

GRAPHICS & INTERACTIVE DESIGN (GID)

Foothill offers art activity courses in six different family categories. No single course may be repeated. Enrollment is limited to six courses per family within the Foothill-De Anza Community College District. Please refer to the De Anza College Catalog for the corresponding families and courses.

Printmaking Family: GID 46

GID 1 • HISTORY OF GRAPHIC DESIGN

Units: 4
Hours: 4 lecture per week (48 total per quarter)
Advisory: Not open to students with credit in ART 36 or GRDS 36.

Degree and Credit Degree-Applicable Credit Course

Status:

Foothill GE: Area I: Humanities

Transferable: CSU/UC

Grade Type: Letter Grade (Request for Pass/No Pass)

Repeatability: Not Repeatable

A study of the development of visual communication in art, graphic design, illustration and popular culture. Emphasis on the role, impact and interpretation of images, symbols, and typography used in informative and persuasive media.

GID 1A • DESIGN THINKING

Units: 4
Hours: 3 lecture, 3 laboratory per week (72 total per quarter)

Degree and Credit Degree-Applicable Credit Course

Status:

Foothill GE: Non-GE

Transferable: CSU/UC

Grade Type: Letter Grade (Request for Pass/No Pass)

Repeatability: Not Repeatable

Introduction to design thinking as a process for creative problem solving. Design thinking includes empathy, ideation, and experimentation: empathy is essential to understanding the needs of those being designed for; ideation enables designers to generate a lot of ideas through brainstorming; experimentation tests those ideas with prototyping.

GID 31 • GRAPHIC DESIGN DRAWING

Units: 4
Hours: 3 lecture, 3 laboratory per week (72 total per quarter)
Advisory: Not open to students with credit in GID 70 or GRDS 60.

Degree and Credit Degree-Applicable Credit Course

Status:

Foothill GE: Non-GE

Transferable: CSU/UC

Grade Type: Letter Grade (Request for Pass/No Pass)

Repeatability: Not Repeatable

Formerly: GID 70

Developing drawing skills for communicating ideas. Learning to simplify complex realistic images to express design concepts rapidly and effectively.

GID 33 • GRAPHIC DESIGN STUDIO I

Units: 4
Hours: 3 lecture, 3 laboratory per week (72 total per quarter)
Advisory: Not open to students with credit in GID 50 or GRDS 53.

Degree and Credit Degree-Applicable Credit Course

Status:

Foothill GE: Non-GE

Transferable: CSU/UC

Grade Type: Letter Grade (Request for Pass/No Pass)

Repeatability: Not Repeatable

Introduction to graphic design and visual communication. Projects include composition, typography, image editing and logo design. Design principles are explored through creative projects. Students practice fundamental software skills using Adobe Photoshop, Illustrator, and InDesign to complete the graphic design activities in this course.

GID 34 • GRAPHIC DESIGN STUDIO II

Units: 4
Hours: 3 lecture, 3 laboratory per week (72 total per quarter)
Advisory: Not open to students with credit in GID 51.

Degree and Credit Degree-Applicable Credit Course

Status:

Foothill GE: Non-GE

Transferable: CSU/UC

Grade Type: Letter Grade (Request for Pass/No Pass)

Repeatability: Not Repeatable

Continuation of GID 33. Students engage in problem solving with real-world graphic design projects. Focus on creative solutions that effectively use type, image, and layout. Projects include brochure, advertisement, interface, and package design. Creative ideas are explored in sketches, rough layouts, and finished comps. Students learn software skills using Adobe InDesign, Illustrator, and Photoshop to complete the graphic design activities in this course.

GID 35 • GRAPHIC DESIGN STUDIO III

Units:	4
Hours:	3 lecture, 3 laboratory per week (72 total per quarter)
Advisory:	Not open to students with credit in GID 52.
Degree and Credit	Degree-Applicable Credit Course
Status:	
Foothill GE:	Non-GE
Transferable:	CSU/UC
Grade Type:	Letter Grade (Request for Pass/No Pass)
Repeatability:	Not Repeatable

Continuation of GID 34. Students design and produce a real-world graphic design campaign. Focus on creative solutions that effectively use type, image, and layout. Projects include branding, identity, newsletter, website, and package design. Creative ideas are explored in sketches, rough layouts, comps, and final presentations. Students learn Adobe CC software and industry standard software to complete the graphic design activities in this course.

