

**NVCC COLLEGE-WIDE COURSE CONTENT SUMMARY
ART 140 - INTRODUCTION TO GRAPHIC SKILLS (3 CR.)**

Course Description

Teaches basic studio skills and concepts. Emphasizes concept development and problem solving using traditional art materials and computer techniques. Uses current graphic software applications. Lecture 2 hours. Studio instruction 2 hours. Total 4 hours per week.

General Course Purpose

Introduction to Graphic Skills will provide the student with a basic understanding of, and familiarity with equipment, computer technology, materials, and methods for successfully executing problems in future course work.

Course Prerequisites/Co-requisites

No prerequisites are required for this course

Course Objectives

Upon successful completion of the course, students will be able to:

- Properly and safely use and care of equipment and supplies
- Select the appropriate software and hardware to execute a particular communication design concept
- Describe and select the appropriate color models for screen-based and print media
- Use correct terminology for communication design
- Discuss ideas in a professional manner
- Apply professional presentation techniques

Major Topics to be Included

- Multiple tools and techniques using current design software
- Scanning basics
- Introduction to typography
- Centering and measuring/sizing and scaling
- Color models (CMYK, RGB, and Hexadecimal)
- Presentation techniques such as mounting and matting
- File management as it relates to hardware and software
- Professionalism as applied to critiques and class work