



## PRINT PROCESSES AND PRODUCTION — GRDT 1423

### A. Course Description

- **Credits:** 3.00
- **Lecture Hours/Week:** 2.00
- **Lab Hours/Week:** 1.00
- **OJT Hours/Week:** 0
- **Prerequisites:** None
- **Corequisites:** None
- **MnTC Goals:** None

This graphic design course is designed to give the student a hands-on overview of various printing processes. Theory, terminology, paper use and production, as well as press and bindery processes will be emphasized. Students will make paper, print on paper and virtually use a press simulator. Students will work with vinyl and learn more about this growing field.

### B. Course Effective Dates: 8/21/17 – Present

### C. Outline of Major Content Areas

As noted on course syllabus

### D. Learning Outcomes

1. Define color systems
2. Define industry terms
3. Define printing processes
4. Describe workflow
5. Discuss career opportunities
6. Discuss environmental issues and sustainability
7. Discuss industry legal issues
8. Display professionalism
9. Identify basic bindery and finishing operations
10. Identify quality ?good print?
11. Identify substrate types, classifications and sizes
12. Plot, weed and install vinyl
13. Practice lab safety
14. Practice printing processes

15. Read job ticket
16. Run jobs on simulator
17. Use paper cutter

**E. Minnesota Transfer Curriculum Goal Area(s) and Competencies**

**F. Learner Outcomes Assessment**

As noted on course syllabus

**G. Special Information**

None noted