

## **DESIGN COURSES**

### **DESN 11100 2-D Foundations**

#### **BA/BFA Core**

**01 J Sherman 8:30-10:25 M/W/F Riley 301/211**

**02 E. Buchta 1:55-03:50 M/W/F Riley 301/211**

**MATERIALS FEE** This course deals with fundamentals of two-dimensional design and is intended for students entering studio practice for the first time. The course is also open to more advanced students who wish to increase their knowledge of the elements and principles of design. The course is project oriented. Studio practice in the basic principles of design employing color theory, form and space organization, as well as materials and methods used in the design process are emphasized. 3 credits

### **DESN 21101 Graphic Design I: Introduction to Visual Communications**

#### **BFA Core Option**

**Prebys 03:30-06:15 T/R Riley 200/301/211**

**Huffman 10:40-12:35 M/W/F Riley 200/301/211**

*Prerequisites:* 2-D Foundations. **MATERIALS FEE** This introductory course explores the origins, concepts and processes affecting traditional and contemporary graphic design. Laboratory activities introduce and implement computer and print technology for the creation of original design projects. 3 credits

### **DESN 21200 Visual Dialogue: Drawing for Design**

#### **BFA Core Option**

**01 Conrado 09:30-12:15 T/R Riley 301**

**02 Conrado 12:30-03:15 T/R Riley 301**

*Open to all students.* **MATERIALS FEE**

This cross-disciplinary course in rapid sketching and rendering technique serves studio art, design, and architecture. The course is intended for students entering studio practice for the first time as well as for advanced students who wish to deepen their visualization & illustration skills. 3 credits

### **DESN 21201 Product Design I**

#### **BFA Core Option**

**01 Paul Down 12:30-03:15 T/R Riley 200**

*Prerequisites:* 3-D Foundations and Visual Dialogue. **MATERIALS FEE** This foundation 3-D design studio begins as a natural extension of Basic Design. Students are encouraged to think and work in three-dimensional media. A series of fundamental design problems are assigned during the course of the semester. Emphasis is placed on the transformation of imagination from mind to paper to model. Computer-aided design (CAD) is also introduced into assignments. 3 credits

### **DESN 30104 Building the Modern Web**

**01 Stephen Smith 02:00-03:15 T/R DBRT 216**

*Design majors only Prerequisites:* GD I.

Building the Modern Web is designed to cut through the technology involved in the website creation process and get to the core meaning and goals of a web project. Technological concepts will be covered, but in no real depth. Instead, you will be instructed on how certain technologies, languages, and concepts add pieces to the puzzle of a modern web site, and how you can have a knowledgeable part in every step. It is suggested that this class be taken concurrently with Graphic Design II or after Graphic Design II has been completed. 3 credits

**DESN 30550 Java Script****01 John Nunemaker 03:30-04:45 T/R DBRT 228**

*Design majors only* JavaScript is a forgiving & wonderfully simple, yet powerful programming language. It was designed to be easy for non-programmers to use & is now an essential part of the web, powering rich interactions in sites like Facebook, Gmail & Mobile Me. 3 credits

**DESN 31204 Product Desn. Research Project****01 Down 11:45-2:45 M/W Riley 200/108A**

*Prerequisites: Visual Dialogue or Product Design I.* MATERIALS FEE This course exposes art & design students to common low and high production manufacturing processes. Students use these methods to execute their own original designs. Students are introduced to plastic thermoforming, injection molding, sheet and profile extrusion, blow-molding, rotational molding, reaction-injection, molding and open mold laminating. Metal processes include roll forming, foundry sand casting, die-casting, extrusion, stamping, anodizing, and plating. 3 credits

**DESN 31205 Digital 3-D****01 Lux 08:30-10:25 M/W/F RILY 213**

MATERIALS FEE This is an introductory course to Rhinoceros software. The focus of this class is to learn how to use the software to generate 3D virtual models with an emphasis on industrial design concerns as well as creating manufacturable data for rapid prototyping. The class will be devoted to learning tools, interface, modeling and rendering methods. This will be achieved by completing specific assignments and tutorials. The final assignment will be to virtually model and render a product or scene from a concurrent class or personal interest.

**DESN 32107 Adobe CS3 Design Tutorial****Timothy O'Connor 08:00-10:00PM T Riley 200**

*Co-requisites: Graphic Design I.* This one-credit course will focus on Adobe Creative Suite 3 (CS3) software. The class will meet one evening per week throughout the course of the semester. Programs and topics to be covered will be Adobe Photoshop, InDesign, Adobe Illustrator, proper file preparation, font access and usage. 1 credit

**DESN 41102 Graphic Design II: Typography****01 Ingrid Hess 08:30-11:30 M/W Riley 200****02 Ingrid Hess 11:45-02:45 M/W Riley 200**

*Prerequisites: Graphic Design I.*

MATERIALS FEE

This advanced course in visual communication is for students interested in the art of typography, its history, and the use of type as a critical element in the world of graphic design. 3 credits

**DESN 41103 GD III: Professional Practice****Crispin Prebys 09:30-12:15 T/R Riley 200**

*Prereq: Graphic Design II.* MATERIALS FEE

This advanced course in visual communication is for students who intend to pursue the field of graphic design after graduation. The class will help prepare students both technically & creatively for professional practice by focusing on research-based projects.

**DESN 41301 Multimedia/Motion Graphics****01 Sherman 03:00-06:00 M/W Riley 200/211**

*Prerequisites: Graphic Design I.*

This advanced multimedia course will give the studio, design, or CAPP major an introduction to the design of motion graphics. Students will develop short information movies, movie trailers, or movie opening sequences. The course will use Apple's Motion software and cover basic DVD and quicktime movie development. Skill with various graphics software useful, with expertise in Adobe Photoshop very important.

**DESN 47X71/67X71 Special Studies**

*Permission required.*

Independent study in design: research or creative projects. Open to upper level/graduate students with permission of the instructor.

**DESN 48X03 BFA Thesis**

*BFA majors. Prerequisite: B.F.A. Candidacy.*

The B.F.A. Thesis is defined by an independent thesis project, continuing for two semesters during the senior year. The B.F.A. Thesis is a personal visual statement that is the culmination of a student's collective development within the department. The B.F.A. Thesis can be the extension of an ongoing body of work or a defining project. The thesis project is supported by a written statement defining the project, which is due at the end of the first senior semester. The thesis project culminates in the second senior semester with a B.F.A. Thesis Exhibition. The B.F.A. Thesis student signs up with a faculty member working in the student's area of interest, who serves as an advisor for the thesis project.

**DESN 41301 Interactive Media: Motion Graphics**

**01 Sherman 03:00-06:00 M/W Riley 200/211**

*Prerequisites: Graphic Design I.*

This advanced multimedia course will give the studio, design, or CAPP major an introduction to the design of motion graphics. Students will develop short information movies, movie trailers, or movie opening sequences. The course will use Apple's Motion software and cover basic DVD and quicktime movie development. Skill with various graphics software useful, with expertise in Adobe Photoshop very important.

**DESN 63350 Design Graduate Seminar**

**Design Area Faculty 8:00-9:15 T/R Riley 200**

*Graduate majors only*

Required of all MFA candidates each semester. This team-taught seminar/critique meets each week to critique ongoing graduate student work and to discuss issues related to contemporary art practice.

**DESN 78308 Thesis Direction**

*Graduate majors only* Research and writing on an approved subject under the direction of a faculty member.