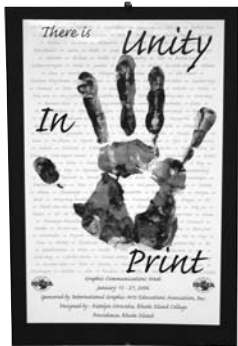


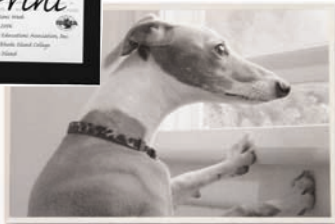
## For your information

- Graphic Communication is the third largest manufacturing industry in the nation
- Eight percent of printing companies employ under 20 people therefore your place in the in the company requires many skills
- Graphic Designers' average salary in the N.E. is \$39,000
- The printing industry is worth \$1 trillion dollars including designing, prepress, printing, finishing, and distributing as well as paper, ink and equipment
- Over one million people are employed by the Graphic Communications Industry
- Preflight Technicians troubleshoot all images, fonts and design to make sure they are correct for printing
- A Color Specialist works in between the customer and the printer to approve color in a job
- Customer Service representatives take over the project once the salesperson has clinched the contract, and handles the workflow from beginning to end



1st Place Winner: 2005  
Gutenberg Competition  
Digital Prepress Division

1st Place Winner: 2005  
Gutenberg Competition  
Photo Division



# Where Your Future Begins

For more information or a tour of our facilities,  
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Communications Office:

401.456.8270

Fax Number:

401.456.8415

Dr. Lenore Collins, Graphics Advisor

Rhode Island College

Whipple Hall Rooms 105/106

Providence, RI 02908

E-Mail: [lcollins@ric.edu](mailto:lcollins@ric.edu)

Be sure to check the RIC Course Bulletin each semester  
for additional workshops and summer courses offered in  
Communications on a regular basis.

## Preflight your Education



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# GRAPHIC COMMUNICATIONS

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## QUICK OVERVIEW

Graphic Communications is a concentration in the Communications Department. The Program consist of six or more hands-on classes that are part of a Communications majors, or a minor for any other major on campus. The courses include such processes as screen process printing, out-putting to film for print, one to four color offset printing, QuarkXPress, Adobe Photoshop, FLIGHTCHECK, font management, color theory, color correction and more! Rhode Island College features up-to-date equipment and the latest programs, with instructors to help you on your way.

### • Introduction to Graphic Communication

Students are introduced to the theory, concepts, processes and careers in the printing and publishing field. They will experience digital photography, creating products on the computers, turning electronic files into film and printing plates, and printing their designs on an offset duplicator or screen process printing.

### • Offset Press 1

Students will study and experience the photo offset method of printing in one and two-colors. Preparation to print will include digital photography, electronic file preparation, imagesetter operation and preparing film and printing plates. Students will then print the files they have prepared on a one and two-color press.

### • Offset Press 2

The focus of this course is printing of four-color images. Students troubleshoot and solve press problems while printing four-color images on a two-color press. National standards and quality control methods play a major role in this experience.

### • Digital Photo Reproduction

The changing nature of photographic reproduction in printing is covered, comparing the quality of traditional to digital photographic imaging. Digital grayscale images are prepared for printing and students experiment with special effects.

### • Electronic Publishing

The focus of this course is on creating products destined for printing, and on designing for readability and planning for cost and time efficiency. Beginning to advanced features of a major page layout software are explored, such as trapping and style sheets. Trouble-shooting techniques and font management are included.

### • Color Reproduction

The additive and subtractive theories of color reproduction are presented, included are spot and process color preparation, trapping, correction, and color separation using scanning, digital photography and other electronic methods. Color overlay proofing is included

### • Current Trends & Techniques in GraphComm

This course is both experiential and lecture format. Included are cross-media topics, such as web usability theory and practice, e-commerce, and PDF for web and print. This course may be repeated once for credit with a change in content.

### • Color Correction and Control

The focus is on preparing images for printing. Included are color correction, sharpening, silhouetting, and other techniques used in production. Retouching and special effects are included as well. Calibration and color management issues are explored to control and predict the final color output.

### • ePortfolio

The focus is on preparing all design projects, printed work, tests, papers, web sites, and any creative and technical pieces for inclusion on a CD. Along with compilation of work, resume writing and producing video clips may be included. This course should be taken the semester before graduation, however, planning and creation of a template would allow continued inclusion of subsequent projects if the course is taken earlier than the senior year.