GID 36 • TYPOGRAPHY

Units:	4
Hours:	3 lecture, 3 laboratory per week (72 total per quarter)
Advisory:	GID 33 and 41, or proficiency using Illustrator software; not open to students with credit in GID 54 or GRDS 62.
Degree and Credit	Degree-Applicable Credit Course
Status:	
Foothill GE:	Non-GE
Transferable:	CSU/UC
Grade Type:	Letter Grade (Request for Pass/No Pass)
Repeatability:	Not Repeatable

Exploration and experimentation with letter forms and page layout for expressive communication. Fundamental typographic principles, font recognition, and analysis of both historical and post modern design theory. Emphasis on content, form, and technique for effective use of typography in ads, posters, newsletters and other visual communications.

GID 37 • CARTOON & COMIC ILLUSTRATION I

Units:	4
Hours:	3 lecture, 3 laboratory per week (72 total per quarter)
Advisory:	Not open to students with credit in GID 72 or GRDS 73A.
Degree and Credit	Degree-Applicable Credit Course
Status:	
Foothill GE:	Non-GE
Transferable:	CSU/UC
Grade Type:	Letter Grade (Request for Pass/No Pass)
Repeatability:	Not Repeatable

Fundamentals of drawing cartoons for mass communication with a variety of styles and techniques. Emphasis on skills, concepts, humor, and design. Exploration of career opportunities.

GID 41 • DIGITAL ART & GRAPHICS

Units:	4
Hours:	3 lecture, 3 laboratory per week (72 total per quarter)
Advisory:	Familiarity with computer operating systems; ART 4A or GID 31; ART 5A; not open to students with credit in ART 14D, GID 74, or GRDS 56.
Degree and Credit	Degree-Applicable Credit Course
Status:	
Foothill GE:	Non-GE
Transferable:	CSU/UC
Grade Type:	Letter Grade (Request for Pass/No Pass)
Repeatability:	Not Repeatable

Introduction to using computers and software for painting, drawing, image processing, photo composites, typography and time-based works. Emphasis on image making and creative problem solving.

GID 43 • ILLUSTRATION & DIGITAL IMAGING

Units:	4
Hours:	3 lecture, 3 laboratory per week (72 total per quarter)
Advisory:	ART 4A or GID 31; GID 41 or familiarity with painting and drawing software; not open to students with credit in GID 76 or GRDS 90.
Degree and Credit	Degree-Applicable Credit Course
Status:	
Foothill GE:	Non-GE
Transferable:	CSU/UC
Grade Type:	Letter Grade (Request for Pass/No Pass)
Repeatability:	Not Repeatable

Creation of images to communicate ideas. Traditional and digital media. Emphasis on concept development and communication effectiveness. Development of personal visual vocabulary while learning art making techniques and media, reproduction processes and illustration business practice.

GID 44A • FUNDAMENTALS OF 3-D ANIMATION

Units:	4
Hours:	3 lecture, 3 laboratory per week (72 total per quarter)
Degree and Credit	Degree-Applicable Credit Course
Status:	
Foothill GE:	Non-GE
Transferable:	CSU/UC
Grade Type:	Letter Grade (Request for Pass/No Pass)
Repeatability:	Not Repeatable

Introduction on how to create believable movement by applying the traditional principles of animation to the 3-D digital environment, and using the computer as a tool to animate characters, creatures, and simple props related to live-action and animation film. A wide variety of current industry standard software, and traditional principles of animation will be used to animate simple 3-D animation art assets and characters. Topics include an overview of the traditional principles of animation, and how to apply them to basic 3-D digital animation. Emphasis on body mechanics, with attention on the building blocks of an animated scene, and the workflow from planning phase to final animation for live-action and animation film, will also be explored.

