degree in Graphic Design Technology (2267)
Total Credit Hours: 64

1st Year - Fall

GRA 1110 Introduction to Graphic Design - 3hrs. Corequisite - GRA 1100
GRA 1100 Computer Application: Mac OS and Applied Design - 3hrs. Corequisite - GRA 1110
ART 1300C Drawing I - 3hrs.
ENC 1101 English Composition I - 3hrs.

1st Year - Spring

GRA 1105 Typography - 3hrs. Prerequisites - GRA 1110 and GRA 1100
GRA 1156 Computer Application: Vector Graphics - 3hrs. Prerequisites - GRA 1100 or CGS 2525
PGY 2401C Photography I - 3hrs
General Education - 3hrs.

1st Year - Summer

GRA 2201 Computer Application: Raster Graphics - 3hrs. Prerequisites - GRA 1100 or CGS 2525
GRA 1121 Computer Application: Print Publishing - 3hrs. Prerequisites - GRA 1105 and GRA 1156, Corequisite 2201
General Education - 3hrs.

2nd Year - Fall

GRA 1111 Design Strategies I - 3hrs. Prerequisite - GRA 1121
GRA 2144 Computer Application: Web Publishing - 4hrs. Prerequisites - GRA 1156 and GRA 2201
Professional Elective - 3hrs.
ARH 2050 Art History I - 3hrs.

2nd Year - Spring

GRA 1113 Design Strategies II - 3hrs. Prerequisite - GRA 1111
GRA 2740 Producing Multimedia - 3hrs. Prerequisites - GRA 1156 and GRA 2201
ARH 2051 Art History II - 3hrs.
General Education - 3hrs.

2nd Year - Summer

GRA 1114 Design Strategies III - 3hrs. Prerequisite - GRA 1113
GRA 1943 Internship - 3hrs.

Professional Elective (3hrs - select one from list)

GRA 2580 Introduction to Digital Media - 3 Prerequisites - CGS 1060 or CGS 1570 or CGS 1100 or working knowledge of computers.
GRA 2160 Introduction to 3-D Animation - 3 Prerequisites - ART 2222C or GRA 2201
GRA 2207 Electronic Imaging II - 3 Prerequisites - GRA 2201

General Education (Refer to A.S. and A.A.S. degree General Education Requirements in the catalog) - 15hrs

Communication - Category A: (3hrs)
ENC 1101 English Composition I - (1st year - Fall Semester)

Communication - Category B: (3hrs)
SPC 2016 Speech Communication for Business and the Professions

Humanities (3hrs)
ARH 2050 Art History I

Mathematics (3hrs - select one from list)

*MAT 1033 Intermediate Algebra
*MTB 1314 Mathematics for Information Technology
MAC 1105 College Algebra
MAC 1140 Precalculus Algebra
MAC 1114 College Trigonometry
MAC 1147 Precalculus Algebra and Trigonometry
MGF 1106 Mathematics for Liberal Arts I
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Social and Behavioral Sciences

(3hrs - select one from list)
DEP 2004 Human Growth and Development
ECO 2013 Principles of Economics I
PSY 1012 General Psychology
SOP 1002 Human Relations
SYG 2000 Introductory Sociology

FCCJ Graphic Design Program
Graphic Design Production (6401)
Total Credit Hours: 24

Technical Certificate

The graphic design technology program prepares students for employment in the graphic design and visual communication profession. This technical certificate will provide the essential skills and knowledge needed to obtain entry-level jobs in the Graphic Design industry.

Required Courses

The following is a list of courses required for this program presented in a recommended sequence of completion

GRA 1110 Introduction to Graphic Design - 3hrs. Corequisite - GRA 1100

GRA 1100 Computer Application: Mac OS and Applied Design - 3hrs. Corequisite - GRA 1110

ART 1300C Drawing I - 3hrs.

PGY 2401C Photography - 3hrs.

GRA 1105 Typography - 3hrs. Prerequisites - GRA 1110 and GRA 1100

GRA 1156 Computer Application: Vector Graphics - 3hrs. Prerequisites - GRA 1100 or CGS 2525

GRA 2201 Computer Application: Raster Graphics - 3hrs. Prerequisites - GRA 1100 or CGS 2525

GRA 1121 Computer Application: Print Publishing - 3hrs. Prerequisites - GRA 1105 and GRA 1156, Corequisite 2201

Required Professional Courses

GRA 1110 Introduction to Graphic Design - 3hrs.

