



CAL POLY
Extended, Professional
& Continuing Education

COLLABORATIVE PARTNER



SUMMER
SPRINGBOARD

Adobe Graphic Design Bootcamp

New student admissions for
Summer 2025 are open.



Program Highlights

- Develop an understanding of and terminology associated with graphic design and production including computer specifications, color, typography, and print/digital methods.
- Apply a sequence of graphic communication industry processes and procedures in producing designs and products for a fictitious business or organization
- Use Adobe Photoshop to modify, repair, enhance, and composite images including the use of AI processes.
- Create a layout using Adobe InDesign in the production of a brochure that includes text, graphics, and images



2025 Dates

- Session 2: July 20 - August 1



Academic Program Overview

Develop skills learning the use of Adobe's industry standard Creative Cloud software applications: Illustrator, Photoshop, and InDesign. Design and create common print and digital products using traditional and Design/Thinking design processes. Explore new software application AI techniques.

Learn how graphics software and design processes are utilized in various career pathways. Compile examples of coursework projects and key learning points, in the design and creation of a multipage printed and bound portfolio using Adobe InDesign as well as a digital portfolio in PDF, ePub, and online.



Excursions

Students will visit a local print production, digital design, advertising/marketing, or design studio. They may have a guest speaker from Adobe Systems, discussing the company's incorporation of AI within their software applications.

Instructor

Ivan Bradley, Lecturer Cal Poly SLO

Ivan Bradley has been an educator for 30 years, receiving several educator awards during that time. The past 15 years, he has taught various courses as a lecturer professor for the Graphic Communication department at Cal Poly, San Luis Obispo. This follows nearly 20 years in the graphic arts profession. He was chosen as a short-term guest professor/scholar at Northern Melbourne Institute, TAFE, Melbourne, Australia, presented at the International Conference for Graphic Communication Educators, and gave workshops on the use of Adobe InDesign at the GraphExpo Conference in Orlando and Print 17, Chicago. He has published three digital books, and a 234-page textbook “The Graphics of Communication: Exploring the Graphic Arts and Design.

Tuition Information:

Residential Students

- Includes: all meals, lodging, excursions, academic course, weekend excursions
- Excludes: optional airport pickup and drop-off service (available for an additional fee)
- Price: \$5,298

Commuter Students

- Includes: lunch, academic course, excursions, programming from 9am to 5pm, Monday-Friday
- Excludes: lodging, breakfast, dinner, weekend excursions
 - Weekend excursions can be added on for \$125 per day
- Price: \$2,998

Supplements:

- Application fee: starting at \$99 (mandatory, nonrefundable)
- Tuition Protection Plan: Allows for cancellation for any reason up until the day of the program. Click [here](#) for more info.

[More info on Airport Transfer](#)

[More info on Unaccompanied Minor Service](#)

[Apply Now](#)



Course Structure

There are nine 3-hour class sessions over the two-week course. During week one, students have class from 9am-12pm, Monday - Friday. During week two, students have class from 9am-12pm Monday through Thursday. Wednesday afternoons are dedicated to additional academic time (excursions, speakers).



Typical Schedule

8:00 a.m.	Breakfast
9:00 a.m.	Academic Course
Noon	Lunch
1:30 p.m.	Academic Excursion/ Recreational Activity
3:30 p.m.	College Readiness Workshops or True You
5:00 p.m	Commuter Students Depart
6:00 p.m.	Dinner
7:00 p.m.	Clubs
10:30 p.m.	Mentor Check-In