GID 45 • DIGITAL SOUND, VIDEO & ANIMATION

Units:	4
Hours:	3 lecture, 3 laboratory per week (72 total per quarter)
Advisory:	Not open to students with credit in ART 88, DRAM 86, GID 80, GRDS 86, MUS 12 or VART 86.
Degree and Credit	Degree-Applicable Credit Course
Status:	
Foothill GE:	Non-GE
Transferable:	CSU/UC
Grade Type:	Letter Grade (Request for Pass/No Pass)
Repeatability:	Not Repeatable

Basic instruction using the computer for emerging media technologies; digital sound, video editing, and animation. Emphasis on time based media and creative problem solving.

GID 46 • SCREENPRINTING

Units:	4
Hours:	3 lecture, 3 laboratory per week (72 total per quarter)
Advisory:	This course is included in the Printmaking family of activity courses; not open to students with credit in ART 39.
Degree and Credit	Degree-Applicable Credit Course
Status:	
Foothill GE:	Non-GE
Transferable:	CSU/UC
Grade Type:	Letter Grade (Request for Pass/No Pass)
Repeatability:	Not Repeatable

Introduction to screen printing processes, exploring the techniques of hand-cut stencils, direct-drawn stencils and photographic processes. Theory and practice making images for limited-edition and one-of-a-kind fine art prints.

GID 47 • MOTION GRAPHICS

Units:	4
Hours:	3 lecture, 3 laboratory per week (72 total per quarter)
Advisory:	Not open to students with credit in GID 84, GRDS 87, MDIA 32 or VART 87.
Degree and Credit	Degree-Applicable Credit Course
Status:	
Foothill GE:	Non-GE
Transferable:	CSU/UC
Grade Type:	Letter Grade (Request for Pass/No Pass)
Repeatability:	Not Repeatable

Basic instruction using the computer for motion graphic design, animation, and composite digital video production. Emphasis on time based media and its application to creative problem solving and communication solutions.

GID 49 • GAME ART & DESIGN

Units:	4
Hours:	3 lecture, 3 laboratory per week (72 total per quarter)
Degree and Credit	Degree-Applicable Credit Course
Status:	
Foothill GE:	Non-GE
Transferable:	CSU/UC
Grade Type:	Letter Grade (Request for Pass/No Pass)
Repeatability:	Not Repeatable

This course introduces the creative and technical aspects of computer and video game art and design. Students will learn conceptual and practical skills for bringing a comprehensive artistic vision to the creation of computer and video games, including concept art, character design, interface design, storytelling, and gameplay. Projects will emphasize creative design processes and digital prototyping of art for 2-D and 3-D computer and video games.

GID 53A • BEGINNING T-SHIRT DESIGN & GARMENT PRINTING

Units:	4
Hours:	3 lecture, 3 laboratory per week (72 total per quarter)
Advisory:	Not open to students with credit in GID 53.
Degree and Credit	Degree-Applicable Credit Course
Status:	
Foothill GE:	Non-GE
Transferable:	CSU
Grade Type:	Letter Grade (Request for Pass/No Pass)
Repeatability:	Not Repeatable

Basic instruction in design and printing for wearable art. Students learn techniques for image creation and preparation of artwork for screenprinting on t-shirts. Development of personal visual style while learning workflow of a professional printing studio.

GID 53B • INTERMEDIATE T-SHIRT DESIGN & GARMENT PRINTING

Units:	4
Hours:	3 lecture, 3 laboratory per week (72 total per quarter)
Degree and Credit	Degree-Applicable Credit Course
Status:	
Foothill GE:	Non-GE
Transferable:	CSU
Grade Type:	Letter Grade (Request for Pass/No Pass)
Repeatability:	Not Repeatable

Continuation of GID 53A. Intermediate instruction in design and printing for wearable art. Students learn digital skills for image creation and preparation of multi-color artwork for screenprinting on t-shirts, fabrics and wearable substrates. Focused development of personal visual style with emphasis on portfolio quality work. Basic business procedures of the garment printing industry are put into practice.

GID 53C • ADVANCED T-SHIRT DESIGN & GARMENT PRINTING

Units:	4
Hours:	3 lecture, 3 laboratory per week (72 total per quarter)
Degree and Credit	Degree-Applicable Credit Course
Status:	
Foothill GE:	Non-GE
Transferable:	CSU
Grade Type:	Letter Grade (Request for Pass/No Pass)
Repeatability:	Not Repeatable

Continuation of GID 53B. Advanced instruction in design, printing, management and business operations of a full-service garment printing business.

