

## GDTC1113 - Design and Layout I

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| Credits:           | 3 (2/1/0)   |
| Description:       | As the first of three layout and design courses in a series, this foundational course introduces students to the basic elements and principles of design. Students will produce a variety of design projects that will familiarize them with the creative process, basic design theories, branding philosophies and production techniques. Most projects will be created using Adobe Creative Suite applications.   |
| Prerequisites:     |   |
| Corequisites:      | • GDTC1120  |
| Pre/Corequisites*: |   |
| Competencies:      | <ol style="list-style-type: none"><li>1. Define the graphic design industry in terms of careers, required skills and current applications.</li><li>2. Explore creative problem solving, brainstorming and thumbnailing techniques.</li><li>3. Identify proper design and production terminology.</li><li>4. Identify the elements and principles of design.</li><li>5. Apply and understand color theory.</li><li>6. Apply and understand typography techniques.</li><li>7. Apply and understand composition techniques.</li><li>8. Evaluate design solutions by defending own work and critiquing others' work.</li><li>9. Develop proficiency in industry software required to create projects.</li></ol> |
| MnTC goal areas:   | None  |

\*Can be taking as a Prerequisite or Corequisite.