COURSE DESCRIPTION
Explores advanced vector illustration graphic software in the graphic arts industry. Focuses on prepress techniques and print production uses. Includes an understanding of four-color print production requirements and advanced menu’s/tools.

Prerequisite: GRA 112 with a grade of C or better or consent of coordinator.

TOPICAL OUTLINE
I. Understanding of software’s advanced menus and tools
II. Working with vector graphics and their purpose
III. Application tips and tricks
IV. Understanding color uses, palettes and industry needs
V. Applications and graphic troubleshooting
VI. Develop creative imagery through graphics and typography
VII. Understand prepress and print needs in dealing with Illustrator

METHODS OF PRESENTATION
1. Power Point Lecture
2. In-class lab work
3. Problem solving and discussion

STUDENT OUTCOMES  (The student should be able to . . . )
1. demonstrate knowledge of advanced tools in software.
2. create and troubleshoot vector graphics.
3. understand resolution usage.
4. understand postscript and rip functions with vector graphics.
5. utilize color palettes and management techniques.

METHODS OF EVALUATION
1. Lab assignments
2. Tests and quizzes

TEXTBOOKS/INSTRUCTIONAL MATERIALS

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Semester   Fall   Year  2007