GID 55 • USER EXPERIENCE (UI/UX) DESIGN

Units:	4
Hours:	3 lecture, 3 laboratory per week (72 total per quarter)
Degree and Credit	Degree-Applicable Credit Course
Status:	
Foothill GE:	Non-GE
Transferable:	CSU
Grade Type:	Letter Grade (Request for Pass/No Pass)
Repeatability:	Not Repeatable

Design and develop successful user experiences (UI/UX) for mobile devices. Identify users and analyze their needs and behaviors. Organize content, create pathways, design media, and produce reusable elements. Appreciate the significance of branding. Conduct usability testing and collect data. Design iterations based on data findings. Explore issues in mobile design for multiple devices. Develop proficiency with professional software for mobile development.

GID 56 • WEBSITE DESIGN

Units:	4
Hours:	3 lecture, 3 laboratory per week (72 total per quarter)
Advisory:	not open to students with credit in GRDS 94.
Degree and Credit	Degree-Applicable Credit Course
Status:	
Foothill GE:	Non-GE
Transferable:	CSU
Grade Type:	Letter Grade (Request for Pass/No Pass)
Repeatability:	Not Repeatable

Basic instruction using the computer for website and interface design. Emphasis on interactive media and creative problem solving.

GID 57 • WEBSITE DESIGN & DEVELOPMENT II

Units:	4
Hours:	3 lecture, 3 laboratory per week (72 total per quarter)
Advisory:	GID 56.
Degree and Credit	Degree-Applicable Credit Course
Status:	
Foothill GE:	Non-GE
Transferable:	CSU
Grade Type:	Letter Grade (Request for Pass/No Pass)
Repeatability:	Not Repeatable

Introduction to HTML/XHTML for coding fully functional Web pages and websites. Emphasis on writing well-formed markup using current Web standards and coding technologies, design concepts, usability, accessibility, and browser compatibility. Brief introduction to JavaScript, HTML5, and XML.

GID 58 • WEB DESIGN & DEVELOPMENT III

Units:	4
Hours:	3 lecture, 3 laboratory per week (72 total per quarter)
Advisory:	GID 56 and 57.
Degree and Credit	Degree-Applicable Credit Course
Status:	
Foothill GE:	Non-GE
Transferable:	CSU
Grade Type:	Letter Grade (Request for Pass/No Pass)
Repeatability:	Not Repeatable

Website design and production using an HTML editor software, with an emphasis on application of current HTML/CSS coding technologies, design concepts, usability and accessibility, organizing page content, producing dynamic pages, incorporating rich media, and reusable elements. Large scale website development with emphasis on site management, and web page delivery to multiple platforms. Develop proficiency with web production software Adobe Dreamweaver.

GID 60 • CAREERS IN THE VISUAL ARTS

Units: 2
Hours: 2 lecture per week (24 total per quarter)
Advisory: Not open to students with credit in GRDS 50 or VART 50.

Degree and Credit Degree-Applicable Credit Course

Status:
Foothill GE: Non-GE
Transferable: CSU
Grade Type: Letter Grade (Request for Pass/No Pass)
Repeatability: Not Repeatable

Exploring the field of visual arts including commercial arts, graphic design, photography, video arts, website design, and illustration. Survey of career paths including art studios, company art departments, advertising agencies, freelance, and other job opportunities for creative services professionals.

GID 61 • PORTFOLIO

Units: 2
Hours: 2 lecture per week (24 total per quarter)
Advisory: Not open to students with credit in GRDS 77.

Degree and Credit Degree-Applicable Credit Course

Status:
Foothill GE: Non-GE
Transferable: CSU
Grade Type: Letter Grade (Request for Pass/No Pass)
Repeatability: Not Repeatable

Design and creation of portfolios for designers, illustrators, and photographers. Planning and implementation of individual professional portfolios.

