GIT 255 Graphic Imaging Production Processes

Course Description: A course on preparing art for professional printing processes. Topics include: survey of print processes such as lithography, flexography, gravure, and screen printing; file construction; design considerations; and standards for evaluating printed materials.

Prerequisites(s): GRD 215, GRD 230   **Corequisite(s):** No corequisite

Lecture Hours: 2	Lab Hours: 3	Credit Hours: 3
Lab Fee: 90	Supplemental Fee: 0	Purpose:
☐Transfer Assurance Guide Course (TAG)	☐ Transfer Module Course (TM)	
Course Format: Lec/Lab	Grading: A/B/C/D/F/I	
Delivery Method: ☐ Web ☐ Hybrid x Classroom		
Semesters Offered: ☐ Fall x Spring ☐ Summer		

Course Primary Text:

Title: No Textbook Required	Edition:

Supplemental Materials:

Presentations, handouts, online links, printing facility tour/demo

Course Outcomes:

1	Understand the printing processes: lithography, gravure, flexography and screen
2	Comprehend file construction for different printing processes using Page Layout, Vector and Raster-based software.
3	Produce a print sample in each of the printing processes based on the designer's artwork
5	Recognize the correlation between color management, ink and paper and final output
6	Be able to recognize the advantages and limitations of each print process and make educated decisions of how different design projects should be produced.

Course Topics:

Week 1	Intro to types of printing processes: Lithography, Flexography, Screen Printing and Digital Printing
Week 2	Vector Applications; preparing files, Trapping, Color Separations: spot vs. process, ink capabilities
Week 3	Intro to Screen Printing: limitations and common usage, prepping a screen, coating and exposing artwork, printing a project
Week 4	Screen printing: staging and printing art
Week 5	Intro to Flexography: limitations and common usage, platemaking procedures, press set-up
Week 6	Staging and printing art ; screen and flexo

Week 7	Staging and printing art ; screen and flexo
Week 8	Staging and printing art ; screen and flexo
Week 9	Staging and printing art ; screen and flexo
Week 10	Raster Applications: Optimizing art for the print processes, understanding RGB vs. CMYK, resolution, color separations, halftoning, dot gain and LPI
Week 11	Design for offset: business card design and prepress
Week 12	Into to Offset Lithography: limitations and common usage, prepping files, impositions, trimming. Offset press demo and print project
Week 13	Intro to Variable Data and Digital print processes, develop a multi-page document for print, impositions, color correction, trapping, etc.
Week 14	Final Project: Develop design, prepress, separations.
Week 15	Digital mock-ups and presentations

Methods of Evaluation/Assessment

Test, projects

Course Keeper: Kathy Freed   Date Completed: 3/30/2019