

GCOMM 110 - Intro to Graphic Communications

This course introduces the basic principles, materials, and equipment used in major printing processes. Emphasis is on beginning skills in typography, desktop publishing, image acquisition and manipulation, and press operation.

GCOMM 112 - Vector Graphics with Adobe Illustrator

Using Adobe Illustrator, students learn the methods used to create graphics such as logos and illustrations. This course also covers the basic techniques of scanning and color separation, as well as preparing electronic files for both single- and multi-color print jobs.

GCOMM 130 - Page Layout with Adobe InDesign

This course is an introduction to page layout techniques used in desktop publishing. Skills in Adobe InDesign are developed with the purpose of enhancing basic knowledge of computer-aided design. Efficient work flow and document setup/outputting are covered.

GCOMM 140 - Printing Methods

This course covers offset lithography and silk-screen press operation. Both single and multiple color print jobs will be planned, laid out, output to plate/screen, and printed. The single and multiple color silk screening process for textures/garments will also be taught.

GCOMM 150 - Production Techniques

In this course, you get hands on experience in production and gain insight into topics such as materials and supplies, job costs, and project scheduling. Learn how to anticipate and manage these issues from the start of a job to the finish!

GCOMM 230 - Advanced Page Layout and Interactive Cross Media

This course is a continuation of GCOMM 130 with emphasis on more advanced techniques and software utilized in electronic publishing. In addition to InDesign, this course also introduces Quark XPress software for page layout. The creation of interactive documents through Adobe Acrobat Pro is also covered.

GCOMM 235 - Digital Photography and Scanning for Publishing

This class will give you the knowledge needed to control camera exposure and composition in a wide variety of different shooting environments. In addition to digital photography, you will learn critical techniques and settings needed to capture existing printed images.

GCOMM 245 - Web Publishing with Adobe Dreamweaver

This course is designed to introduce the concepts of document construction for internet publication. The basics of Hypertext Markup Language (HTML) are covered, as well as document structuring. Authoring software such as Adobe Dreamweaver and Fireworks are used.

GCOMM 247 - Advanced Web Publishing with Adobe Dreamweaver and Flash

This course covers the more sophisticated techniques in creating web pages. Topics include image optimization using Fireworks, box model CSS templates in Adobe Dreamweaver, form validation in using Spry elements, as well as animations in Adobe Flash and the construction of virtual reality tours using Autodesk Stitcher.

GCOMM 248 - Modeling and Animation with Autodesk Maya

This course introduces the student to the creation of 2D and 3D animation. Develop interactive animations, 3D models, render for output as a stream video, and capture still images for print.

GCOMM 250 - Beginning Photoshop Techniques

This course introduces the software Adobe Photoshop and covers the basic uses and functions of the program. Projects emphasize technical skills and interface understanding.

GCOMM 251 - Advanced Photoshop Techniques

Following GCOMM 250 is a course in more complicated techniques using Adobe Photoshop. Additional information on image manipulation is covered, as well as streamlining production and the creation of original images for either conventional or digital publication.



GCOMM
Graphic Communications

Graphic Communication/Digital
Publishing Associate Degree

Graphic Communications at ICC

Since 1972, the Graphic Communication and Digital Publishing department at Illinois Central College has provided the resources and training essential to helping individuals take next step in their education.

Offering both a Certificate in Digital Publishing and an Associate in Applied Science Degree in Graphic Communication/Digital Publishing, the department focuses on practical, hands-on experiences, and in-depth, comprehensive technical training. Courses cover both the use of computer software as well as the operation and maintenance of traditional machines such as printing presses.



The department is also an ideal resource for non-traditional students already employed in the field, seeking to further their skills. Part-students are welcome to enroll in any class (after meeting pre-requisites). Declared degree pursuit is not required.



For more information, contact:
Agricultural and Industrial Technologies Department
 Illinois Central College
 East Peoria, IL 61635
 (309) 694-5510

What is GCOMM?

- Digital Photography and scanning techniques
- Magazine and ebook layout using Adobe InDesign
- Vector logo design with Adobe Illustrator
- Interactive PDF development, including sound and video
- Website design, construction, and maintenance
- 3D modeling and animation with Autodesk Maya
- Hands-on experience in offset lithography and screen-printing
- Image manipulation and outputting through Adobe Photoshop

And more!



Future Opportunities

This GCOMM Associate Degree is only the first step in your journey to a better career. After completing the GCOMM courses, you will be eligible for jobs in areas such as Digital Publishing/computerized layout, digital proofing, press operation, production planning, cost estimating, and more.

This degree provides an excellent technical base to prepare you for any Graphic Communication field in the workplace or at a 4-year university.

ICC has a variety of articulation agreements with colleges and universities in the area, which guarantees a smooth transfer process when you finish your course work at ICC.

Contact the GCOMM department for more information on transferable credits.

Course Sequence

Freshman Year

Fall Semester

GCOMM 110 Introduction to Graphic Communication	4
GCOMM 112 Vector Graphics with Adobe Illustrator	3
GCOMM 130 Page Layout with Adobe InDesign	3
GCOMM 235 Digital Photography and Scanning for Publishing	3
GCOMM 250 Beginning Photoshop Techniques.....	3
<i>Total hours</i>	16

Spring Semester

GCOMM 140 Printing Methods	4
GCOMM 150 Production Techniques	3
GCOMM 230 Advanced Page Layout and Interactive Cross Media.....	3
GCOMM 251 Advanced Photoshop Techniques	3
ENGL 105 or 110 Composition	3
<i>Total hours</i>	16

Sophomore Year

Fall Semester

GCOMM 245 Web Publishing with Adobe Dreamweaver.....	3
GRDSN 140 Introduction to Graphic Design	3
COMM 110 Communication: Process and Practice	3
PSY 110 Introduction to Psychology	3
Mathematics	3
Elective (approved).....	1
<i>Total hours</i>	16

Spring Semester

GCOMM 247 Advanced Web Publishing with Adobe Dreamweaver and Flash.....	3
GRDSN 143 Computer Illustration I.....	3
Laboratory Science	4
Social Science	3
Humanities	3
<i>Total hours</i>	16

New students should contact the Graphic Communications Department for advisement prior to enrolling on a full-time basis.