A. COURSE DESCRIPTION

Credits: 3
Lecture Hours/Week: 3
Lab Hours/Week: *.*
OJT Hours/Week: *.*

Prerequisites:
This course requires the following prerequisite
   COAR 1624 - Computer II/Photoshop (Number of Years Valid: 5)

Corequisites: None

MnTC Goals: None

The student learns techniques to design and builds various packages. The course focuses on the process of solving display design problems within practical boundaries. Prerequisite: COAR1624.

B. COURSE EFFECTIVE DATES: 12/09/1997 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

1. Review the history of POP displays.
2. Draw an accurate 3-D plan drawing.
3. Make a working display model.
4. Work with computer programs to create final.
5. Discuss value and purpose of POP.
6. Identify technologies used to create displays.
7. Photograph display for portfolio.

D. LEARNING OUTCOMES (General)

1. The learner will create a 3-D drawing from a flat plan.
2. The learner will create a 3-D paper model mockup to scale for final POP.
3. The learner will create a full color comp 3-D of POP.

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

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted