

# Graphic Arts and Imaging Technology

The Graphics Arts and Imaging Technology curriculum is designed to provide students with the knowledge and skills necessary for employment in the printing, publishing, packaging, and related industries.

Students receive hands-on training in computer publishing, imaging technology, offset lithography, screen printing, flexography, and emerging printing technologies.

Graduates should qualify for career opportunities within the printing, publishing, and packaging industries.

For specific information about potential positions and wages in graphic arts and imaging employment, visit the Central Piedmont Career Coach website.

## Graphic Arts and Imaging Technology (A30180)

### Degree Awarded

The Associate in Applied Science degree-Graphic Arts and Imaging Technology is awarded by the college upon completion of this program.

### Admissions

- A high school diploma or equivalent is required.
- Submit high school transcripts and any college transcripts.
- Placement testing in English, mathematics, and reading is required to qualify for ENG 111 and college-level math. Scores on placement tests may require students to take specified Developmental Studies courses. If required, completion of these courses is necessary prior to program admission. Students may, with the approval of the program chair, take no more than two pre-admission courses during their first semester of program admission.
- Students must demonstrate proficiency in computer operation equivalent to or higher than CIS 110 before admission.
- Many courses have prerequisites or co-requisites; check the Courses section for details.

### Notes

Students must furnish required hand tools for the program. A list of these items can be obtained from the program chair or instructors.

### Contact Information

The Graphic Arts and Imaging Technology program is in the Skilled Trades Division. For more information, call the program office at 704.330.4425 or contact the program chair at 704.330.4427. For suggested course sequence, contact Graphic Arts and Imaging Technology instructors or program counselors through the program office.

#### General Education Requirements

ENG 111	Writing and Inquiry	3.0
COM 110	Introduction to Communication	3.0
or COM 231	Public Speaking	
Take 3 credits from the following:		3.0
ENG 112	Writing and Research in the Disciplines	

ENG 113	Literature-Based Research	
ENG 114	Professional Research & Reporting	
Take 1 course from the following:		3.0
MAT 110	Mathematical Measurement and Literacy	
MAT 143	Quantitative Literacy	
Select 3 credits of the following:		3.0
ART 111	Art Appreciation	
ART 114	Art History Survey I	
ART 115	Art History Survey II	
DRA 111	Theatre Appreciation	
HUM 120	Cultural Studies	
HUM 130	Myth in Human Culture	
MUS 110	Music Appreciation	
MUS 112	Introduction to Jazz	
PHI 215	Philosophical Issues	
PHI 240	Introduction to Ethics	
REL 110	World Religions	
Select 3 credits of the following:		3.0
ECO 251	Principles of Microeconomics	
ECO 252	Principles of Macroeconomics	
HIS 111	World Civilizations I	
HIS 112	World Civilizations II	
HIS 131	American History I	
HIS 132	American History II	
POL 120	American Government	
PSY 150	General Psychology	
SOC 210	Introduction to Sociology	

#### Major Requirements

GRA 121	Graphic Arts I	4.0
GRA 221	Graphic Arts II	4.0
GRA 151	Computer Graphics I	2.0
GRA 152	Computer Graphics II	2.0
GRA 153	Computer Graphics III	2.0
GRA 255	Image Manipulation I	2.0
GRA 256	Image Manipulation II	2.0
GRD 141	Graphic Design I	4.0
PRN 155	Screen Printing I	2.0
PRN 131	Flexography I	4.0
WBL 111	Work-Based Learning I	1.0

#### Technical Electives

Select 20 credits from the following:		20.0
ACA 111	College Student Success	
ACA 122	College Transfer Success	
GRA 222	Graphic Arts III	
GRA 154	Computer Graphics IV	
GRA 140	Graphic Arts Imaging	
GRA 110	Graphic Arts Orientation	
PRN 156	Screen Printing II	
WBL 112	Work-Based Learning I	
PRN 171	Introduction to Brand Protection and Anti-Counterfeiting Technology	

PRN 271	Graphic Imaging for Brand Protection and Anti-Counterfeiting Technology
PRN 272	Brand Protection and Anti-Counterfeiting Technology Implementation
WBL 122	Work-Based Learning II
BUS 110	Introduction to Business
BUS 139	Entrepreneurship I
MKT 120	Principles of Marketing
CIS 110	Introduction to Computers

Total Credits 67

## Graphic Arts and Imaging Technology Flexography Concentration (A3018A)

Flexography is a concentration under the Graphic Arts and Imaging Technology curriculum. This curriculum is designed to allow students to gain further study into the flexographic printing production process.

Students produce jobs for labels, tags, boards, packaging and corrugated jobs found in segments of the flexographic industry. Students concentrate on color reproduction and produce products while understanding the limitations within the production process.

Graduates should qualify for career opportunities within the printing, publishing and packaging industries.

### Degree Awarded

The Associate in Applied Science-Graphic and Imaging Technology/ Flexography degree is awarded by the college upon completion of this program.

### Admissions

- A high school diploma or equivalent is required.
- Submit high school transcripts and any college transcripts.
- Placement testing in English, mathematics and reading is required to qualify for ENG 111 and college-level math. Scores on placement tests may require students to take specified Developmental Studies courses. If required, completion of these courses is necessary prior to program admission. Students may, with approval of the program chair, take no more than two pre-admission courses during their first semester of program admission.
- Students must demonstrate proficiency in computer operations equivalent to or higher than CIS 110 before admission.
- Many courses have prerequisites or co-requisites; check the Courses section for details.

### Notes

Students must furnish required hand tools for program. A list of these items can be obtained from the program chair or instructors.

