

Program Information

Graphic and Print Technician

2024/2025

Program Overview	The Graphic and Print Technician program prepares students for a dynamic career in the printing and graphic design industry. Students will learn how to design and create print materials using various software and production techniques. The curriculum includes training on software tools such as Adobe Creative Cloud, Wacom tablets, and printing techniques used in the production of marketing materials, packaging, and other print products. The program also integrates work experience to ensure students are ready for the fast-paced, hands-on environment of the industry.
Area of Study	Design & Manufacturing Technologies
Credential	Certificate
Program Length	1 Year Full time (10 months)
Delivery	In-Classroom
Work-Integrated Learning	4-week practicum
Open to International Students	Yes
CIP Code	10.0305

Career Outcomes

- Graphic Designer
- Print Technician
- Print Production Assistant
- Pre-Press Technician
- Layout Designer
- Digital Media Specialist
- Production Coordinator

All Courses

Course Name	Description	Hours
Introduction to Graphic Design and Print (GPT-010)	Gain a broad understanding of major printing processes, from graphic design and pre-press to printing and finishing. This course covers the history and culture of print media and provides foundational skills and concepts for use in the print industry.	49 hours
Digital Drawing (GPT-020)	Explore the role of technology in graphic design. Students will learn and practice basic drawing techniques with pencil and paper, progressing to creating digital artwork using industry-standard software.	42 hours
Digital Printing (GPT-030)	Prepare for more complex digital print projects by focusing on colour quality and consistency, digital work station calibration, selecting paper profiles, and operating print server software.	84 hours

Bindery and Finishing (GPT-040)	Gain hands-on experience in choosing and operating bindery and finishing equipment. Learn essential techniques such as folding, cutting, stitching, shrink wrapping, and paper drilling to complete printed materials.	84 hours
Digital Design I (GPT-050)	Study visual communication through graphic design techniques, focusing on colour palettes, typography, and layout. This course introduces the science of design and how specific elements can communicate a message effectively.	126 hours
Introduction to Specialty Printing Applications (GPT-060)	Explore state-of-the-art printing processes, working with various substrates. Learn how alternative media and specialty printing techniques influence the design process and keep up with trends in the industry.	84 hours
Digital Design II (GPT-070)	Encourage creative thinking and exploration of new design possibilities. This course focuses on idea generation, evaluation, and selection, reinforcing skills in typography, layout, and print design.	98 hours
Introduction to Pre-Press (GPT-080)	Learn the essential process of preparing files for output to digital presses and other devices. This course focuses on producing print-ready files and ensuring consistent colour from pre-press to print using specialized software tools.	118 hours
Lithographic Printing (GPT-090)	Learn to operate a sheet-fed offset printing press, focusing on troubleshooting and solving problems during the press run. This course	84 hours



	introduces ink blending technology and press maintenance.	
Flexographic Printing (GPT-100)	Understand the flexographic printing process from design to finished product. Learn about press basics, pre-press techniques, and polymer platemaking, followed by setup and operation of a four-colour flexographic press.	84 hours
Graphic and Print Technician Work Practicum (GPT-110)	Apply technical and employability skills in a supervised work placement. Gain hands-on experience in print or graphic design through real-world projects. Pre-requisite: Minimum 70% average in all previous courses and no more than 8 absences.	160 hours
Work Integrated Projects (GPT-120)	For students who do not meet the practicum requirements, this course offers supervised, community-based projects. Develop skills and knowledge while working in real-world environments, producing projects that meet client expectations.	160 hours