

**TCAT-Dickson – Nashville State Community College
Articulation Agreement**

Digital Graphic Design Diploma to Visual Communications A.A.S.

Attachment A, Program of Study.

TCAT Course Title	Seat Hours	Credit Hours	NSCC Course Title
DGD 1030 Visual Communication Concepts	124	3	COM 1140 Design Fundamentals
DGD 1040 Layout and Design	145	3	COM 1150 Type Concepts
DGD 1050 Graphic Production	120	3	COM 1111 Graphic Processes
DGD 2010 Digital Illustration	124	3	COM 2210 Electronic Illustration I
DGD 2020 Digital/Print Portfolio	240	3 3	COM 2120 Electronic Publishing I COM 2130 Electronic Publishing II
DGD 2030 Practicum/Internship	62	3	COM 2220 Graphic Design Practicum
DGD 3010 Digital Publishing	106	3	COM 1170 Imaging Technologies
DGD 3020 Multimedia/Animation/Photography	210	3	PHO 1110 Basic Photography
DGD 3030 Multimedia Portfolio/Employability Skills	110	3	COM 1230 Digital Imaging I

Appendix A provides more detailed information about the courses above.

Appendix A

TCAT Course, Customary Hours, and Course Description	NSCC Course, Credit Hours, and Course Description
<p>DGD 1050- Graphic Production Technology 120 Customary hours Discover how digital images take physical shape and actual texture. Learn to precisely reproduce the colors and typography in your designs without unexpected results. Experience print production involving high-speed machinery for folding, trimming and embossing. Learn to save time and expense through design choices, efficient workflows, and workplace safety.</p>	<p>COM 1111- Graphic Processes 3 credit hours 2 class hours, 2 lab hours Acquaints the beginning student with graphic art processes, techniques, and terminology. Topics in color, paper stock, production workflows, printing operations, safety, and bindery systems are presented. Projects acquaint students with the use of design tools and techniques. Prerequisite(s): level 2 placement in English and Reading.</p>
<p>DGD 1040- Layout and Design 146 Customary hours Utilize the subtle powers of typography and page layout to reach a target audience in a crowded media landscape. Compare typographic traditions dating back centuries to the latest trends. Specify type using correct terminology and measurement. Create designs using typography as shape, line, and texture. Learn how type is created in vector using Adobe Illustrator and raster using Photoshop. Understand readability issues in print and on screen.</p>	<p>COM 1150 -Type Concepts 3 credit hours 3 class hours Topics include timesteps, terminology, type specifications, measurement, and type as a design element for visual communications. Prerequisite(s): Level 2 placement in English and Reading.</p>
<p>DGD 2020 - Digital/Print Portfolio 240 Customary Hours INTRODUCTORY: Bring design components together using the workhorse of Adobe Creative Cloud--Adobe InDesign. Combine words, images, photos, even video into documents with links, indexes, and tables of contents. Make changes across the document instantly. Output to Adobe Acrobat to share on screen or in print.</p>	<p>COM 2120 - Electronic Publishing I 3 credit hours 3 class hours An introduction to page layout software using Adobe In Design®. Topics include page set-up, the use of text boxes, manipulation of text using basic typographic etiquette, and the use of picture boxes in a variety of print documents. Prerequisite(s): Basic computer skills (See special requirements in program description.)</p>

