

GRAPHIC TECHNOLOGY & PHOTOGRAPHY

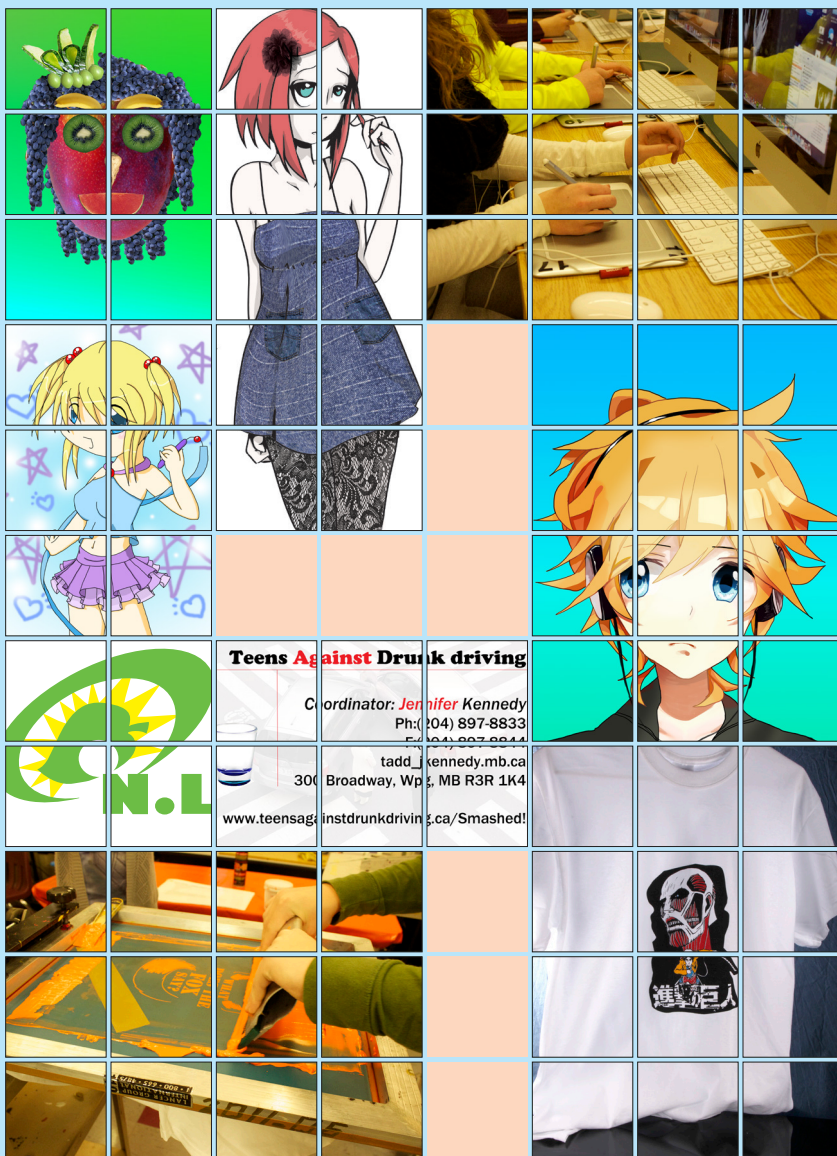
The purpose of Graphic Communications Technology courses is to provide students with an opportunity to develop skills in communicating ideas graphically. Students use Adobe Creative Cloud suite of applications such as Photoshop, Illustrator, InDesign, Acrobat, Bridge, and some other software as necessary, to meet the variety of outcomes. The majority of projects revolve around advertising and digital artwork production.

Students taking Graphic Communications Technology courses not only learn the computer aided graphic design, but also produce their projects. This allows students to understand various considerations, limitations, and benefits of each design in relation to the production technique used.

Students with higher level skills may work on individual projects, or design and production needs for our school, the division and the community.

The Photography courses offered to grade 11 and 12 students build on grade 10 Digital Imaging course. They allow students to develop knowledge of advanced photographic techniques and gain confidence with using professional equipment.

Graphic Communications Technology and Photography courses help to develop skills in many areas outlined below. In the bottom left corner you can see examples of student work from previous years.