GID 67 • MOBILE GAME DESIGN

Units: 4
Hours: 3 lecture, 3 laboratory per week (72 total per quarter)

Degree and Credit Degree-Applicable Credit Course

Status:
Foothill GE: Non-GE
Transferable: CSU
Grade Type: Letter Grade (Request for Pass/No Pass)
Repeatability: Not Repeatable

Learn how to design games for smart phones and mobile devices. This course explores the design and development processes for mobile games. The course introduces the concepts of character design, scene design, and asset creation for mobile games. Students will use mobile game design tools and techniques, including animation, game mechanics, scalable vector graphics, and sound effects, to build interactive game experiences. Professional techniques for game design planning and rapid prototyping, distribution and promotion of mobile games will be presented. Students will develop proficiency with professional software for mobile game design.

GID 68A • INTRODUCTION TO VIRTUAL REALITY DESIGN

Units: 4
Hours: 3 lecture, 3 laboratory per week (72 total per quarter)

Degree and Credit Degree-Applicable Credit Course

Status:
Foothill GE: Non-GE
Transferable: CSU
Grade Type: Letter Grade (Request for Pass/No Pass)
Repeatability: Not Repeatable

Introduction to the core principles and foundations of design for virtual reality (VR) and immersive experiences. Students will learn theory, techniques and processes for design and development of successful VR and immersive experiences. Hands-on projects provide opportunities for creating VR animation, 3-D objects, environments and interfaces while exploring issues in design and development for VR and immersive devices. Students will develop proficiency with professional software for VR design and development.

GID 68B • VIRTUAL REALITY GAME DESIGN

Units: 4
Hours: 3 lecture, 3 laboratory per week (72 total per quarter)

Degree and Credit Degree-Applicable Credit Course

Status:
Foothill GE: Non-GE
Transferable: CSU
Grade Type: Letter Grade (Request for Pass/No Pass)
Repeatability: Not Repeatable

Learn how to design virtual reality (VR) games and immersive experiences. Students will be introduced to conceptual theory, design techniques, and project management skills for building successful VR games and immersive experiences. Topics include ideation, concept development, character design, environment design, 3-D animation, and sound and lighting design for VR games and immersive experiences. Students will complete hands-on projects that progress through the phases of designing VR games and immersive experiences, from ideation through to final production while developing proficiency with professional software for VR game and immersive experience design.

GID 71 • STORYBOARDING

Units: 4
Hours: 3 lecture, 3 laboratory per week (72 total per quarter)
Advisory: GID 31; not open to students with credit in GRDS 76.

Degree and Credit Degree-Applicable Credit Course

Status:
Foothill GE: Non-GE
Transferable: CSU
Grade Type: Letter Grade (Request for Pass/No Pass)
Repeatability: Not Repeatable

Fundamentals of creating storyboards and flowcharts for media projects. Emphasis on technique, concept development and design of storyboards. Exploration of storyboard applications for new media content.

GID 77 • ADVANCED WEBSITE DESIGN & DEVELOPMENT

Units:	4
Hours:	3 lecture, 3 laboratory per week (72 total per quarter)
Advisory:	GID 56 and 57.
Degree and Credit Status:	Degree-Applicable Credit Course
Foothill GE:	Non-GE
Transferable:	CSU
Grade Type:	Letter Grade (Request for Pass/No Pass)
Repeatability:	Not Repeatable

Introduction to HTML5 and CSS3 for advanced Web development and design. Prepares students and working professionals to use advanced tags and layout. Emphasis on writing well-formed markup using current Web standards and coding technology, design concepts, usability, accessibility, and browser compatibility. Includes minor elements of JavaScript. Intended for students with a basic working knowledge of HTML/CSS and Web design.

GID 78 • RAPID WEBSITE DEVELOPMENT

Units:	4
Hours:	3 lecture, 3 laboratory per week (72 total per quarter)
Advisory:	GID 56, 57 and 58.
Degree and Credit Status:	Degree-Applicable Credit Course
Foothill GE:	Non-GE
Transferable:	CSU
Grade Type:	Letter Grade (Request for Pass/No Pass)
Repeatability:	Not Repeatable

Introduction to Drupal and WordPress for rapid website development. Prepares students and working professionals to use rapid development tools to create and customize websites for small and large applications, from blogs to commercial development. Emphasis on authoring, modules and architecture, CMS (Content Management System), and administrative tools.