**CGD 1010. Fundamentals of Graphic Design. 3 Credits.**
This course is an introduction to the visual components that serve as fundamental principles in the field of Design. Projects include the study, classification, and application of Gestalt theories of perception; color systems for designers; and pattern design. Course projects focus on visual relationships of form, image, type and grid structures. Students will be engaged in a series of projects that address 2D and 3D abstract forms and their professional applications. Students will learn design methodology and processes, design language, and the critique process for designers. These design methods and processes will help students observe, understand, and articulate their intuitive visual decision-making skills. Professional practices for designers, project workflow, and professional presentation are integrated into course projects. Digital software tools and hand craft tools are learned and applied to course projects. Requirements: a working knowledge of OSX and Illustrator, InDesign, and Photoshop. Prerequisite: CDM 1200 Digital Design I.

**CGD 2000. Design Studio I for CE/AFA. 3 Credits.**
This course expands on the lessons learned in Design Concepts by covering design principles such as Visual Hierarchy, Principles of Composition, and Semantics. Typography, form, image, motion, space, and the grid are explored through projects. Students learn an iterative design process to explore concepts and ideas. This course requires a high level of execution through precise craftsmanship. Prerequisites: CFN 1000 Communication Design, CDM 1200 Digital Design I, CDE 1000 Design Concepts, or CGD 1010 Fundamentals of Graphic Design. Formerly "Graphic Design Core II".

**CGD 2050. Typography I. 3 Credits.**
This course introduces students to one of the most integral components of visual communication—typefaces and their letter forms. Topics covered include typographic vocabulary, terminology, history, technology, classification, measurement, and syntax. Students will be introduced to typographic history, nationality, and technology. Students will learn visual hierarchy and the grid as organizing principle and system. Pre-requisites: CFN 1000 Communication Design or CDM 1200 Digital Design I, CDE 1000 Design Concepts or CGD 1010 Fundamentals of Graphic Design. In some terms this course may be cross-tailed at the undergraduate level as CGD 2050 and at the graduate level as CGD 6350. Students enrolled at the graduate level will complete additional assignments to earn graduate credit.

**CGD 2060. Typography II. 3 Credits.**
This is an intermediate studio course in typography. Topics covered include typographic vocabulary, terminology, history, technology, classification, measurement, and syntax. Projects explore audience, structure/syntax, content/meaning, visual hierarchy, and aesthetics in message building for visual communications. Students will further their knowledge of typographic history, nationality, technology, and the grid as organizing principle and system. Prerequisite: A grade of "C" or better in CGD 2050 Typography I, and CDE 2090 Sophomore Design Studio or CGD 2000 Design Studio I (CE/AFA).

**CGD 3050. Typography III. 3 Credits.**
This is a course in advanced typography. Topics covered include typographic vocabulary, terminology, history, technology, classification, measurement, and syntax. Projects will cover advanced visual hierarchy, sequence, narrative tools, and the grid as organizing principle and system. Students will explore typography as legible and expressive communication within cultural context. Students will further their knowledge of typographic history, nationality, and technology. Media utilized will include print and motion. Prerequisite: A grade of "C" or better in CGD 2060 Typography II, and CDE 2091 Design Sophomore Studio; or Department Chair's approval.

**CGD 3060. Typography IV. 3 Credits.**
This is a course in advanced typography. Projects will cover advanced visual hierarchy, sequence, kinetic type, narrative tools, and the grid as organizing principle and system. Letterform ideation will be investigated. Media utilized will include print and motion. Prerequisite: A grade of "C" or better in CGD 3050 Typography III, and CDE 2090 Graphic Design Junior Studio I or CDM 3090 Digital Media Design Junior Studio I; or Department Chair's approval.

