

# GRAPHIC ARTS

CAREER AND TECHNICAL  
EDUCATION (CTE)

MS. MARTIN

# PRESENTATION OUTLINE

KEY POINTS

1. Program Overview
2. Course Sequence
3. Dual Enrollment Opportunities
4. Industry Valued Credential
5. CTSO - Career/Technical  
Student Organization
6. Program Highlights

# PROGRAM OVERVIEW

Students will leave the course with a strong foundation in graphic design which will enable them to create designs independently utilizing professional applications and equipment.

Such a foundation will enhance their prospects for obtaining higher education in the design field and for becoming professional graphic artists, graphic designers, web designers, illustrators, and animators.

# GRAPHIC ARTS

## GRAPHIC ARTS - COURSE 1

1. Adobe Photoshop - Professional editing software
2. Photo Editing - Composite  
Images created by combining photographs
3. Advertising Campaigns -  
Marketing and promotional images.
4. Social Justice Posters -  
Communicating positive messages to educate the public.

# WEB DESIGN

1. HTML Code - Hypertext Markup Language
2. Logo Design
3. Website Editors
4. UXUI - User Experience and User Interface Design

ORANGE HIGH SCHOOL

# GRAPHIC ARTS PRODUCTION

GRAPHIC ARTS PRODUCTION -  
COURSE 3

1. Photo Restoration
2. Illustration
3. Animation
4. 3D Printing



Graphic Arts Production students who pass the Graphic Design NOCTI exam earn a NOCTI Workforce Competency Credential indicating they exceeded national standards in Visual Communications and Interactive Media Design.



Student competitors may compete in contests such as preparing designs and creating projects using Adobe software, solving production planning challenges, and taking a graphic arts knowledge test.

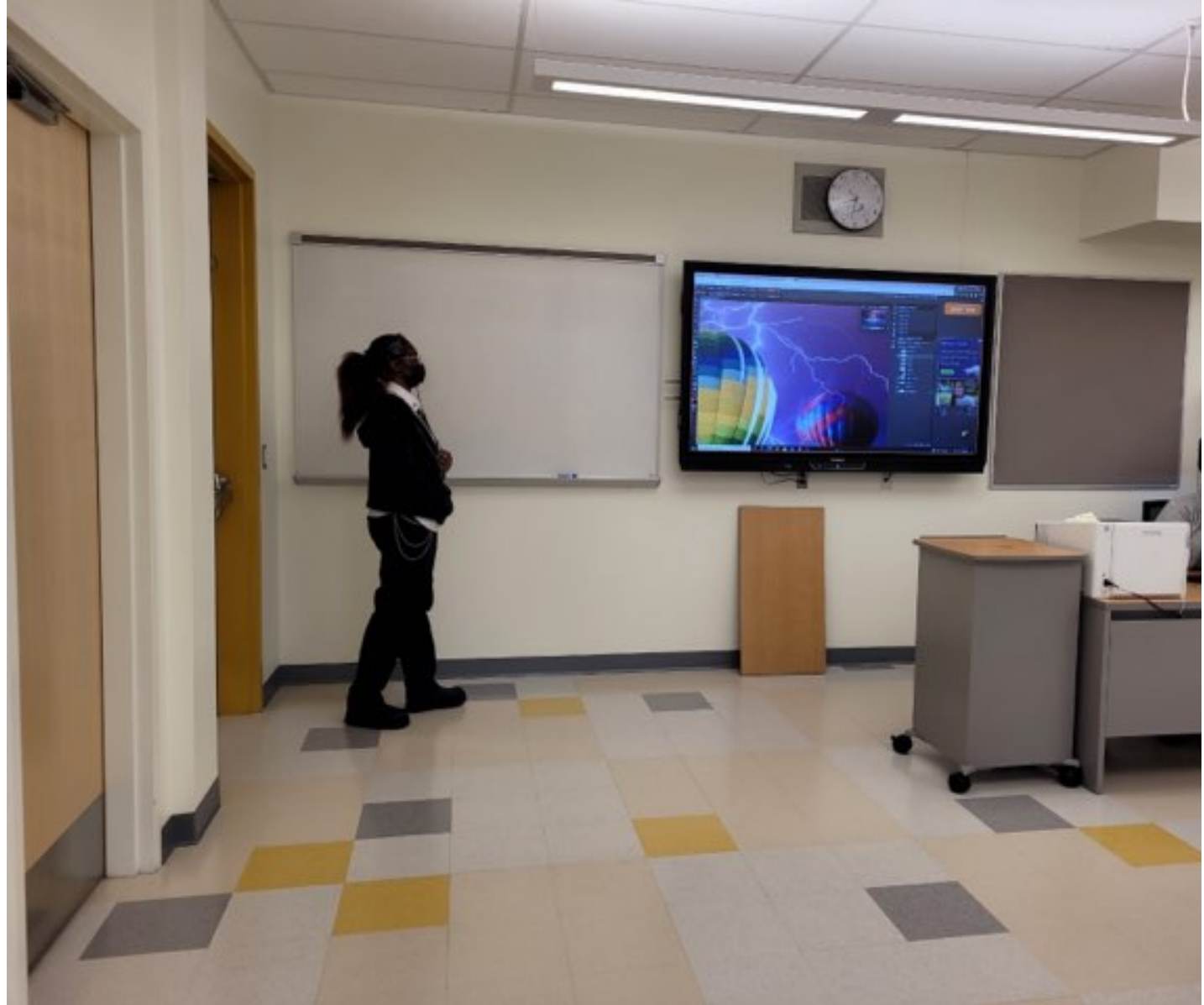




Students working on photo editing in Photoshop.



Students working on Social Justice posters.



Students presenting and analyzing photo-editing methods.