<p>ADVANCED: Explore advanced features of Adobe In Design that save time and effort while guaranteeing accuracy and precision. Learn best practices as well as expert tips and tricks. Prepare for Adobe Certification (testing optional).</p>	<p>COM 2130 - Electronic Publishing II 3 credit hours 3 class hours A continuation of COM 2120. Topics include the use of style sheets and master pages, manipulation of text and images, and production of various print materials including a newsletter. Prerequisite(s): COM 2120 with a grade of "C" or higher.</p>
<p>DGD 1030 - Visual Communication Concepts 124 Customary Hours Learn to see, think, and strategize like a designer. Use creative thinking to develop multiple approaches, evaluate, critique, and revise design solutions. Manipulate the elements and principles of design to create drawings, graphics, and photographs that evoke emotional responses. Utilize grid and proportional systems. Explore graphic design history to learn how society and design interact.</p>	<p>COM 1140 - Design Fundamentals 3 credit hours 3 class hours Topics include the principles and elements of design, basic drawing and media techniques, and the design/creative processes for visual communications. Prerequisite(s): Level 2 placement in English and Reading.</p>
<p>GD 3030 - Multimedia Portfolio/Employability Skills 110 Customary Hours Create everything from photo-realistic to fantastic, surreal images using Adobe Photoshop©. Use layers, styles, filters, masking, and effects to create original images. Learn techniques to crop and scale images. Manage color for maximum effect. Develop efficient workflows using Photoshop tools. Prepare for Adobe Certification (testing optional).</p>	<p>COM 1230 - Digital Imaging I 3 credit hours 2 class hours, 2 lab hours An introduction to basic digital imaging using Adobe Photoshop®. Topics include navigation of the interface, the tools, using layers, adjustment layers, layer styles, filters, creating and manipulating selections, masking principles, cropping, image size and resolution, and image compositing of raster images. Prerequisite(s): Basic computer skills (see special requirements in program description)</p>
<p>DGD 3020a - Multimedia/Animation/ Photography 210 customary hours (A & B) Learn to use the full functionality a Digital Single Lens Reflex camera (DSLR) in natural lighting for landscapes, action, and portraiture. Use studio lights, reflectors, and remote flash to create images that evoke an emotional response. Manipulate shutter speed, aperture, and sensitivity settings to capture depth of field, fine detail, and motion. Isolate engaging compositions using the viewfinder. Crop, edit, and manipulate digital images.</p>	<p>COM PHO 1110 Basic Photography 3 credit hours 3 class hours An introduction to the fundamentals of Digital SLR camera operation. Topics include camera controls, exposure, lenses, and composition. A digital SLR camera is required.</p>

<p>Learn how to secure model releases and protect copyright.</p>	
<p>DGD 2010 - Digital Illustration 124 Customary Hours Explore the world of vector graphics using Adobe Illustrator. learn to create line, shape, form, color, pattern, and gradients. Use and create custom brushes, symbols, graphic styles, and patterns. Use layers and masks to enhance, modify, and transform images and typography. Flawlessly export files for print, web, and video. Prepare for Adobe Certification (testing optional).</p>	<p>COM 2210 -Electronic Illustration I 3 credit hours 3 class hours An introduction to executing vector-based illustrations using Adobe Illustrator•. Topics include navigation of the interface, the tools, drawing and manipulating basic objects, creating and manipulating type, drawing with the pen tool, applying color, using layers, and transformation and pathfinder techniques. Prerequisite(s): Basic computer skills (See special requirements in program description.)</p>
<p>DGD 3010- Digital Publishing 106 Customary Hours AT SEPT. MEETING Learn page layout, typography, and color usage. Design grid systems for print and screen publication. Create interactive documents and publications. Create online forms. Create variable data publications. ADDED/UPDATED Gain valuable skill in preparing digital files for reproduction using PC and Macintosh computer platforms. Convert images from analog to digital formats and convert raster images to vector. Learn to make a successful transition from a digital image on screen via mechanical and physical processes, into a tangible format. Understand color models and file types native to different media. Learn to use naming conventions, compression techniques and mass storage devices for effective file management.</p>	<p>COM 1170- Imaging Technologies Introduces students to current industry standards of digital file preparation for reproduction. Topics include terminology, digital fonts, file formats, scanning, and desktop systems.</p>

<p>DGD 2030 - Practicum/Internship 62 Customary Hours Work for internal and qualified external clients in digital graphic design and production. Participate in cooperative learning.</p> <p>COURSE OBJECTIVES The student will ...</p> <ol style="list-style-type: none"> 1. Produce project to client specifications 2. Demonstrate personal presentation skills (e.g., speaking, listening, writing) 3. Demonstrate ability to accept and/or give constructive criticism 4. Apply communication skills for marketing (e.g., researching, brainstorming, sales techniques) 5. Exhibit ability to work with clients and as a team member; critique and refine ideas 	<p>COM 2220 Graphic Design Practicum Topics include the design and execution of a variety of electronic publishing projects utilizing graphic design, computer-based drawing, digital imaging techniques, working with a client, and job-based work production skills. (4 Prerequisite Courses)</p>
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