



DePaul University Transfer Course List with William Rainey Harper College

William Rainey 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	ELECTRONIC TOOLBOX	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 three applications, one pixel-based imaging (Photoshop), one vector-based imaging (Illustrator) and one 3D modeling and rendering (Strata 3D) program. 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	200	Media Literacies	This course is designed to help students develop an informed, critical and practical understanding of new communication media, including ways to read, write and produce in a digital environment. We will explore implications of these technologies and their uses in schools, communities, and workplaces. The course also focuses on practices involving current and future technologies that hold promise for the creation and distribution of all media. Prerequisites: None	
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.	
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.	



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GRA	131	Digital Photography	3	SEM	DC	225	Digital Still Photography	<p>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.</p> <p>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.</p>	
GRA	202	Advanced Color management	3	SEM	ART	TR100	100-LEVEL ART TRANSFER COURSE		
GRA	214	Digital Illustration II	3	SEM	ART	227	DIGITAL IMAGING	Introduction to the Illustrator and Photoshop computer programs as they apply to graphic design through lecture, in-class instruction and assignments, including visits to service bureaus. Prerequisite(s): ART 101 AND 105	Arts and Literature
GRA	220	Graphic Design II	3	SEM	ART	358	ART & DESIGN II:WORD AND IMAGE	<p>This course explores design problems in visual communication through word (text) and image (digital, photographic, collage, video) primarily based on the student's own research and writing. Historical word/image art models including dada, surrealism, futurism and contemporary communication and design art are studied as models for the generation of projects. This intermediate level course requires previous mastery of basic design concepts and typography as well as both, hands-on and basic computer graphics skills. PREREQUISITE(S): ART 101, ART 105 , ART 227 , ART 260 and ART 264. Materials Fee.</p>	



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Subj	Num	Course Title	Units	Term	Subj	Num	Course Title	Course Description	GE Ctgry
GRA	221	Graphic Portfolio Design	2	SEM	ART	334	SENIOR DESIGN PORTFOLIO	In this course senior students review previous course projects and prepare a final portfolio as well as their own design identity and a resume in preparation for job interviews and/or graduate school. Visiting design professionals will present their work to the class and share their experiences in the field. Students will also learn presentational techniques and methods for career development. (PREREQUISITE(S): ART 228, 260, 261 AND 264)	
GRA	229	Advanced Quark and InDesign	3	SEM	ART	228	COMPUTER APPL DESIGN II	Introduction to the Quark computer program as it applies to graphic design through lecture, in-class instruction and assignments, including visits to service bureaus. PREREQUISITE(S): ART 101, 105 and 227. Materials fee.	