# Graphic Design (Minor)

DePaul’s minor in Graphic Design provides a foundation in both traditional and computer-based forms of graphic design with a balanced focus on conceptual, creative and technical skills.

## Course Requirements

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Quarter Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>GD 105</td>
<td>Intro To Visual Design</td>
<td>4</td>
</tr>
<tr>
<td>or ANI 105</td>
<td>Motion Graphics Foundations</td>
<td></td>
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<tr>
<td>or ART 105</td>
<td>Two-Dimensional Foundations</td>
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<tr>
<td>GD 200</td>
<td>Graphic Design: Form</td>
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<tr>
<td>GD 205</td>
<td>Graphic Design: Concept</td>
<td>4</td>
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<tr>
<td>or GD 220</td>
<td>Histories Of Design</td>
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<tr>
<td>or GD 230</td>
<td>Typography: Form</td>
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<tr>
<td>GD 232</td>
<td>Typography: Systems</td>
<td>4</td>
</tr>
<tr>
<td>GD 300</td>
<td>Graphic Design: Projects</td>
<td>4</td>
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</tbody>
</table>

Select a total of 12 credit hours from the following list or from any other GD course; at least one (1) course must be GD.

### Four (4) Credit Courses:
- ANI 101 Animation for Non-Majors
- ANI 201 Animation I
- ANI 230 3D Design & Modeling
- ANI 260
- ANI 360 3D Motion Graphics
- FILM 265 Digital Still Photography
- FILM 270 Production Design
- FILM 279 Visual Design
- UXD 101 Design Principles for User Experience Design
- UXD 210 Introduction To User Experience Design
- UXD 220 Prototyping Methods I
- UXD 222 Introduction To Data Visualization Design
- UXD 270 User-Centered Web Design
- UXD 320 Prototyping Methods II
- IT 130 Introductory Computing For The Web
- POST 110 Editing I

### Two (2) Credit Courses:
- GD 150 Illustrator Workshop
- GD 151 Photoshop Workshop
- GD 152 Indesign Workshop
- GD 350 Portfolio Workshop