

GRAPHICS TECHNOLOGY, ASSOCIATE IN SCIENCE

Program Code: GDAS

Meta-Major: AHSC

Location(s): Cocoa, Melbourne

Delivery Method(s): On-Campus

Previous Degree Required: HS Diploma

Eligible for Financial Aid: Yes

Additional Limited Access Application Process Required: No

Program Testing Requirements: CPT - Common Placement Test (PERT, ACCUPLACER, SAT, ACT)

Classification of Instructional Programs (CIP) Code: 11.0803

Florida Department of Education CIP Code: 1611080300

The Graphics Technology A.S. degree program has the following associated College Credit Certificates (CCCs):

- [Graphic Design Production CCC](#)
- [Graphic Design Support CCC](#)
- [Interactive Media Productions CCC](#)
- [Interactive Media Support CCC](#)

If you are creative and want to enter the area of graphic design, this is the degree you've been looking for! Learn all the industry standard applications: Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Adobe After Effects, and Corel Painter to pursue employment in print, animation, and web design.

Software versions change quickly and our degree keeps current with up to the minute software versions. Our classes concentrate on core application skills while completing creative and useful projects. Computer graphic application skills combined with your creativity result in printed and digital examples geared toward the construction of an impressive portfolio. Easy access to Eastern Florida State College along with live classes and low student to instructor ratio combine to make an ideal environment for accomplishment. [Visit the program page for more details and how to apply.](#)

Program Requirements

| Code | Title | Credit Hours |
|----------------------------------|---|--------------|
| General Education Courses | | |
| ENC 1101 | Composition 1 | 3 |
| | Humanities Core Requirement | 3 |
| | Mathematics Core Requirement | 3 |
| | Natural Science Core Requirement | 3 |
| | Social/Behavioral Science/Core-Civic Literacy Requirement | 3 |
| Major Courses | | |
| ARTC 1201 | Two-Dimensional Design | 3 |
| ARTC 1300 | Drawing 1 | 3 |
| GRAC 1100 | Principles of Graphic Design | 3 |
| GRAC 1160 | 2D Animation | 3 |
| GRAC 1710 | Videography | 3 |
| GRAC 2120 | Page Design and Layout | 3 |
| GRAC 2150 | Raster Graphics | 3 |
| GRAC 2156 | Vector Graphics | 3 |

| | | |
|---|-------------------------|-----------|
| GRAC 2157 | Integrated Design | 3 |
| GRAC 2162 | 3D Animation | 3 |
| GRAC 2180 | Portfolio Development | 1 |
| GRAC 2201 | Digital Prepress | 3 |
| GRAC 2582 | eMedia | 3 |
| GRAC 2721 | Web Site Design | 3 |
| Technical Electives | | |
| Select nine credits from the following: | | 9 |
| ARTC 1330 | Drawing 2 | |
| GRAC 1143 | Creative Computer Media | |
| GRAC 1203 | Digital Type and Color | |
| GRAC 2168 | 3D Modeling | |
| MAT 1033 | Intermediate Algebra | |
| Total Credit Hours | | 64 |

Learning Outcomes: Graphics Technology A.S.

1. Demonstrate drawing techniques using the vector pen tool
 - *Supports Core Ability: Process Information*
2. Apply color theories
 - *Supports Core Ability: Think Critically and Solve Problems*
3. Solve communication problems encountered in all phases of the graphic design process through the application of design theories and principles
 - *Supports Core Ability: Think Critically and Solve Problems*
4. Integrate images, illustrations and type into motion graphics
 - *Supports Core Ability: Communicate Effectively*
5. Integrate illustrations, imagery and typographic skills to develop and communicate design solutions
 - *Supports Core Ability: Process Information*
6. Combine the two graphic file types of raster and vector to create graphic illustrations
 - *Supports Core Ability: Process Information*
7. Prepare graphic art, scans and compiled pages for optimal output, reproduction and publishing
 - *Supports Core Ability: Process Information*
8. Demonstrate professional project management skills in the graphic design field
 - *Supports Core Ability: Work Cooperatively*