# 33,428 Graphic Designer Stock Photos, Pictures & Royalty-Free Images - iStock**Job title: Graphic Designer**

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| **Job title: Graphic Designer** | Graphic designers create visual branding, adverts, brochures, magazines, website designs, product packaging and displays. |
| **Entry requirements:** | **University**  You could take a foundation degree, higher national diploma or degree in:   * graphic design * art and design * illustration   You'll usually need:   * a foundation diploma in art and design * 1 or 2 A levels, or equivalent, for a foundation degree or higher national diploma * 2 to 3 A levels, or equivalent, for a degree   **College**  You could take a college course like a Level 3 Diploma in Graphic Design or Level 4 Higher National Certificate in Art and Design, and use this to join a company as a design assistant.  You may need:   * 4 or 5 GCSEs at grades 9 to 4 (A\* to C), or equivalent, for a level 3 course * 1 or 2 A levels, a level 3 diploma or relevant experience for a level 4 or level 5 course   **Apprenticeship**  You could start by doing an advanced apprenticeship in design, specialising in graphics.  You'll usually need:   * 5 GCSEs at grades 9 to 4 (A\* to C), or equivalent, including English and maths, for an advanced apprenticeship   **Career tips**  There's a lot of competition for graphic design work. You'll need a portfolio that shows your creative ideas, skills and work experience to help you get started.  **Professional and industry bodies**  You could join the [Chartered Society of Designers](https://www.csd.org.uk/membership/) and the [International Society of Typographical Designers](https://www.istd.org.uk/join) for professional development and to make industry contacts.  **Further information**  You can get more information on working in creative careers from [Discover Creative Careers](https://discovercreative.careers/#/). |
| **Skills required:** | You'll need:   * design skills and knowledge * to be thorough and pay attention to detail * knowledge of media production and communication * knowledge of English language * the ability to come up with new ways of doing things * excellent verbal communication skills * thinking and reasoning skills * the ability to work well with your hands * to be able to use a computer and the main software packages competently |
| **What you'll do:** | Depending on your role, your day-to-day tasks may include:   * discussing the client's requirements and coming up with creative ideas * working out budgets and deadlines * producing rough drafts and presenting your ideas * preparing designs using specialist software * making presentations to clients for feedback and approval * producing a final layout * explaining requirements to photographers, printers, manufacturers or games developers * keeping up with design trends and developments in software tools |
| **What you’ll earn:** | Average salary (a year) £16,000 Starter to £50,000 Experienced |
| **Working hours, patterns and environment:** | * Typical hours (a week) 37 to 40 a week * You could work evenings occasionally * You could work in a creative studio, in an office or at a client's business. |
| **Career path and progression:** | You could become a senior designer, creative director or move into management.  You could go freelance or start your own design agency.  Another option is to move into teaching or lecturing. |