

In the Print & Graphics program students can explore and build skills that will help them forge a career and/or college pathway in the graphic design and multimedia industry. Students will use state-of-the-art equipment and software like wide format digital printers, digital cameras, silk screen machines, Adobe Photoshop, Adobe InDesign, Adobe Illustrator and Flexi 8. Students learn to create effective designs that communicate visually in both print and multimedia environments.

SKILLS LEARNED:

- Screen Printing
- Vinyl Graphics Lettering, Vehicle Wrap, Signage
- Photography
- Photo Imaging Design
- Electronic Prepress Design
- Graphic Design
- Web Graphic Design

CREDENTIALS STUDENTS CAN EARN:

- Adobe (4 points each)/PrintEd

STUDENT PURCHASED TOOLS:

- Students will receive information prior to the start of school in August.

UNIFORM DETAILS:

Uniforms are ordered through the Apollo website. All students who were accepted prior to the first day of school are expected to be in uniform by September 16th. Students accepted within the first two weeks of school must be in uniform by October 1st. Students who are not in uniform by these deadlines may be sent home or have daily grade reductions for professionalism.

Purchased through online portal:

(recommend purchasing more than 1)

- Program short-sleeve option
- Program long-sleeve option

Can be purchased anywhere:

- Uniform pants - blue jeans, black pants or khakis



TYPICAL SCHOOL DAY SCHEDULE:

- 8:00 am – 2:25 pm
 - Buses leave at 2:20
 - Drivers at 2:25
- First-year students have lab in the afternoon and second-year students have lab in the morning.
 - Some schedules may vary.



INSTRUCTOR

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