COURSE DESCRIPTION
Explores advanced desktop publishing focusing on page assembly in QuarkXpress, transitioning to InDesign. Projects focus on creating documents that follow industry standards and best practice for page layout and print production. Emphasis is placed on projects for print and preflighting techniques.

Prerequisite: GRA 102 with a grade of C or better or consent of coordinator.

TOPICAL OUTLINE
I. Understanding both software's advanced menus and tools
II. Working with importing graphics and their requirements
III. Application tips and tricks
IV. Understanding color uses, palettes and industry needs
V. Applications and graphic troubleshooting
VI. Develop page layout and prepare them for output
VII. Understand prepress and print needs from preflight to final files

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

STUDENT OUTCOMES  (The student should be able to . . .)
1. demonstrate knowledge of advanced page layout tools in software.
2. create, troubleshoot and preflight print production projects.
3. understand images, vector graphics and their usage in page layout.
4. understand postscript and rip functions.
5. utilize industry standard color palettes and management techniques.
6. understand rip, trap, imposition and outputs.

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

TEXTBOOKS/INSTRUCTIONAL MATERIALS
CS3 Collection Revealed: Adobe InDesignCS3, Photoshop and Illustrator CS3; Chris Betello; Edition 1; Publ.: Delmar Learning

PREPARED BY: Patricia Bruner
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