

## ARTS, AUDIO/VIDEO TECHNOLOGY, AND COMMUNICATIONS

### **BUSINESS AND INDUSTRY**

# DESIGN AND MULTIMEDIA ARTS: GRAPHIC DESIGN AND ILLUSTRATION

### **PROGRAM OF STUDY**

The Design and Multimedia Arts: Graphic Design program of study explores the occupations and educational opportunities associated with designing graphics to meet specific commercial or promotional needs, such as advertisements, packaging, or logos. This program of study may also include exploration into designing clothing, creating animation, or the generation of other visual media for video, web, and interactive applications.

### INDUSTRY-BASED CERTIFICATION OPPORTUNITIES

Adobe Certified Associate (ACA)- Photoshop, Illustrator

OCCUPATIONS	MEDIAN WAGE	ANNUAL Openings	% Growth
Graphic Designers	\$44,824	1,433	15%
Multimedia Artists and Animators	\$67,392	186	21%



## **RECOMMENDED COURSE SEQUENCE**



	WORK-BASED LEARNING EXPERIENCES	CAREER AND TECHNICAL STUDENT ORGANIZATIONS	
Inc Int	dustry Guest Speakers; Field Trips; Industry Observations/ terviews; Industry/Community/Campus Collaborative or Service Projects; Internships.	SkillsUSA; National Technical Honor Society (NTHS); UIL	



The Arts, A/V Technology and Communications (AAVTC) Career Cluster® focuses on careers in designing, producing, exhibiting, performing, writing, and publishing multimedia content including visual and performing arts and design, journalism, fashion design, and entertainment services. Careers in the AAVTC Career Cluster® require a creative aptitude, a strong background in computer and technology applications, a strong academic foundation, and a proficiency in oral and written communication.

#### Non-Discrimination Statement

It is the policy of Leander ISD not to discriminate on the basis of race, color, national origin, sex or handicap in its Career and Technology Education Programs, services, or activities. Leander ISD will take steps to assure that lack of English language skills will not be a barrier to admission and participation in all educational and vocational programs. Es norma de Leander ISD de no discriminar por motivos de raza, color, origen nacional, sexo o impedimento, en sus programas, servicios o actividades vocacionales. Leander ISD tomará las medidas necesarias para asegurar que la falta de habilidad en el uso de la lengua inglés no sea un obstáculo para la admisión o participación en todos los programas educativos y vocacionales.

# DESIGN AND MULTIMEDIA ARTS: Graphic design and illustration

## **BUSINESS AND INDUSTRY**

A student may earn a Business and Industry endorsement by completing foundation and general endorsement requirements. Endorsement course options for the Design and Multimedia Arts program of study are listed below.



## **4 CREDITS REQUIRED**

### **Required Courses:**

- Graphic Design and Illustration I
- Graphic Design and Illustration II/Lab

### Choose additional credits from the following:

- Principles of Arts, A/V and Communications
- Practicum in Graphic Design and Illustration
- Fashion Design I
- Animation I
- Audio/Video Production I
- Advertising/Social Media Marketing
- Marketing
- Professional Communications or Entrepreneurship
- Career Preparation
- Project-Based Research

### **INDUSTRY-BASED CERTIFICATION OPPORTUNITIES**

An Adobe/Autodesk certification is an industry-recognized credential that effectively validates one's skills in Adobe digital-media software. An individual earning this certification has approximately 150 hours of instruction and hands-on experience with the product, and is familiar with core features and capabilities, as well as relevant career concepts.

The Adobe Certified Associate Photoshop exam measures the following domains: working in the design industry, project setup and interface, organizing documents, creating and modifying visual elements, and publishing digital media.

The Adobe Certified Associate Illustrator exam measures the following domains: working in the design industry, project setup and interface, organizing documents, creating and modifying visual elements, and publishing digital media.

## **NOTES:**