Graphic Design (GDSN)

GDSN 220. Illustration I. 3 Credits.
Studio exercise in observational and imaginative drawing and painting. A variety of media and expressive, narrative, and descriptive techniques are explored in the creation of artwork for commercial reproduction.

GDSN 231. Graphic Design Applications. 3 Credits.
This course is an introduction to the skills and methods currently used by the graphic design industry. Students should expect to learn the processes and techniques of photo editing, logo design, and layout design. Students will also gain understanding of the creative process, composition, typography, color and design vocabulary. Students will utilize the main software programs used in the design industry. Students will learn to apply the principles of design and understand its connection to communication. Students will participate in critique, the objective analysis of artwork. This course is a prerequisite to GDSN 320, GDSN 350 and GDSN 450.

GDSN 240. Electronic Design I. 3 Credits.
This course covers the methods, strategies and software applications utilized for design of digital media. Topics covered include design and marketing for social media, design and implementation of email marketing strategies, motion design, and video editing for promotional purposes. This course will also cover the most current software used in the digital design world. Student will participate in critique, the objective analysis of artowrk. This course is a prerequisite to GDSN 450.

GDSN 250. Graphic Design I. 3 Credits.
Lecture/Studio course incorporating visual design concepts and techniques in problem-solving of commercial graphic arts assignments. Emphasis on individual creativity in realistic problem-solving situations.

GDSN 292. Independent Study. 3 Credits.
Provides an opportunity for students to engage in directed research and study on an individual basis rather than in a formal class environment.

GDSN 305. Digital Image Manipulation. 3 Credits.
This course is designed to cover digital image manipulation using the industry standard software (Adobe Photoshop). This course emphasizes the processes and techniques of compositing, retouching, masking and quality selection making to improve image quality on an aesthetic and technical level. Formal 2D design principles, typography and color will be considered. File naming, organization, and file types will be discussed. Participation in classroom critiques is required.

GDSN 320. Illustration II. 3 Credits.
This course covers illustration based in current software with the goal of developing individual methods and style. Students will demonstrate proficiency with digital illustration software, techniques, and vocabulary. Students will participate in critique, the objective analysis of artwork. Prerequisite: GDSN 231.
Course Fees: $10.75

GDSN 340. Web Design & Development. 3 Credits.
This course covers website creation using the most current software and technologies in the industry. Topics include effective marketing and design strategies for animated and static web advertisements and creation of websites that meet current standards for web development. Students will acquire awareness of design principles in relation to website development. Students will participate in critique, the objective analysis of artwork. This course is a prerequisite to GDSN 450.

GDSN 350. Graphic Design II. 3 Credits.
This course covers skills, techniques, software, and principles utilized by the graphic design industry. Students will design and print advanced layouts that replicate realistic commercial graphical art projects. This course will enable students to develop an advanced understanding of the more technical aspects of design and layout. Students will apply the principles of design to their work and develop a deeper understanding of how design impacts communication. Students will participate in critique, the objective analysis of artwork. Prerequisites: GDSN 231.
Course Fees: $15.75

GDSN 392. Independent Study. 3 Credits.
Provides an opportunity for students to engage in directed research and study on an individual basis rather than in a formal class environment.

GDSN 450. Portfolio Capstone. 3 Credits.
This is the capstone course for the Graphic Design Degree at MSU-Northern. This course will emphasize visual design concepts, techniques, and principles as applied to realistic commercial graphical art projects. The creation of an individual professional portfolio is the main objective of this course. This portfolio will demonstrate the student's design ability, creativity, conceptual understanding, and communication expertise. This portfolio will serve as an aid in the establishment of a career in graphic design industry. Prerequisites: GDSN 231, GDSN 240, GDSN 250, GDSN 320, GDSN 340, GDSN 350.
Course Fees: $26.50

GDSN 491. Special Topic. 3 Credits.
Courses not required in any curriculum for which there is a particular one-time need, or given on a trial basis to determine acceptability and demand before requesting a regular course number.

GDSN 492. Independent Study. 3 Credits.
Provides an opportunity for students to engage in directed research and study on an individual basis rather than in a formal class environment.

GDSN 498. Cooperative Education. 1-12 Credits.
A planned and supervised work-learning experience in industry, business, government, or community service agencies related to the University program of study. Prerequisites: two semesters of attendance at Montana State University-Northern, approval of advisor, Dean of the College of Technical Sciences, and cooperative education coordinator. Pass/Fail Only.