



Edison College Canada
SINCE 1973
LEARN TODAY, LEAD TOMORROW

Graphic Design

Diploma

53 Weeks Program





Program Duration:
Theory: 53 Weeks / 1060 Hours



Delivery Methods:
In-Class or Online



Campus Location:
Victoria, BC

Program Description

The Graphic Design Diploma provides students with a strong foundation in visual communication and digital creativity. This program blends traditional design principles with modern tools, offering training in core areas such as typography, colour theory, visual layout, and digital illustration. Students gain hands-on experience with industry-standard software, including Adobe Photoshop, Illustrator, InDesign, and Premiere Pro, while also building skills in photography, drawing, and business practices.

Through a combination of practical projects and theoretical knowledge, students learn to design for both print and digital media, creating professional layouts, brand identities, and multimedia content. The program emphasizes creativity, problem-solving, and technical precision, preparing graduates to showcase their talents through a professional portfolio and pursue a wide range of opportunities in the design industry.

Career Opportunities

- Graphic/Web Designer
- Production/Layout Artist
- Multimedia Designer
- Illustrator/Animator
- Multimedia Content Creator

Estimated Salary

Graphic
Designer
\$65,175

AVERAGE ESTIMATED
EXPERIENCED WAGE PER YEAR

*This estimate is based on available employment data at the time. Actual salary will be based on numerous factors.
Source: workbc.ca



Admission Requirements

- High School Graduate or equivalent OR mature student status (19 years or older before starting the program)

Meet one of the following English Language Proficiency requirements:

- o Minimum Grade 10 English (Domestic Students)
- o Overall IELTS 5, OR CLB Level 5, OR Duolingo score of 75-80, OR VCA Test score of 55/100





Courses

Fundamentals of Graphic Design

This course introduces students to the fundamentals of graphic design and its application for print and web. Students discover that design is a complex process that involves research and analysis, concept development, evaluation, refinement, and execution.

Introduction to Visual Design

This module is an investigation into the principles of visual communication. Topics include the fundamental visual elements, Gestalt principles and essential design techniques. Students will learn how to apply these concepts to craft visual media that is both expressive and clear.

Shape and Colour Theory

Students learn about visual contrast, colour, rhythm, and pattern in design. They also learn the process involved in making an abstract design from shapes, and how to use that element to create a repeating pattern design. Students explore the various aspects of colour and identify many ways of integrating colour for effective design layouts.

Fundamentals of Typography

This course teaches students about typography and its significance within graphic design in the development of type. Students learn about the terms and measurements that form the basis of typographic vocabulary, and deconstruct fonts to show the working components.

Adobe Illustrator

Students create and design scalable computer graphics with Adobe Illustrator, including core drawing and shape tools, transformation and reshaping features. The module prepares students to create simple vector graphics, learn about best practices to enhance workflow, understand how to integrate colour and type, and prepare documents for output.

Adobe Photoshop Beginner

Students examine the essential capabilities and creative applications of Adobe Photoshop, from correcting colour to retouching portraits, resolution, cropping, selecting, printing, and making web graphics.

Adobe Photoshop Advanced

This course in Photoshop builds on the knowledge previously gained in Adobe Photoshop Beginner, such as layer styles, layer effects, and adjustment layers. Students will apply these techniques to create a composite image and explore more advanced techniques such as custom brushes and displacement masks.

Adobe InDesign

In this course, students will explore the features of Adobe Premiere Pro, a non-linear editing application for creative video production. Premiere Pro integrates with tools like Adobe Photoshop and Illustrator to help graphic designers stay current in a rapidly changing industry. Class exercises will show how to start projects with the correct settings, edit video sequences with audio, design professional titles, and export projects for HD playback.

Adobe Premiere Pro / Digital Darkroom

This course is the second requirement in the CPA's PCP Certification. This course covers essential topics such as payroll calculations, statutory deductions, employment standards, and regulatory compliance. Students will gain practical skills in processing payroll accurately, interpreting payroll legislation, and understanding the roles and responsibilities of payroll professionals in ensuring organizational compliance and employee satisfaction. Through a combination of theoretical knowledge and hands-on practice, learners will develop the proficiency needed to effectively manage payroll processes in various organizational settings.

Introduction to Drawing

This module introduces the student to the basic principles of drawing. Students learn basic techniques in drawing and practice their drawing skills using line work and linear perspective principles.

Introduction to Photography

This course is an introduction to photography from a graphic design perspective. Students will learn what it takes to capture engaging images for various environments, including print and online.

Integrating Graphic Design and Business

Graphic Design is a creative field, but it is also a professional business. This course focuses on the pragmatic aspects of design and aims to educate students on why designers do more than simply design things.

Portfolio Design

Students learn how to create a professional Graphic Design portfolio that effectively showcases their work and abilities. Students can then use this portfolio to present to potential employers. Students will work individually on six (6) projects and reach out to the instructor for clarification and feedback when needed. One project must be Portfolio Creation.



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