



Graphic Arts 1

Course Outline

1. COMPUTER TECHNOLOGY

- A. InDesign CS 3.0
- B. Photoshop CS 8.0
- C. Illustrator CS 10.0
- D. Apple Works 6.0

2. TYPOGRAPHY

- A. Terminology
- B. Measurement methods
- C. Type families and styles
- D. Type of usage and design

3. LAYOUT AND DESIGN

- A. Principles of Design
- B. Layout and paste-up methods

4. DARKROOM AND NEGATIVE STRIPPING

- A. Xanté system
- B. Computerized negative & platemaking techniques
- C. Negative stripping

5. PLATEMAKING

- A. Xanté plates
- B. Metal plates

6. PRINTING

- A. Fundamentals
- B. Machine parts
- C. Operations
- D. Printing problems/maintenance
- E. Ink and paper
- F. Troubleshooting

7. BINDERY

- A. Paper cutting
- B. Paper folding
- C. Paper drill
- D. Stitching
- E. Collating

8. JOB ESTIMATION

- A. Sample jobs
- B. Basic Math

9. CAREER EXPLORATION

- A. Resumé writing
- B. Job interview techniques
- C. Career path planning

10. HANDS-ON PRINTING

11. PORTFOLIO DEVELOPMENT

Projects will be assigned that will involve all the items listed. All students will become involved in actual design and printing projects and the pricing and billing for those jobs.