Minnesota State University Moorhead

GID 230: Introduction to Digital Design

A. COURSE DESCRIPTION

Credits: 4

Lecture Hours/Week: 4

Lab Hours/Week: 0

OJT Hours/Week: *.*

Prerequisites: None

Corequisites: None

MnTC Goals: None

Computers are an important tool to the graphics industry and to the digital designer. They help visualize and create and communicate ideas and concepts. With the help of computers designers can generate infinite amounts of images, graphics, and designs. As important as they are, computers cannot generate the creativity and design that a person can; they just wait to be told what to do. They are a tool, just like pen and paper are tools, to be used by the designer.

But just because someone can use a computer and graphics software does not make them a designer. It takes a skilled person, who is knowledgeable in all of the industry specifications and requirements, to begin and complete a professional graphics project. As technology advances, there needs to be knowledgeable and creative designers to effectively use these new tools. Technology will simply help to make the process more efficient and accurate and give designers more room to be creative.

This course is one of the first steps on the road to becoming a skilled and professional designer. It is based upon the Macintosh computer and the programs used in the graphics industry today for the creation of raster graphics, vector graphics, and layout design. It will provide a basic understanding of the programs as well as the fundamentals for producing graphics according to industry standards.

B. COURSE EFFECTIVE DATES: 01/02/2021 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

1. A study of the programs used in the graphics industry today. It will provide basic competencies and skills with industry's computer applications as well as the fundamentals for producing graphics according to industry standards.

D. LEARNING OUTCOMES (General)

1. Be accomplished in operating a Macintosh computer.
2. Be capable in using basic techniques in Adobe Photoshop, Adobe Illustrator, and Adobe InDesign software (in relation to best practices in the graphics industry).
3. Understand and implement the correct use of color modes and file formats for different types of projects.
4. Have a basic concept of raster graphics best practices (correct use and creation of, pixels and resolution, etc).
5. Have a basic concept of vector graphics best practices (correct use and creation of, anchor points and PostScript language, etc).
6. Have a basic concept of layout and design best practices, such as composition, hierarchy, rules for layout, design concepts, and typographic terms and uses.
7. Understand terminology used in the graphics industry.
8. Have developed an awareness of systems and components used by the graphics industry.
9. Have developed an understanding of how technology has revolutionized the graphics industry.

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted