

Graphic Design		Course Description
Catalog Year: 2023, Required Hours: 900		
Required Core Courses (450 hours required)		
Core (450 hours required)		Hours
GDTE1000	Introduction to Graphic Design	90.00
This course will explore career paths within the Graphic Design field, examine the basic elements of sketching for graphic design, and identify the current practices used in the print and web communication industry.		
GDTE1100	Adobe Photoshop	90.00
This course will explore terminology and verbiage of design and design principles, tools and symbols related to Adobe Photoshop as well as skills and competencies including but not limited to photo corrections, typographic design, vector drawing, and print production. This course will also address the appropriate design process from the conceptual stage to the final product.		
GDTE1110	Adobe Illustrator	90.00
This course will use Adobe Illustrator design software to explore a variety of vector creation techniques and applications.		
GDTE1120	Adobe InDesign	90.00
This course will focus on the practical use of Adobe Software InDesign and lay a foundation of typography, page layout and document construction at each student's own pace. In addition, the course will address appropriate use of software, and creating digital and print media.		
GDTE1010	Design Principles	90.00
This course focuses on practical principles and guidelines for what qualifies as good design. The course will provide opportunities to create projects from scratch using approved software and how to work through projects like a real-world designer. Additionally, this course will focus on how to time manage projects and explore the use of appropriate communication between designer and client.		
Elective Courses (450 hours required)		
Elective (450 hours required)		Hours
GDTE1150	Adobe Premiere	90.00
This course will explore techniques and tools in Adobe Premiere Pro for editing and manipulating video, including typography, motion, and effects. This course also includes how to export files and sequences.		
GDTE1160	Adobe After Effects	90.00
This course will explore the fundamentals of the video and animation design process including, but not limited to a workflow for efficient editing and differences between 2D and 3D design.		
GDTE1200	Advanced Image Design	90.00
This course will explore a variety of advanced skills in raster graphics editing and digital art using Photoshop software.		
GDTE1210	Branding and Identity Design	90.00
This course will use Adobe or other industry standard design software to explore a variety of Branding and Identity techniques and strategies.		
GDTE1220	Advanced Media Design	90.00
This course will continue providing advanced learning for media design. The course will cover advanced concepts regarding print and digital designs, identify the difference between them, and what techniques can be used to produce quality work in both medias.		
PROG2113	HTML and CSS	120.00
This course introduces the markup language HTML and the stylesheet language CSS to develop highly effective websites. Comprehensive coverage of HTML5, Cascading Style Sheets (CSS), and Web design best practices are covered. In addition, the course presents information on accessibility, ethics, e-commerce, website promotion strategies, and an intro to JavaScript.		
PROG1170	JavaScript Project I	60.00
This course is designed to teach students programming syntax, design, thinking skills, troubleshooting techniques, and tools, while simulating industry by hands on exposure to the full lifecycle of Software Development. Students will have the opportunity to build a project as they learn syntax, concepts, tools, and techniques. This course starts with an introduction to JavaScript and ends with basic libraries and tools.		
PROG1175	JavaScript Project II	60.00
This course is designed to teach students programming syntax, design, thinking skills, troubleshooting techniques, and tools, while simulating industry by hands on exposure to the full lifecycle of Software Development. This course will provide students with an opportunity to build a project as they learn syntax, concepts, tools, and techniques. This course starts with design and ends with a deep dive into methods. This course covers intermediate JavaScript and frameworks.		
GDTE0800	Digital Portfolio I	30.00
This course will focus on the importance of a professional-level portfolio that will be used to display your best work in both digital and print format. This course will also provide access to the Student Success Center where they will help you to develop an effective social media presence. Starting with establishing a following with a world-renowned design community, networking with other industry professionals and participating in virtual critiques.		



Ogden-Weber Technical College

200 N. Washington Blvd, Ogden, UT 84404

801-627-8300

GDTE0900	Digital Portfolio II	60.00
This course provides an opportunity to complete the refining and re-tooling process allowing for the curation of best finished designs created from the beginning of the program. This course covers how to create a resume, cover letter and how to interview for a job. This course covers how to export the completed work to a branded website to promote skills to potential employers on the web.		
GDTE2000	Internship/Externship I	45.00
An internship is on-the-job training, specifically for students who are trying to obtain real world experience. An internship can be paid or unpaid and allow students an inside look into a company's operation.		
GDTE1130	UI/UX Design	90.00
This course will cover topics on how to design user interfaces using Adobe XD and Figma to prototype applications for the web and mobile devices and create both low and high-res wireframes. Additionally, this course will cover topics on graphic components and design elements to emulate interactivity between multiple artboards and import graphics from other applications.		