DIGITAL ART ROOM

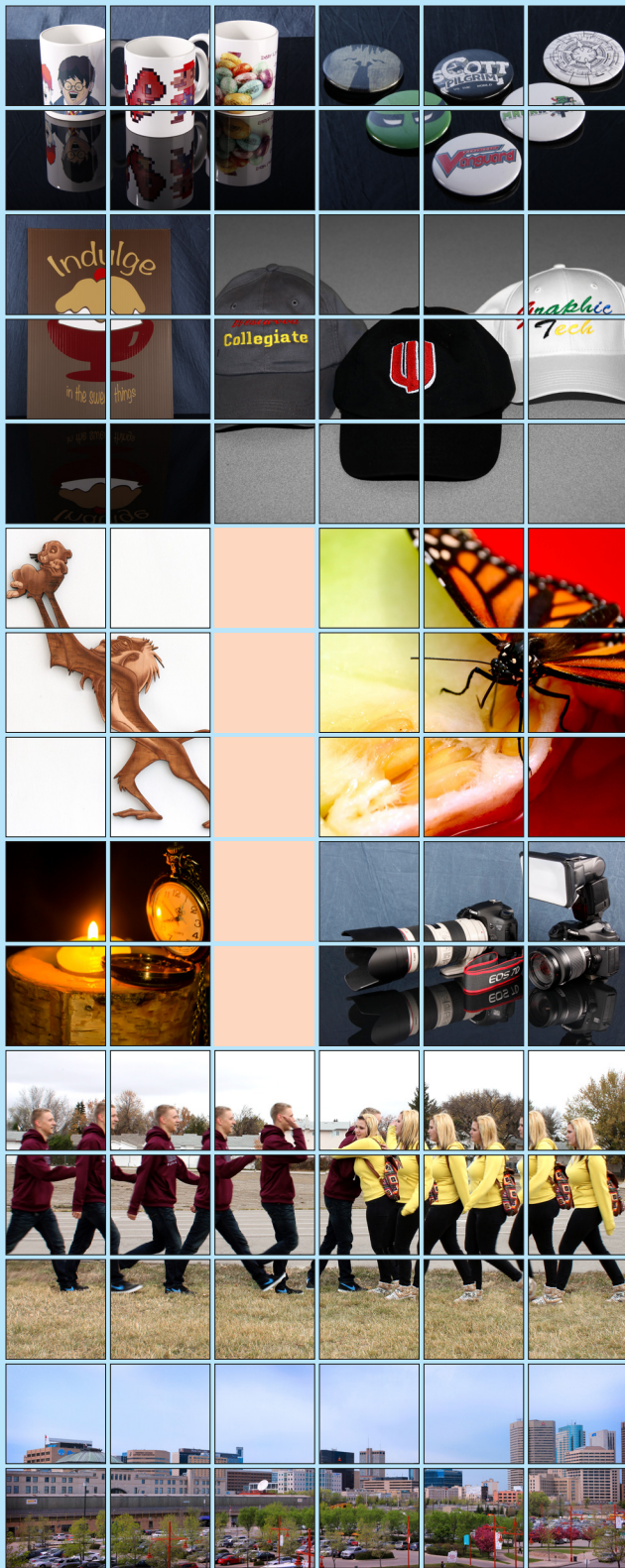
- Drawing tablets
- Adobe Photoshop
- Adobe Illustrator
- Cartoons
- Manga
- Digital Paintings
- Compositing
- Digital image effects
- Vector art
- 3D vector art
- Miscellaneous techniques

GRAPHIC DESIGN

- Logos
- Business cards
- Letterheads
- Posters
- Brochures
- Mini-yearbooks
- Restaurant menus
- Pamphlets

APPAREL PRINTING

- Screen printing spot color
- Screen printing process color
- Heat transfer
- Sublimation transfer
- Printable vinyl heat transfer
- Direct to garment printing



MISCELLANEOUS MERCHANDISE

Buttons and pins
 Hats
 Mugs
 Water bottles
 Mouse pads etc.

EMBROIDERY

Hats, totes, shirts

LASER ENGRAVING

Wood, acrylic, leather, rubber, stone, etc.

VINYL CUTTING

Stickers, signage, artistic designs

PHOTOGRAPHY

DSLR Cameras
 External camera flashes
 Telephoto lenses
 Studio strobes
 Various light modifiers and backgrounds
 Professional camera studio stands

CAREERS

Graphic Design	Video Game Design
Digital Art	Character design
Concept Art	Video production
Media Production	Pre-press
Advertising	Printing
Desktop Publishing	Photography
Animation	

COURSES

Graphic Communications Technology	
Grade 9	GT10G
Grade 10	GT20G
Grade 11	GT30G
Grade 12	GT40G

Advanced Digital Photography	
Grade 11	AD30S
Grade 12	AD40S (Studio)

Students interested in careers in digital, graphic, or visual arts are encouraged to take both Graphic Technology and Visual Arts courses. Both disciplines complement each other and enable students to have broader understanding and larger set of skills to face quickly developing world of visual media.

All courses are valued at one credit and run for one semester. Students are encouraged to start in grade 9 as each course builds on experience and skills from a lower level course.