Harper College					DePaul University				
Subj	**Num**	**Course Title**	**Units**	**Term**	**Subj**	**Num**	**Course Title**	**Course Description**	**GE Ctgry**
GRA	101	Introduction to Graphic Arts T	3	SEM	ART	101	DIGITAL TOOLS/VISUAL THINKING	As digital media become a requisite aspect of the artist and designer's professional preparation, this foundation level course focuses on building basic skills in the most common digital imaging tools. The course will cover two applications, one pixel-based imaging (Photoshop), and one vector-based imaging (Illustrator). It is designed to give students an introduction to how these applications can be used as ideational tools for exploring visual problems, possibilities and solutions, how they can be used to create digital images for output and how they can be integrated with traditional analog media and tools.	
GRA	103	Digital Imaging	3	SEM	DC	TR200	200 LVL Dig Cinema Trans Crse		
GRA	105	Color Management	3	SEM	IM	315	THEORY AND PERCEPTION OF COLOR	(Formerly HCI 315) A problem-based course introducing additive and subtractive colors systems and their technology. It explores the perceptual phenomena of color relationships and their applications in digital environments. PREREQUISITE(S): IM 210 and (GPH 211 or GD 105)	
GRA	111	Press Operation	3	SEM	ART	TR100	100-LEVEL ART TRANSFER COURSE		
GRA	112	Digital Illustration II	3	SEM	ART	TR100	100-LEVEL ART TRANSFER COURSE		
GRA	113	Advanced Digital Imaging	3	SEM	ART	TR100	100-LEVEL ART TRANSFER COURSE		
GRA	120	Graphic Design I	3	SEM	GPH	TR200	200-LEVEL TRANSFER COURSE		
GRA	120	Graphic Design I	3	SEM	ANI	105	INTRO TO VISUAL DESIGN	This course introduces the basic concepts of design for time-based digital media. Students study the principles of composition and color theory, and how these are affected by movement, duration and display. Vector and bitmap manipulation tools are explored in relation to game design, video and Internet production. PREREQUISITE(S): NONE	
GRA	130	Introduction to Photography	2	SEM	ART	225	BEGINNING PHOTOGRAPHY	Introduction to the theoretical and technical foundations of photography with exploration of the medium's aesthetic, documentary and narrative purposes. Replaces 206 as a core course for the Media Arts. Materials Fee.	

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GRA	131	Digital Photography	3	SEM	DC	225	DIGITAL STILL PHOTOGRAPHY	This course is an introduction to the history and aesthetics of still photography and to the concept of photography as a descriptive and interpretive artistic medium. Students will learn the fundamental concepts necessary to shoot, edit, manipulate, and print digital still photographs. Students will learn to scan, capture, correct and enhance digital images and prepare files for output on black and white and color printing devices. Introduces students to theories, terminology, and applications of digital imaging technologies. Students will acquire the knowledge needed to analyze and critique existing work. In addition, students will involve themselves in hands-on exercises with digital still photography, manipulation and printing. Demonstrations will facilitate learning software techniques and systems of working. Use of Adobe Photoshop will be extensively covered in this course.	
GRA	131	Digital Photography	3	SEM	GPH	TR200	200-LEVEL TRANSFER COURSE		
GRA	202	Advanced Color management	3	SEM	GPH	TR200	200-LEVEL TRANSFER COURSE		
GRA	214	Digital Illustration II	3	SEM	ART	TR200	200-LEVEL ART TRANSFER COURSE		
GRA	220	Graphic Design II	3	SEM	ART	TR200	200-LEVEL ART TRANSFER COURSE		
GRA	221	Graphic Portfolio Design	2	SEM	ART	TR200	200-LEVEL ART TRANSFER COURSE		
GRA	229	Advanced Quark and InDesign	3	SEM	ART	TR200	200-LEVEL ART TRANSFER COURSE		
GRA	230	Prepress Production	3	SEM	ART	TR200	200-LEVEL ART TRANSFER COURSE		
GRA	232	Digital Photography II	3	SEM	ART	TR200	200-LEVEL ART TRANSFER COURSE		

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