

SOUTHEAST COMMUNITY COLLEGE
DIVISION OF ARTS AND SCIENCES
Graphic Design | Media Arts Program
Revision Date: 07-01-25

I. CATALOG DESCRIPTION

Course Number: GDMA1234
Course Title: Design Software 2
Prerequisite(s): GDMA1122, GDMA1126, GDMA1136, GDMA1354
Catalog Description: This course builds on foundational knowledge of Adobe InDesign and Illustrator and introduces Adobe Photoshop. Different printing techniques and technologies are discussed, and illustration styles, textures and brushes are explored. Basic photo editing and color correction are also introduced.

Credit Hours: 3.0
Class Hours: 40
Lab Hours: 15
Total Contact Hours: 55

II. COURSE OBJECTIVES: *Course will:*

- A. Introduce Adobe Photoshop, its interface, and its usage in modern graphic design.
- B. Introduce photo editing and color correction within Adobe Photoshop.
- C. Introduce photo masking techniques and mockup creation in Adobe Photoshop.
- D. Expand upon students' knowledge of Adobe Illustrator by exploring advanced vector creation, additional drawing modes and tools, and color separation for screen printing.
- E. Explore modern printing techniques used within the graphic design industry.
- F. Introduce infographics and discuss design methods for effective infographics.
- G. Explore isometric and 3D vector illustrations within Adobe Illustrator.

III. STUDENT LEARNING OUTCOMES AND GENERAL EDUCATION LEARNING OUTCOMES:

- A. Student Learning Outcomes: *Student will be able to:*
 - 1. Identify relevant shortcuts and demonstrate efficient methods of using necessary tools in Photoshop, Illustrator.
 - 2. Modify photographs through Photoshop using proper color correction and color grading.
 - 3. Create Photoshop mockups using blending modes and vector smart objects.
 - 4. Create color separations within Illustrator.
 - 5. Define differences in modern printing methods (offset, screenprinting, digital).
 - 6. Demonstrate the ability to create vector illustrations using both isometric and 3D techniques.
- B. General Education Learning Outcomes (GELOs)
 - 1. GELO #6: Career and Life Skills
Outcome 4: Use digital technology effectively to access, manage, integrate, evaluate, and present information.

IV. CONTENT/TOPICAL OUTLINE

- A. Review of Adobe Illustrator and InDesign
- B. Introduction to Photoshop
- C. Intermediate to advanced Illustrator
- D. Basic and intermediate photo editing

- E. Infographic creation
- F. Isometric and 3D illustration

V. INSTRUCTIONAL MATERIALS

- A. Required Text(s): none
- B. Other Resources: Handouts: worksheet, tutorial, assignment, and project

VI. METHODS OF PRESENTATION/INSTRUCTION

- A. Methods of presentation typically include a combination of the following:
 - 1. Lecture
 - 2. Demonstrations
 - 3. Peer critiques
 - 4. In-class exercises and activities
 - 5. One-on-one teaching

VII. METHODS OF EVALUATION

- A. Methods of evaluation, although determined by the individual instructor, traditionally includes a combination of the following:
 - 1. Assignments
 - 2. Exercises
 - 3. Tests
 - 4. Critique participation
 - 5. Class conduct

VIII. SPECIFIC COURSE REQUIREMENTS

- A. Student must complete this course with a minimum course grade of “C” (70%).
- B. By enrolling in this course the student agrees to follow all GDMA program policies.