

# GDTC1555 - Graphic Design Studio I – Foundations of Visual Communication

Credits:	3 (1/2/0)
Description:	Graphic Design Studio I enhances student understanding of fundamental principles, tools and processes of graphic design. Through hands-on studio projects, students explore visual communication using typography, color theory, layout and composition. Emphasis is placed on developing conceptual thinking alongside technical proficiency in industry-standard software. Students complete a series of design projects across print and digital media while learning to articulate design decisions through critique and reflection.
Prerequisites:	<ul style="list-style-type: none"> <li>• GDTC1110</li> <li>• GDTC1111</li> </ul>
Corequisites:	
Pre/Corequisites*:	
Competencies:	<ol style="list-style-type: none"> <li>1. Produce original design projects that apply core design principles such as balance, hierarchy, contrast, rhythm and unity.</li> <li>2. Create typographically driven layouts demonstrating effective font selection, hierarchy, spacing and grid systems.</li> <li>3. Apply color theory concepts to develop harmonious and intentional color palettes for design solutions.</li> <li>4. Use Adobe Photoshop, Illustrator and InDesign to create polished visual compositions for print and digital.</li> <li>5. Design basic branding elements, including logos and simple visual identity applications.</li> <li>6. Develop print-ready files using proper resolution, color modes and file preparation techniques.</li> <li>7. Participate in critiques by presenting completed work and incorporating feedback into revised designs.</li> </ol>
MnTC goal areas:	None

\*Can be taking as a Prerequisite or Corequisite.