

SYLLABUS  
PART I  
EDISON STATE COMMUNITY COLLEGE  
CIS 135S FUNDAMENTALS OF GRAPHIC DESIGN  
3 CREDIT HOURS

**COURSE DESCRIPTION**

Introduction to the fundamentals of graphic design, including the elements of design, good design principles, the stages of design, typography, and imagery. Adjusting images, working with selections, channels, and layers, and restoring black and white photographs will be emphasized using photo editing software. Basic image and illustration creation will be explored using vector graphics editing software. Basic concepts of desktop publishing using desktop publishing software will conclude the course.

Prerequisite: CIS 110S. Lab fee.

**COURSE GOALS**

The student will:

Bloom's Level		Program Outcomes
2	1. Describe the elements of design, good design principles, the stages of design, typography, and imagery.	5
3	2. Use photo editing software to adjust, manipulate, and/or color-correct images.	4, 5, 7
5	3. Design and create computer-generated graphics using vector graphics editing software.	3, 6
3	4. Use desktop publishing software to work with documents using page layout techniques intended for various types of print media.	4, 5, 7
3	5. Use a team-based approach to develop a graphic design project for a client.	3, 6, 7
2	6. Discuss the importance of ethics in the realm of graphic design.	1

**CORE VALUES**

The Core Values are a set of principles that guide Edison State Community College in creating its educational programs and environment. They will be reflected in every aspect of the College. Students' educational experiences will incorporate the Core Values at all levels, so that a student who completes a degree program at Edison State Community College will not only have been introduced to each value, but will have had them reinforced and refined at every opportunity.

**TOPIC OUTLINE**

1. Introduction to Graphic Design
2. Elements of Design
3. Design Principles
4. Design Stages
5. Typography
6. Imagery
7. Importance of Color
8. Photo Editing Software
  - a. Image Adjustments
  - b. Selections and Channels
  - c. Layers
9. Vector Graphics Editing Software

- a. Vector-based Shapes
  - b. Brushes and Symbols in Layers
  - c. Precision with the Pen Tool
10. Photos and Vector Graphics for Webpages
11. Desktop Publishing Software
- a. Fundamentals of Desktop Publishing
  - b. Multipage Documents