This graphic design studio/lecture course is intended to introduce the student to the essential skills necessary to bring together the conceptual and formal elements of design. Students will explore the image making process through a series of projects that relate to color, abstract image development, and graphic rendering techniques to form visual solutions within the problem-solving process in sign/symbol development. Corequisite - GRA 1100

GRA 1100 Computer Application: Mac OS and Applied Design - 3hrs

This course is an introduction to the Macintosh operating system and the applied use of selected software found on the Macintosh computer. Projects will consist of the introduction of typography as the visual foundation of graphic design. Corequisite - GRA 1110

GRA 1105 Typography - 3hrs

This course will investigate type in terms of its aesthetic possibilities in relationship to the organization of information. The use of typography as a form of visual communication, contemporary type structure and its historical influence will be topics of emphasis. Prerequisites - GRA 1110 and GRA 1100

GRA 1156 Computer Application: Vector Graphics - 3hrs

This course will introduce the student to the vector imaging software found on the Macintosh computer. Emphasis will focus on the development of the basic skills needed to create digital graphic design. Through the use of this software the student will prepare design solutions for various media applications such as print, web, and multimedia. Prerequisites - GRA 1100 or CGS 2525

GRA 2201 Computer Application: Raster Graphics - 3hrs

This course will introduce the student to the raster imaging software found on the Macintosh computer. Emphasis will focus on the development of the basic skills needed to create digital graphic design. Through the use of this software the student will prepare design solutions for various media applications such as print, web, and multimedia. Prerequisites - GRA 1100 or CGS 2525

GRA 1121 Computer Application: Print Publishing - 3hrs

This course will introduce the student to print publishing software found on the Macintosh computer. Through a series of projects, the student will gain knowledge and skills in the basic functions of the print publishing software in order to prepare art and copy for print reproduction. Prerequisites - GRA 1105 and GRA 1156, Corequisite 2201

GRA 2144 Computer Application: Web Publishing - 4hrs

This course will introduce the student to web publishing software found on the Macintosh computer. Emphasis will focus on developing, designing and maintaining web pages. Students will become familiar with the back end coding using HTML and the interface design of navigational information. Prerequisites - GRA 1156 and GRA 2201

GRA 2740 Producing Multimedia - 3hrs

This course covers the following topics: the past, present and future of multimedia, software/hardware requirements, fundamentals of design for screens and applications, multimedia elements and development of authoring tools. A major emphasis of the course is the creation of well-designed and executed multimedia modules. Four contact hours: three lecture hours, one laboratory hour. A.S., A.A.S. Prerequisites - GRA 1156 and GRA 2201

GRA 1111 Design Strategies I - 3hrs

The development of effective communication strategies will be presented through a series of graphic design projects that bring together all previous skills and knowledge learned. Through selected assignments, the student will focus on the relationship of identity, information, and persuasion in the development of graphic design projects. This course will also emphasize the preparation of art and copy for reproduction for various media. Prerequisite - GRA 1121

GRA 1113 Design Strategies II - 3hrs

This course is a continuation of Design Strategies I. Through a series of selected projects the student will focus on the functional and aesthetic aspects of developing effective communication strategies. In addition, portfolio development projects that relate to identity, information, and persuasion will be assigned. Prerequisite - GRA 1111

GRA 1114 Design Strategies III - 3hrs

This concluding course in the series of design strategies will focus on assigned graphic design projects with emphasis on portfolio development. Students will participate in career preparation assignments that include portfolio and resume development, interviewing, and self-promotion. Prerequisite - GRA 1113

GRA 1943 Internship - 3hrs

The first discipline related internship provides students with meaningful work experience in a chosen career field. The course is designed to allow students to learn on the job as part of their educational program of study. (3 Credits, 180 contact hours on the job during the term with additional work/reporting required off the job site.)

Professional Elective (3hrs - select one from list)

GRA 2580 Introduction to Digital Media - 3hrs.

This course is designed for individuals who would like to learn more about graphics for the Web and Internet development. The course will include digital media design, graphic design software, and animation tools. The emphasis is on both design and development of graphical and interactive elements, along with interactivity for web development. Prerequisites - CGS 1060 or CGS 1570 or CGS 1100 or working knowledge of computers.

GRA 2160 Introduction to 3-D Animation - 3hrs.

This course is designed to teach the basic 3-D animation job skills used in creating 3-D animation for multimedia companies. The students will learn introductory knowledge and skills needed for creating digital content, 3-D modeling and rendering techniques. Prerequisites - ART 2222C or GRA 2201

GRA 2207 Electronic Imaging II - 3hrs.

In this course graphic design and graphic art students gain an in-depth understanding of digital pre-press and computer color theory using an image processing application. This should enable students to produce digital grayscale and color images. Software used is Adobe Photoshop. Prerequisites - GRA 2201