### Contact Information

Graphic and Imaging Technology Flexography is in the Skilled Trades Division. For more information, call 704.330.4425 or 704.330.4427. See Graphic Arts and Imaging Technology Program instructors or program counselors for suggested sequence of courses.

#### General Education Requirements

ENG 111	Writing and Inquiry	3.0
---------	---------------------	-----

Select one of the following: 3.0

ENG 112	Writing and Research in the Disciplines
ENG 113	Literature-Based Research
ENG 114	Professional Research & Reporting
COM 110	Introduction to Communication
COM 231	Public Speaking

Select one of the following: 3.0

MAT 110	Mathematical Measurement and Literacy
MAT 143	Quantitative Literacy

Select 3 credits of the following: 3.0

ART 111	Art Appreciation
ART 114	Art History Survey I
ART 115	Art History Survey II
DRA 111	Theatre Appreciation
HUM 120	Cultural Studies
HUM 130	Myth in Human Culture
MUS 110	Music Appreciation
MUS 112	Introduction to Jazz
PHI 215	Philosophical Issues
PHI 240	Introduction to Ethics
REL 110	World Religions

Select 3 credits of the following: 3.0

ECO 251	Principles of Microeconomics
ECO 252	Principles of Macroeconomics
HIS 111	World Civilizations I
HIS 112	World Civilizations II
HIS 131	American History I
HIS 132	American History II
POL 120	American Government
PSY 150	General Psychology
SOC 210	Introduction to Sociology

#### Major Requirements

GRA 121	Graphic Arts I	4.0
GRA 221	Graphic Arts II	4.0
GRA 151	Computer Graphics I	2.0
GRA 152	Computer Graphics II	2.0
GRA 153	Computer Graphics III	2.0
GRA 255	Image Manipulation I	2.0
GRA 256	Image Manipulation II	2.0
PRN 131	Flexography I	4.0
GRD 141	Graphic Design I	4.0
PRN 132	Flexography II	4.0
PRN 231	Flexography III	4.0
PRN 232	Flexography IV	4.0
PRN 241	Flexo Applications I	4.0
PRN 242	Flexo Applications II	4.0
WBL 111	Work-Based Learning I	1.0

#### Technical Electives

Select 8.0 credits from the following: 8.0

PRN 155	Screen Printing I
ACA 122	College Transfer Success
PRN 156	Screen Printing II

PRN 171	Introduction to Brand Protection and Anti-Counterfeiting Technology	
PRN 271	Graphic Imaging for Brand Protection and Anti-Counterfeiting Technology	
PRN 272	Brand Protection and Anti-Counterfeiting Technology Implementation	
WBL 112	Work-Based Learning I	
WBL 122	Work-Based Learning II	
BUS 110	Introduction to Business	
MKT 120	Principles of Marketing	
Total Credits		70

## No diplomas are offered in Graphics Arts and Imaging Technology.

### Graphic Arts and Imaging Technology Certificates (C30180)

- Graphic Arts and Imaging Technology Certificate Specialization in Screen Printing Company Ownership (C30180-14) (p. 3)
- Graphic Arts and Imaging Technology Certificate Specialization in Brand Protection and Anti-Counterfeiting Technology (C30180-20) (p. 3)
- Graphic Arts and Imaging Technology Certificate Specialization in Graphic Production Applications (C30180-22)

### Graphic Arts and Imaging Technology Certificate Specialization in Screen Printing Company Ownership (C30180-14)

#### Major Requirements:

PRN 156	Screen Printing II	2.0
BUS 139	Entrepreneurship I	3.0
GRA 121	Graphic Arts I	4.0
PRN 155	Screen Printing I	2.0
GRA 151	Computer Graphics I	2.0
Total Credits		13

### Graphic Arts and Imaging Technology Certificate Specialization in Brand Protection and Anti-Counterfeiting Technology (C30180-20)

#### Major Requirements

GRA 121	Graphic Arts I	4.0
PRN 131	Flexography I	4.0
PRN 171	Introduction to Brand Protection and Anti-Counterfeiting Technology	2.0
PRN 271	Graphic Imaging for Brand Protection and Anti-Counterfeiting Technology	2.0
PRN 272	Brand Protection and Anti-Counterfeiting Technology Implementation	3.0
Total Credits		15

This certificate program is designed to educate individuals looking to enter the security printing industry. This program will include important topics geared toward understanding how counterfeiting is impacting world trade and what technologies are in place to deter brand infringement. Students will learn the many ways a brand can be impacted by criminals. They will

gain the skills required to develop and implement a plan of protection for a brand. Students who complete this certificate will understand the legal aspects and scope of counterfeiting, be knowledgeable in the technologies designed to combat counterfeiting, and be able to develop a plan of protection for a brand to reduce infringement to their intellectual property.

### Graphic Arts and Imaging Technology Certificate Specialization in Graphic Production Applications (C30180-22)

#### Major Requirements

GRA 121	Graphic Arts I	4.0
GRA 151	Computer Graphics I	2.0
PRN 131	Flexography I	4.0
PRN 171	Introduction to Brand Protection and Anti-Counterfeiting Technology	2.0
PRN 155	Screen Printing I	2.0
Total Credits		14

This certificate is designed to educate the student to be prepared to gain employment into the graphic and packaging industry. Students would be exposed to the entire process of graphic production from idea to finished, printed product. They would learn a variety of graphic processes like screen printing, flexography, digital, and wide-format. Products that students would create and produce would be labels/packaging, garments/shirts, flyers, business cards, posters, and wall graphics. Students would gain fundamental skills in Adobe Illustrator, InDesign, and Photoshop and how these skills are applied in a production setting. Completion of this certificate would assist a student who is looking to find a career in graphic print production.