**CGD 3070. Typography in Motion. 3 Credits.**
This course focuses on advanced experimental typography for animation and motion graphics. Projects will focus on narrative, storyboarding, style frames, kinetic sequence, transitions, and workflow. Students will explore typography as legible and expressive communication within cultural context. Methods and iterative processes for experimental typeface design will be explored and developed. Prerequisite: A grade of "C" or better in CGD 3050 Typography III, and CDE 3090 Graphic Design Junior Studio I or CDM 3090 Digital Media Design Junior Studio I; or Department Chair's approval.
CGD 3090. Graphic Design Studio III. 3 Credits.
In this advanced level course, students focus on interactive and interaction design. Course projects immerse students in interactive web design, and mobile apps design for smart phones and tablet devices. Students learn, employ, and engage in systems design, user experience, user interface design, user interaction, and responsive design. Student learn to use mobile devices (smart phones/tablet devices) and computers as digital tools to communicate designed messages and visual content. Student learn advanced design process which includes: iterative concept development, wire framing, prototyping, design development, craft, details, production, and coding. Software and coding used in course projects include Adobe Digital Publishing Suite (DPS), HTML, and CSS. Students will develop professional oral presentation skills by participating in weekly critiques. Project workflow, professional presentation, and professional practices for designers are integrated into course projects. At the end of the semester, students will obtain experience in professional design projects and skill sets, while understanding on-the-job expectations for a fast-paced professional design studio. This course is for Undergraduate Graphic Design majors only. Prerequisite: A grade of "C" or better in CDE 2091 Sophomore Design Studio II; or Department Chair’s approval.

CGD 3091. Graphic Design Studio IV. 3 Credits.
In this advanced level course, students will focus on design as instrument for social change. The semester long course project is Design Ignites Change. The project focuses on a social change or a social awareness issue. Students will learn and develop skill sets in research, messaging, strategy, mood boards, branding, identity, production, and implementation. The project components include print design, interactive design, motion design, and social media. Students will learn advanced design processes and create a cohesive brand package as they work with numerous project components and phases. The design process includes: iterative concept development, design development, craft, details, and production. Students will develop professional oral presentation skills by participating in weekly critiques. Project workflow, professional presentation, and professional practices for designers are integrated into course projects. At the end of the semester, students will obtain experience in professional design projects and skill sets, while understanding on-the-job expectations for a fast-paced professional design studio. This course is for Undergraduate Graphic Design majors only. Prerequisite: A grade of "C" or better in CDE 2091 Sophomore Design Studio II; or Department Chair’s approval.

CGD 3960. Design Lab. 3 Credits.
This course offers a select group of undergraduate junior and senior graphic design students the unique opportunity to design and oversee production of projects for the Corcoran Gallery of Art and College of Art Design. Design Lab serves as an in-house design studio as students gain experience interacting with clients, managing deadlines, understanding and working within the limitations of their projects, and scheduling timelines. Elements of the design process covered in the course include writing design briefs and contracts, conceptual and design development phases, producing print-ready artwork, and fabrication coordination and supervision. Permission of department required for enrollment.

CGD 3961. Design Lab II. 3 Credits.
To be announced.

CGD 4090. Graphic Design Thesis I. 3 Credits.
Graphic Design Senior Thesis is comprised of three components: written paper, interview of a design professional, and a final graphic design thesis project. In this course, students select a topic related to the field of Design, develop a thesis statement and written paper through a research and writing phase. Graphic Design briefs pertaining to the development of the written thesis and paper are explored during the semester. This course is for BFA/Graphic Design only. Prerequisite: A grade of "C" or better in CGD 3091 Graphic Design Studio IV; or Department Chair’s approval.

CGD 4091. Graphic Design Thesis II. 3 Credits.
Graphic Design Senior Thesis is comprised of three components: written paper, interview of a design professional, and a final graphic design thesis project. Students finalize the written thesis paper on a design-related topic. Then, students interview a prominent practitioner in the field of Design. As the third component of Graphic Design Senior Thesis, students translate their thesis paper into a graphic design thesis project. Upon completion, the thesis projects are presented in a special museum exhibition. This course is for BFA/Graphic Design only. Prerequisite: A grade of "C" or better in CGD 4090 Graphic Design Thesis I; or Department Chair’s approval.

CGD 4120. Environmental Design. 3 Credits.