

graphic Design

Graphic design is the aesthetic ordering of type and image in order to interest, inform, persuade, or sell. Since these purposes are not mutually exclusive, graphic design may be used to achieve all of them simultaneously.

Graphic design, traditionally the design of printed material, also includes signage, architectural graphics and exhibit design, and with changing technology, it now encompasses film, television, video, and computer-related imagery. (American Institute of Graphic Art)

Facilities

The graphic design area has 1,616 square feet of studio space. The graphic design computer lab has 23 Macintosh computers.

Graphic Design Faculty

Jim Bryant is a professor of art and head of the design program. He received his MFA from Louisiana State University and his BFA from The Herron School of Art, Indiana University.

Hyeja Jung is an assistant professor in graphic design. She received her MFA from University of Florida and her BFA from Syracuse University.

Contact Information

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Courses Offered

ART 350 Introduction to Graphic Design I: Design and Illustration (3). Introduction to the computer as a tool for fine art and illustration. Students are taught computer techniques and approaches to creating art. Prerequisites: ART 101 and 111.

ART 351 Graphic Design II (3). Introduction to type and image production for graphic design. Students learn minimal level study in graphic design involving directed

research, portfolio preparation and group evaluation. Prerequisite: ART 451.

ART 551 Graphic Design VI (3). Additional refinement of graphic techniques, discussion and criticism. An emphasis on individual investigation concentrating on producing a unified body of work suitable for a portfolio or professional show. The student and the instructor will design a program of study directed toward this goal. Prerequisite: ART 452.